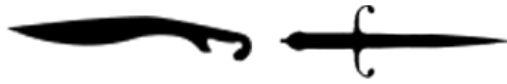




FOUR PILLARS



Rulebook 2.7

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CHAPTER ONE:

The World of Four Pillars

1.1 Overview

The Republic of Ásaterra stretches from the scorching deserts of the north to the icy southern seas. This land was previously a rich and bustling empire to rival its political neighbours; however, the glorious reign of the royals was not to last. Just over a century ago, the last king of Ásaterra was murdered by his own council, and the country fell into civil war. For the last fifty years, an uneasy truce has existed, and the land has been governed by four separate political factions: The Legion of the Maor Dlí, The Guild of Croesus, The Circle of the Arcane and The Warriors of the Dark Sun.

Although these factions have differing views and morals, they must do their best to hold the country steady, ever watched by the eyes of their neighbours who are waiting for a chance to descend and conquer.

In the year 1292BA, a chance meeting between representatives of all four factions demonstrated that when their country is threatened, even rivals can work together. The High Council of Ásaterra decided to use this incident as an example to all, and thus the Expeditionary Force was born. Composed of members from every faction, the group is tasked with combating everything from bandits to magical phenomena, in an attempt to prove Ásaterra's unity once and for all.

The question is, with all eyes on them, is the Expeditionary Force up to the task?

For more information on Ásaterra, recent history or other lore, please refer to the Four Pillars Wikia.

1.2 The Known Lands

The Republic of Ásaterra

Ásaterra is a varied, fascinating country. Whilst divided into four regions politically, it is still considered by most to be a single country. It is a veritable social melting pot, representing a mixture of all the cultures and species that have called it home over the centuries. This diversity is also reflected in Ásaterra's geography.

The North is a region of scorching summers and gentle winters, and the cradle of Ásaterra. The far North is full of red cliffs and deserts, stretching into scrublands and riverlands the further south one travels. It boasts some of the finest farmlands and vineyards of the entire country, as well as sophisticated, ordered cities. The people are dynamic, which is reflected in their vibrant fashion and the hustle and bustle of their marble streets.



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The West of Ásaterra is mostly covered in fertile lowlands and farms, but it was not always so. Formerly the territory of the Monarchy of Monmouth, it became an over-farmed, plague-ridden wasteland, fit only for bandit tribes and exiles from the North. During the second Ásaterran Civil War, a group of people known as Ishallians revealed their existence and offered their formerly hidden city as a safe haven. In the aftermath of the civil war, this territory was given to the newly formed Guild of Croesus, much to the Ishallians displeasure. The West is now inhabited by the rich elite, who are in constant battle with the original inhabitants. The Ishallians are passionate, opportunistic, and fiercely independent, but will welcome anyone as an Ishallian if they embrace the true 'spirit of Ishall'.

The East is dominated by vast and mysterious woodlands reaching up into the foothills of the mountains which border the edge of Ásaterra. Formerly part of the territory of Ulaidh, it is the heart of the ancestral Elven lands, and hides many of their ancient and graceful cities as well as mysterious ruins and other secrets. It is a haven for scholarly learning, and hosts many schools and universities of magic, lore, and the arts.

The South is a wild land, of howling moors and rugged mountains. Whilst there is fertile land to the north, the region is predominantly full of dark, coniferous forest, and at its southernmost points, stormy battered coastlines. This region breeds hard but loyal folk, which perhaps explains why it has a history of steadfast mercenary bands. The faith of Lady Death runs strong here, and its people are almost fatalistic, yet pious and proud of their traditions.

The Dominion of Treth

To the north-east of Ásaterra lies the Dominion of Treth, a prosperous land cordoned by mountains and desert. Ruled by the Paragon, who is perceived more as a deity than a monarch, theirs is a class-based society, headed by the Dominata; the ruling families. Treth may be a wealthy land, but many regard them with disdain as their livelihood is based on a practise they call 'Penitence'. This is a period of indentured servitude that their lower class, the Supplicatem must all serve. This does not, however, stop them from trading with the rest of the world, and they have many strong connections with the Legion of the Maor Dí. Many consider Treth one of the greatest threats to Ásaterra, for there is little doubt that the moment a Trethian senses weakness, they pounce.

The Duchy of Skovva

Even more so than the South of Ásaterra, Skovva is a cruel and unforgiving land. Swamps and thick, gnarly forests cling to its northern borders, and its southern reaches are colder than any other known lands. Unlike the South, however, there is no central rule. Disparate communities and petty nobles contend with one another just to survive, let alone for any notion of political dominance or supremacy. Beyond the borders of this land lies endless rolling plains and scorched earth where nameless, barbarian tribes reave and roam.

The Monarchy of Valclya

The Monarchy of Valclya is a small and secretive Elven land located beyond the Eastern Wastes. Its people are wary of outsiders and the little information known comes from the few immigrants

that have made their home in Ásaterra. Its councillors are descended from ten ancient clans, and family bloodlines are of great importance. The few Valclyans in Ásaterra have mostly had to flee due to the prejudice against the clanless, and the recent laws which have been passed in order to disinherit them.

The Huángjīn Empire

The Huángjīn Empire lies to the north of Ásaterra, far across the seas. Although the country was thought to have been an ally of Ásaterra during its formation, contact over the last thousand years has been limited. While the empire occasionally sends merchants to Ásaterra to trade, their borders are closed to others. Due to the old alliance, however, there are many citizens in Ásaterra of Huángjīn descent.

For more information regarding each of these regions, please refer to the Four Pillars wikia. If you are considering playing a character from a foreign nation, please send an email to fourpillarslarp@gmail.com or contact the Four Pillars Facebook page.

1.3 The Factions of Ásaterra

After the expulsion of the monarchy in 1185 BA, the Royal Council installed themselves as the ruling force in Ásaterra and controlled the lands for the next fifteen years. However, they began to fear the proficiency of magic users running wild in the country, as well as the mercenary nature of the traditional Southern clans, whose allegiance was unsure. After the failure of the Sorcery Registration Act and the Military Conscription Decree, uprisings and protests dissolved into civil war. Out of the ashes of this strife, the four factions of modern Ásaterra arose.

Every player must be a member of a faction. Each faction comes with a unique skill due to their training. If you change faction in game, you keep your original faction skill.

The Legion of Maor Dlí

Based in what used to be the royal heartlands of the North, the Legion of Maor Dlí rules over Northern Ásaterra, acting as the glue that sticks the various Northern legions together into a unified whole. The Legion of Maor Dlí was once an integral part of the Royal Council, tasked with enforcing the law when others could not, and acting as a strong arm for the Council's will. Since the fall of the monarchy, the Legion of Maor Dlí has expanded to govern the Northern region wholesale, and has taken on all the aspects of governing that it requires, while still providing their expertise to local Lawkeepers.

On the field, the Legion of Maor Dlí is often the armoured bulwark, defending those who may fall more easily whilst proudly displaying their purple colours. But not every action they take is at the end of a sword, for often a well-placed word or thorough investigation will do the job of a hundred soldiers.

Tough as Nails: The elite members of the Legion of Maor Dlí view their armour as an extension of themselves, with each piece designed specifically for each member. Such formidable craftsmanship makes Legion armour noticeably more protective than armour from the other regions. The armour value for Legion characters is increased by one. For example, their light

armour would have 2 armour hits instead of the usual 1.

The Guild of Croesus

The Guild of Croesus is based in the Western Province and their territory is mainly comprised of coasts and farmlands. Although they control several thriving trading ports, the Guild's stronghold is further inland, on the Island of Ishall in the centre of Lake Lak'aros. Only the locals and very skilled boatmen can navigate these treacherous waters, so the Guild's fortress is nigh-on impenetrable. The youngest of the four factions, the Guild of Croesus is responsible for managing the High Council's finances, thanks to their monopoly on trade and their influential connections. They also pride themselves on their crafting prowess and boast some of the most influential artisans, entrepreneurs, and traders. Though professional, and well established within Ásaterra, tensions lie just beneath the surface between the Guild and the residents of the West.

Finders Keepers: The hired swords and representatives of the Guild live surrounded by the hustle and bustle of marketplaces and caravans. As a result, they are well-acquainted with trade goods and the Guild itself boasts many talented pathfinders. They have become hardy and adaptable individuals, learning to make do with what they have. To represent this, once a day, members of the Guild may apply a plus one bonus to any foraging resource draw; for example, if the member draws a dangerous encounter from the resource bag, they may upgrade it to a safe encounter where nothing happens.

The Circle of the Arcane

The Circle of the Arcane is comprised of those who value learning above all else. Alchemists, healers, academics, students of combat and tactics, sorcerers, and more besides have all grouped together in order to protect those who wish to study the many different arts, although their main focus is on acquiring knowledge.

Due to the persecution that magic users and scholars have faced over the last century, they are wary of the other factions. Although they may seem the most peaceful of the four, they have not forgotten the wrongs which were done to them, nor the texts which were burnt or lost. As such, when roused to fight, they do so with a vengeful spirit that is terrible to behold. The Circle of the Arcane will do everything possible to regain any of the lost knowledge, for within such hallowed tomes they may yet find the secrets required to re-learn many of their long-forgotten powers - powers which are now needed more than ever for the prosperity of the land.

Lore Scholar: Members of the Circle spend years of their life dedicated to their studies, reading books and scrolls late into the night, attending lectures studiously. Over the years, many members of the Circle have gathered information regarding a wide range of subjects; researching the world is but second nature to them. Members of the Circle of the Arcane can spend five minutes, once per day, to ponder a question about Monsters, Items, or Magic.

The player must ask a specific question, such as "Do elementals exist?" "Can a Devotion Circle be used as a jail". A ref will respond with the answer, as long as the answer is something you could feasibly know.

The Warriors of the Dark Sun

The Warriors of the Dark Sun reside in the South. They are formally tasked with the defence of the land from both invasion and from threats from within, boasting intelligence networks both inside and out of Ásaterra. Originally many honourable bands of mercenaries and warriors oathsworn to the ancient Southern clans, they united against the Royal Council, forming an unconventional but elite fighting force. Named for the most prominent of these bands, the Children of the Dark Sun, this force was named the Warriors of the Dark Sun, a name they carried over to the faction they later founded. Although the faction tries to promote its own code of morality throughout the ranks, and the members are paid for their services, there are the few who go looking for work of a more dubious nature- as long as their employers can keep their mouths shut. Despite their outwardly martial nature, all can find a place with the Dark Sun. Healers, storytellers, and spellcasters are all held in high regard in the South, and once Southern loyalty is gained, it is for life.

Martial Supremacy: The Warriors of the Dark Sun are highly proficient combatants, with their livelihood being dependent on their skill in combat. As such, they must train often and well. Members of the Dark Sun may utilise a single additional call from a single weapon skill they have access to, or a single additional use of Cut-Throat if they have access to it from the Stealth skill, with the five-minute period of active recovery applying. If they do not have access to any of these skills, they may instead utilise one call per day from Tier 2 of the relevant weapon skill. If you are a non-combatant, talk to us and we can arrange something for you.

1.4 Species

Ásaterra was originally a northern country inhabited predominantly by humans. However, as the power of its monarchs grew, it gradually expanded south, encompassing hot earth, vineyards and orange trees as well as pines, marshes and snows. The first kingdom conquered was the coastal kingdom of Monmouth, bringing with it the trolls who typically lived there. Budding relations with Ulaidh soon made elves a common sight in Ásaterra. Ásaterra has remained in this state for hundreds of years and has become a melting pot of different species and cultures. You are now just as likely to find an elf in the mountains as you are to find a troll reclining on a sunny beach.

Each species has its own unique abilities and cultural background. You can choose any class with any species, but you must, however, be able to phys-rep whichever species you chose.

Humans

Round eared and squishy, humans are one of the most common species in Ásaterra. Surprisingly tenacious, as far as some other species are concerned, they breed like rabbits, stick their noses in where they're not wanted, and generally do their best to be as annoying as possible. However, there is no real ill-will towards the humans and they are regarded with fondness by some of the more long-lived species, many of whom admire their ability to live so much in such a short amount of time.

Phys-rep requirements: Adaptable and varied, humans do not require any phys-reps to play.

Species Ability: Humans can replace a single Primary skill, as listed by their class, with another

skill. This skill now acts as a Primary skill; the original Primary skill is now considered a Secondary skill.

Elves

With a typical lifespan of up to a thousand years, Elves are quite slow to age and reproduce. Due to the high casualties of the Elven wars with Skovva in the first century, there are few elder Elves remaining. Although many of them mingle with humans, it can be a sad and harrowing process for the elf involved when they must watch their loved one fade. This is made even sadder when such unions bear children; half-elves usually only live for 200-300 years. Elves historically mainly inhabited the kingdom of Ulaidh, which is now Eastern Ásaterra. The remains of old Elven settlements are sometimes found in the forests, their delicate stonemasonry stretching gracefully towards the sky, even in the form of ruins. These days, Elves are overall happily integrated with the other species, although there are some older Elves who remain in closely knit forest communes.

Phys-rep requirements: Famous for their distinctive ears, Elven characters must possess appropriate pointed ears. They otherwise bear a strong resemblance to humans.

Species Ability: Once per day, an elf has the option to instantly heal themselves one hit point to all locations. This may be done while on death count. This ability is believed to come from an elven coming of age ceremony, which in some cultures involves receiving a ceremonial tattoo.

Dwarves

Short and broad, Dwarves are hardy folk that are said to have skin of iron and bones of steel. While they have life-spans that are three times as long as humans, the slow reproduction of the Dwarven species means that the vast majority of Dwarves prefer to live within the confines of a Karak or hold, rather than in the open settlements of other species. They are not however by any means cowardly, and the bravery of their warriors is exemplary, matching only the acumen of their merchants and craftsmen, which is renowned throughout the known world. The majority of Dwarves in Ásaterra originate from Karak Anor, situated in the north-east mountains of Northern Ásaterra, but there are also Dwarven holds in Skovva and in the West of Ásaterra within the Syrenesse mountain range. Most Dwarves also bear a natural resistance to the magical arts, making a Dwarven mage a rare -but not impossible- sight.

Phys-rep requirements: Bearing a strong resemblance to humans, merely shorter, the only suggested phys-rep for Dwarven characters is facial hair, regardless of gender – whether full-on fake beards or stubble. However, not all Dwarves are able to grow beards, and some Dwarfs living above ground have taken to shaving their beards in a human fashion, enabling players to go clean shaven should they wish.

Species Ability: All Dwarves, be they miners or soldiers, are capable of taking care of their own equipment. They are considered to have **Craft: Smith** at **Novice** level for the sake of repairing items, including weapons and armour. If they possess the **Craft: Smith** skill, they gain a 20 second reduction to their times to repair items.

Trolls

Trolls are formed by a natural influx of magic permeating into rock and developing sentience. They range from lithe and graceful figures to rough and bulky hulks, with at least a generally humanoid physique. The 'skin' tone of a troll takes on the hue of whichever natural rock, stone, or gemstone that they have taken form from. Due to their innate strength, trolls are sometimes perceived as a threat; however, they can actually be very friendly, hospitable individuals. Depending on their surroundings, Trolls can be either highly communal, or very reclusive. In either case, they typically demonstrate great care for their environment and those who are around them. Whilst some perceive them as unsophisticated, even unintelligent, trolls are capable of great wisdom and great age and are some of the most naturally attuned creatures.

Phys-rep requirements: Trolls can be quite large and bulky, however smaller and more lithe forms are not uncommon. They are notable for possessing inhuman shades of skin, representing where they originated from; this should represent a form of natural rock, stone, or gemstone. When conceptualising your character, please talk to Refs for advice on this.

Species Ability: Due to their physiology, trolls cannot be healed by the Surgery Skill, although they may be healed by magical means. However, they naturally regenerate 1 hit point per location every two minutes of rest (ie, not actively fighting or bleeding out). Trolls do not lose consciousness when they are on death count.

Trolls can resist two *knockdown* calls a day. When using this ability, they should call *No Effect*.

Ogres

The Ogres of the land have varying appearances, with colour and traits shifting according to their environment. All Ogres live and grow in a state of fierce competition; they form tribes around strong individuals, with a chaotic hierarchy below the Chief. Despite their competitive nature, Ogres avoid open conflict as much as possible. Disputes are settled through single combat between individuals. Ogres are one of the rarest species in Ásaterra, and are not often seen outside their tribes. Ogres amongst the four factions are typically strays or individuals sent specifically by their tribe to join a particular faction. Not all Ogres are fighters; there also exists a hierarchy within tribes of lore-keepers, called Uglaws, who serve their tribes as shamans, bards, and historians.

Phys-rep requirements: Ogres are similar to humans, usually featuring orange skin, but they all have personalised clan tattoos. Some may also have prominent brows, which require prosthetics.

Species Ability: Ogres gain one point of Natural Armour in the form of tough, leathery skin. This stacks with worn armour and counts as body hits against calls of **pierce**. This can be repaired by the **Craft: Smith** or the **Surgery** ability as normal. They receive two calls of knockdown a day.

Orcs

Orcs feel emotions far more intensely than many other species, with nothing being done in half measures. They are passionate and heartfelt, but also struggle to control their rage. They often face a daily battle with themselves, and it is not unheard of for grievously wounded Orcs to give

into their fury. Orc tribe members typically mark themselves with scars or tattoos to display their great deeds, becoming living histories of themselves. However, in recent years this practise has been rapidly waning amongst the young. Highly social, Orcs normally have a tribe-based structure with large extended families. This similarity to Southern Clans has led to integration between the two, and orcs most often find their homes in the South.

Phys-rep requirements: Orcs typically possess skin in shades of green or grey. They often sport large teeth, and some have horns protruding from their foreheads. Latex masks would be appropriate for their skin.

Species Ability: Twice per day, they can enter a Rage when reduced to 0 hitpoints on their head or chest. This causes them to immediately attack whatever harmed them and ignore all damage and mind-altering effects for 10 seconds. Upon the end of this effect, they immediately take any damage they sustained during their rage.

Goblins

Goblins love nothing more than having fun, living freely, and ignoring inhibitions, and lifestyle, often not realising the effects this has on others. Although this fun is often light-hearted, it can turn malicious. They often inhabit swamps and the wetlands around rivers, especially in the Western Delta, as their skin needs to be kept particularly moist. Their ancestral home was the land of Monmoth, where they lived in great underground cities beneath the land of the trolls. They are now divided into Sky Dwellers, who live on the surface, and Ground Dwellers who mainly reside beneath. Goblins may sometimes appear overexcited and childish, but do not be fooled; they have minds as sharp as their wit, and anyone underestimating them may not live to regret it.

Phys-rep requirements: Goblins have pointed ears of any size, which can be achieved with prosthetics. They must have a green tinge to their skin; this can range from green contour and highlight to being painted entirely green.

Species Ability: Twice per day, Goblins can burrow into the ground and move up to 10 meters in any direction. However, they must re-emerge within 20 seconds of using this call. This is shown by putting a fist in the air as you move from location to location, and by saying 'burrow'.

Beastkin

A mixture of human and animal, these creatures, although predominantly nomadic in nature, are mainly located around the centre of Ásaterra. Many of them inhabit the tail end of the old Elven forests, which now lie within the lands of the Circle of the Arcane, where they will work with other forest dwellers. However, they are loathe to leave their home and land, and will rarely do so unless in company of those they feel they can trust. Others inhabit the southern coniferous forests - in the lands owned by the Warriors of the Dark Sun - where they have always co-existed rather well with their nature and animal respecting neighbours. The more southern-based Beastkin are commonly braver than their more northern brethren and are comfortable leaving the forests and even sometimes inhabiting the settlements of the other species. Beastkin tend to prove themselves to be excellent guides and scouts, although they have many other talents as well.

Phys-rep requirements: Beastkin bear a distinct resemblance to a specific animal, and must wear furs, horns, or ears appropriate to the creature in question, along with face paint to represent the animal's hide.

Species Ability: Beastkin are strong trackers and keenly perceptive individuals. As such, they count themselves as having one higher Detection than they would otherwise. This means that a Beastkin character always has at least Detection skill at Tier 1 for free. A Beastkin with Detection 3 only requires 5 seconds of roleplay as opposed to the usual 10 seconds of roleplay required to make a Detect call.

A Beastkin may additionally use LARP-safe claws as a Melee weapon, as long as it suits the animal species of which they are a hybrid. The user must pass a claw competency test.

Vampires

Vampires are creatures of the night which boast several innate and unusual abilities. They are created when an existing vampire drinks the blood of an individual, and then feeds that individual their own blood in turn. If an individual who has been fed upon reaches the point of death with vampire blood in their system, then they themselves transform, metamorphosing into something new. However, vampires are only accepted in society if their powers are bound. The process of binding is a complicated ritual, where the vampire's powers are bound to an item of their choice. This suppresses their abilities and their natural bloodlust, but also leaves them vulnerable should their bound item fall into the wrong hands.

If unbound, a vampire is in danger of their sanity being stolen away by their thirst and their need to hunt. Unbound vampires are also susceptible to silver and fire, and the weaker ones will perish in sunlight. The process of binding protects a vampire from these weaknesses and reduces their need to drink blood to once a week. Players may only play bound vampires.

Phys-rep requirements: Vampires' features vary greatly, being almost identical to their species of origin but often paler or exhibiting dark shadows under the eyes. However, there is one common factor amongst all flavours of Vampires; many have unnaturally coloured eyes, even in their bound forms.

Species Ability: A bound vampire has the same Species ability as their original species.

Half Species

In these mainly indiscriminate times, it is relatively common for people to find love and companionship in those different species. It is also possible, although less likely, for these relationships to bear children, known by many as half species. Because of this, half species can differ greatly from each other, with some only adopting the traits of one parent, and others being an eclectic mix of the two. Because of this, responses to such beings can range from complete idolisation, being perceived as unique treasures and rarities, to complete confusion.

Species Ability: Half-species must choose between either Species Ability of their heritage. For example, a half-elf would choose EITHER the Human Species Ability OR the Elven Species Ability.

A Half-Species may not elect to be part Beastkin, part troll, or part vampire in any way; these species exist only in a full-blooded state.

CHAPTER TWO:

Core Rules & Character Creation

When creating a character, you must consider who you want to play and what their history might be. If you wish to talk about their history or upbringing, you may discuss it with a referee, who can help you in bringing your character to life and help you integrate into the story. You will need to choose a faction and a class, and then choose your character's skills and downtime resource.

2.1 Hits, Healing & Dying

All characters start with 2 hits per location. This may be increased by the Durability skill. There are 6 hit locations in Four Pillars: Head, Torso, Left Arm, Right Arm, Left Leg, Right Leg.

If a limb (arm or leg) is reduced to zero hits, the limb cannot be used again until healed by either the **Surgery** skill or by magical means. This means that if an arm is reduced to zero hits, the weapon being held in that arm must be dropped and the arm must simply be held limp by the player's side. If a single leg is reduced to zero hits, the player can only use the working leg to move (usually hopping or dragging); if both legs are reduced to zero the player may only crawl using any still available limbs. Any further hits on a limb that is reduced to zero hits have no effect.

When being hit with a standard weapon, you take 1 hp of damage per second. If someone hits you more than once in a second, the second hit does no damage.

If either the head or Torso is reduced to zero hits, the character is considered to be bleeding out, and must start their two-minute death count. The player may not perform any sort of action nor defend themselves while bleeding out, however if their head is not on zero hits, the player may cry out for aid. A character may be prevented from bleeding out if both head and torso are brought above zero hits by any means, or if their death count is paused by use of the Surgery skill.

If your character's death count reaches zero, the character is terminal. They are beyond saving by surgical or magical means. They may take this opportunity to say a few last words, roleplaying appropriately, before dying. Ten minutes after your death count hits zero, you are seen as permanently dead.

Please speak to a referee about generating a new character – although, if you wish, it may be wise to wait as a corpse for a while so players may interact with you.

Resurrection is possible via the Surgeon or Lumomancy Skill tree. If someone attempts to resurrect your character, they will be offered a bag with different coloured marbles inside. If they pull out a white marble, your character is healed to full health and is alive once more. If they pull out a red marble, your character is alive, but will receive a traumatic wound card with a roleplay effect on it. If they pull out a black marble, your character unfortunately has passed on, and has been carried away in the arms of Lady Death.

If you have any questions, please speak to a referee.

2.2 Classes

All characters start with 4 skill points (XP) to spend. Each class has three Primary skills which represent their core talents, as well as a separate bonus encouraging specialisation. All other skills are considered Secondary, representing other talents which a character may pick up throughout their career, but would take slightly more effort for that character to develop.

The costs of taking a skill varies according to whether it is a Primary or Secondary skill for the character in question, and what tier of skill you are going to take. The costs are as follows:

	Primary	Secondary
Tier 1 (Novice)	1	2
Tier 2 (Adept)	2	3
Tier 3 (Expert)	3	4

You must buy each level of the skill in order; for example, to get a skill at Tier 2, you must first buy the skill at Tier 1.

When in game, for purposes of immersion, Tier 1 is referred to as 'Novice', Tier 2 as 'Adept' and Tier 3 as 'Expert'.

A character will gain 2 skill points for every event that the character both attends and survives. A form will be available on the website and facebook page between events, which you can use to spend your skill points. Skill points may not be spent during an event, unless it's to generate a new character. If your character dies, and you have skill points saved up, you may spend them on your next character. Skill points can also be used to upgrade Downtime resources.

2.2.1 Playable Classes

ARTISAN

Artisans are talented smiths, alchemists, or crafters of talismans, who can use crafting resources to create items. They always have some kind of project on the go, be it making new treasures or restoring old ones. They are also capable of the more mundane arts of repairing weapons and armour. These skilled workers are essential on the battlefield, for providing support behind the lines.

Primary Skills: *Craft: [Alchemy OR Smith OR Talisman], Forage, Weapons Skill [Melee: 1 OR Melee: 2H OR Ranged]*

Starting Armour Class: Medium

Bonus: Artisans have a bonus of 10 extra crafting work points.

BARD

Masters of music, bards can help to inspire their companions to bravery; restore their spirits; or call upon the blessings of a God through their fine music. Failing that, they can be pretty handy

with a surgery kit.

Primary Skills: *Magic [Discipline], Forage, Surgery.*

Starting Armour Class: Light

Bonus Skills: Bards start with a bonus +5 mana **OR** with a 20 second reduction to the Surgery skill (choose one at Character Creation).

Twice a day, by playing their instrument, singing their song, reciting their tale of heroics, the Bard can draw on various effects. These work on anyone who hears the piece, be it friend of foe:

- Inspiring courage in those around them, for the next 10 minutes they can call [**No Effect**] once against a *Fear* call.
- Those that are within 10m of the Bard regain 1 Hitpoint to all locations once their performance is done. This does not stop Deathcount, but can bring people out of it.
- Through a God's blessings, everyone can call [**Blessed**] on their next hit within 10 minutes.
- Through strength given by the Bard, everyone can call [**Knockdown**] once in the next 10 minutes.

MAGE

Mages are those individuals who are born with the spark of magic in their veins and those who have indulged that talent with training. Although recent research has discovered that many have the ability to wield magic, Mages are those who have been trained in the art and know how to tap into their magical potential. There are several schools of magic and out of all of the classes, it is mages alone who can master more than one discipline.

Primary Skills: *Magic: [First Discipline], Magical Research, and Craft: Talisman*

Starting Armour Class: Light

Bonus: Mages receive a bonus of 5 extra mana. Only mages may take more than one magical discipline.

PHYSICIAN

Physicians are students of the medical arts, having received extensive training and education. Be it by scalpel or salve, they are experts of tending to wounds and rooting out sickness, wherever it may lie. They are capable of identifying illnesses and poison, gifted with keen eyes and steady hands. No sensible party would leave without a physician in tow.

Primary Skills: *Surgery, Craft: Alchemy, and Detection.*

Starting Armour Class: Medium

Bonus: Physicians are well trained in the medical arts. As a result, they have a 40 second reduction to their heal time when using the **Surgeon** skill. Once per day, if a Physician has Tier 3 Surgery, they have a chance to resurrect a dead character of their choice with 5 minutes of roleplay surgery. This must be started within 10 minutes of the target's death. The health of a successfully resurrected character depends on the marble drawn during the resurrection process. Armour and Global hits count as normal.

PALADIN

A holy warrior, imbued with the gifts of their god, a Paladin in a sight to behold on the field. Trained in both weapons and magic, it is, however, their devotion to their god(s) that makes them truly unique; after all, what is stronger than faith?

Primary Skills: Magic: [Discipline], a weapons skill [Melee: 1H OR Melee: 2H OR Ranged], Devotion.

Starting Armour Class: *Heavy*

Bonus: Through their devotion to a God, the Paladin gains a unique ability depending on whom. In the case of Multi-Devotion, you choose one on character creation as the ability that you have learnt. This does **NOT** count towards your Devotion Ability Count.

- **Magnus:** Once per day, you may have a message sent over a great distance via Magnus to someone you know and are in personal contact with..
- **Cosmia:** Once per day, you may call [No Effect] to any call used on you that is not the product of a T3 spell or comes from a Mythical entity..
- **Skiaselveyn:** You get +5 Mana per your Tier of Magic.
- **Annatarra:** Twice per day, you may cast Lesser Shield as per the spell without using mana - however it gives 3 Global Hits instead of 2.
- **Brutus:** Twice per day, you can call either [Knockdown / Broken / Disarm / Smash / Stun] with a 1H/2H weapon.
- **Lyre:** Twice per day, can cast Befriend as per the spell without using mana. Twice per day, you can cast Voice of Reason as per the spell without using mana.
- **Sigismund:** Twice a day, you can cast Sunflare as per the spell without mana. Once per day, you may cast Blessing as per the spell for free.
- **Mordon:** Twice per day, you may fully repair armour you are touching after 10 seconds.
- **Florintina:** Once per day, you may repick a marble you have picked. You must put the previous marble back in the bag when doing this.
- **Omar:** Twice per day, you can heal 1 hitpoints to all locations by touching the target and praying for 10 seconds. Deathcount is not paused during this.
- **Fifaldia:** Once a day, can cast Rooted as per the spell without using mana. Once per day, you may call [No Effect] against a Rooted Spell cast on you..
- **Lady Death:** Once per day, you can cast Stay With Me as per the spell without using mana, but for everyone within a 3m radius. You must keep chanting the spell, but do not require contact.
- **Nitphil:** Twice per day, you may cast Shadow Walking as per the spell without using mana. While using this skill, you may move in the Stealth T2 (but not when using the spell normally through mana).

PRIEST

Priests are the holy folk of Ásaterra, devoted to their gods. They are exceptional mediums between the world of mortals and that of the divine. Typically possessing a good education and a kind heart, they may also have a good appreciation of how to tend to wounds. Priests are often also capable of calling upon their devotion to protect them from magical onslaught, often

channelled through an icon of worship or holy symbol appropriate to their deity. A priest makes a fine companion: healing mind, body, and spirit.

Primary Skills: *Devotion, Magical Resistance OR Magic: [Discipline], Surgery.*

Starting Armour Class: Medium

Bonus: Priests get a 20 second reduction time when using surgery. Priests may also come into play with one extra active blessing from the god of their choice (talk to a ref about this at character creation).

ROGUE

Rogues have developed a specific set of skills, tailored for stealth and precision. What they use these skills for is down to them, and you will find just as many rogues in the ranks of the factions as you will robbing people in city markets.

Primary Skills: *Stealth, Detection, and Weapons Skill [Melee: 1H OR Melee: 2H OR Ranged]*

Starting Armour class: Medium

Bonus: When using the Stealth skill, rogues can move unseen in sufficient cover from Tier 1, and from Tier 2, they can bring another into cover with them at standard Tier 1.

WARRIOR

Warriors are the centre of any fighting force. They focus on raw fighting abilities and are trained to stand their ground against all of the odds. Ranging from elite knights dressed in suits of steel to the leather-clad warriors of the southern lands, warriors tend to be rather good at splitting the head of their enemies in two.

Primary Skills: *[Melee: 1 OR Melee: 2H OR Ranged], Durability, and Magical Resistance*

Starting Armour class: Extra Heavy

Bonus: Warriors are trained to fight in the heaviest armour, typically in formation. As a result, they may enter play with Extra Heavy armour.

2.3 Skills

Armour Training

Tier 1 Allows the use of armour of one rank above that permitted by your class

Tier 2 Allows the use of armour of two ranks above that permitted by your class.

For example, a Mage with Tier 2 Armour Training can wear Heavy armour.

This skill can never be used to allow a class other than Warrior access to Extra Heavy armour.

Battle Training

- Tier 1** Grants the character two calls of **resist** per 5 minute period of rest against a chosen Call. Choose one from the list below when the skill is purchased.
Knockdown / Broken / Disarm / Pierce / Smash / Stun / Pain
- Tier 2** Choose an extra call which you can now call **resist** to. You do not get an extra call of **resist**, just a wider range of calls you can **resist**.
- Tier 3** Choose an extra call which you can now call **resist** to. You do not get an extra call of **resist**, just a wider range of calls you can **resist**.

Once per day, when you are on your Deathcount, you can stand back up for 10 seconds to continue fighting, (or running to safety as your training has taught you to do so) ignoring damage but taking calls as per normal. After this, you drop back down and continue your Deathcount where you left off.

Craft: Alchemy

- Tier 1** Gives the ability to craft and identify novice potions and poisons, using a total of 10 CWP per event.
- Tier 2** Gives the ability to craft and identify adept potions and poisons, using a total of 20 CWP per event.
- Tier 3** Gives the ability to craft and identify expert potions and poisons, using a total of 30 CWP per event.

Craft: Smith

- Tier 1** Allows a character to be able to repair armour. It takes 75 seconds to restore all armour points. Gives the ability to craft novice items, using a total of 10 CWP per event.
- Tier 2** Allows a character to be able to repair armour. It takes 60 seconds to restore all armour points. Gives the ability to craft adept items, using a total of 20 CWP per event.
- Tier 3** Allows a character to be able to repair armour. It takes 45 seconds to restore all



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armour points. Gives the ability to craft expert items, using a total of 30 CWP per event.

Craft: Talismans

- Tier 1** Gives the ability to craft and identify novice level charms or talismans, using 10 CWP per event.
- Tier 2** Gives the ability to craft and identify adept charms or talismans, using 20 CWP per event.
- Tier 3** Gives the ability to craft and identify expert charms or talismans, using a total of 30 CWP per event.

Detection

- Tier 1** Can use the call **Detect: Novice** after 20 seconds of roleplay and can detect common poisons, characters in T1 Stealth, and potentially information in the area.
- Tier 2** Can use the call **Detect: Adept** after 15 seconds of roleplay and can detect uncommon poisons, characters in T2 Stealth, and potentially information in the area.
- Tier 3** Can use the call **Detect: Expert** after 10 seconds of roleplay and detect rare poisons, characters in T3 Stealth, and potentially information in the area.

Characters with this skill will not be passively alerted of details which they might notice; the skill must usually be actively used in order to learn information. This skill can be used to locate people in the area who are hiding but don't have the stealth skill. If this skill is used on you while you are hiding without the stealth skill, you should call out 'Stealth 0'.

Devotion

- Tier 1** Allows the character to use a ritual circle, including raising and lowering the wards, cleansing the circle and leading rituals. At Tier 1, a ritualist can maintain four ritual effects on themselves or another person.
- Tier 2** Improves the responsiveness of devout energies within a ritual circle, and to attempt to discern whether ritual offerings are adequate once per day. At Tier



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2, a ritualist can maintain eight ritual effects on themselves or another person.

Tier 3

Can create a ritual circle with appropriate roleplay once per day. At the end of each day, the character can choose to keep the ritual circle in the same place for the next day, but a moved ritual circle must be ritualised anew. Further improves the responsiveness of devout energies within a ritual circle, and to attempt to discern whether ritual offerings are adequate twice per day. At Tier 3, a ritualist can maintain twelve ritual effects on themselves or another person.

Please consult a ref before creating or using a ritual circle.

Durability

Tier 1

Grants the character one extra body hit per location.

Tier 2

Grants the character two extra body hits in total per location.

Tier 3

Grants the character three extra body hits in total per location.

Tier 4

Grants the character four extra body hits in total per location.

Forage

This skill allows a character to forage in the wilderness for materials. This involves picking marbles out from a bag which, in turn, determines the results. Anyone can forage at Tier 0 without needing the skill, but they must use the Amateur bag. For those with Tier 1 or above, there is the choice of a higher risk bag with greater rewards or a safer bag with reliable rewards.

Tier 0

Allows the character to search for two random commodities from the "Luck of the Path" bag per day; available to all player characters without skill investment.

Tier 1

Allows the character to search for three random commodities per day.

Tier 2

Allows the character to search for four random commodities per day.

Tier 3

Allows the character to search for five random commodities per day.

Magic: Naturamancy (Elemental Magic)



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- Tier 1** A choice of any three Novice Elemental spells.
- Tier 2** A choice of any two Adept, and one extra Novice Elemental spell.
- Tier 3** A choice of any one Expert spell, as well as one extra Adept spell and two extra Novice spells from within the Elemental section.

Only a Mage may learn more than one magical skill. At Tier 3, once per event you may expend all of your hit points in order to cast a spell of any tier that you know. You are then on your death count. This does not stack with more than one magical discipline.

Magic: Lumomancy (Light Magic)

- Tier 1** A choice of any three Basic Level Lumomancy spells.
- Tier 2** A choice of any two Adept, and one extra Novice Lumomancy spell.
- Tier 3** A choice of any one Expert spell, as well as one extra Adept spell and two extra Novice spells from within the Lumomancy section.

Only a Mage may learn more than one magical skill. At Tier 3, once per event you may expend all of your hit points in order to cast a spell of any tier that you know. You are then on your death count. This does not stack with more than one magical discipline.

Magic: Umbramancy (Shadow Magic)

- Tier 1** A choice of any three Basic Level Umbramancy spells.
- Tier 2** A choice of any two Adept, and one extra Novice Umbramancy spell.
- Tier 3** A choice of any one Expert spell, as well as one extra Adept spell and two extra Novice spells from within the Umbramancy section.

Only a Mage may learn more than one magical skill. At Tier 3, once per event you may expend all of your hit points in order to cast a spell of any tier that you know. You are then on your death count. This does not stack with more than one magical discipline.

Magical Research

This skill gives you the ability to create new spells and magical abilities, or to improve upon existing ones using thaumaturgy work points (TWP). Thaumaturgy requires the individual to be



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proficient in at least one of the magical spheres: Naturamancy, Lumomancy or Umbramancy.

Tier 1 You receive five TWP per event, and ten TWP per downtime.

Tier 2 You receive ten TWP per event and twenty TWP per downtime.

Tier 3 You receive fifteen TWP per event, 30 per downtime.

See the *Magic & Crafting Booklet* for more information.

Magical Resistance

Tier 1 Allows the user to resist three Novice spells per five-minute period of active recovery with the **Resist** call.

Tier 2 Allows the user to resist four Novice spells and/or Adept spells per five-minute period of active recovery with the **Resist** call.

Tier 3 Allows the user to resist five Novice, Adept or Expert spells per five-minute period of active recovery with the **Resist** call. You may only resist one Expert spell per recovery period.

One a day, you may use one of your Negate calls to negate an area spell. You should indicate this by calling 'Area: Negate'.

Please note that no character may possess both Resistance and another form of magical skill, as the skill stems from developing anti-magic capabilities that are incompatible with other spells.

Please use appropriate roleplay. This can include phys-reps, such as jewellery, tattoos, or a lucky item, or an invocation on a focus of power which might be a belief held by your character, be it in a deity, a principle, or some other higher calling. For example, a follower of Lady Death might invoke her name; or a priest may invoke a holy symbol; a warrior may have tattoos or a similar lucky charm.

Melee: One-Handed Weapons

Tier 1 Allows the use of one-handed weapons such as swords, axes and maces.
Allows the use of shields.

Tier 2 Allows the use of the **Pierce** call twice with a five-minute period of active



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recovery.

Tier 3 Allows the use of the **Disarm** and/or **Pierce** call three times, with a five-minute period of active recovery.

Daggers cannot be used to make any calls gained with the Melee skill.

Active recovery is understood as making a show of taking a rest, getting your breath back, meditating, perhaps sharpening your weapon.

Melee: Two-Handed Weapons

Tier 1 Allows the use of two-handed weapons, such as greatswords, battleaxes and staves. Two handed swords, axes, hammers and maces do 2 points of damage instead of one. Staves, polearms and halberds are excluded from this.

Tier 2 Allows the use of the **Knockdown** call twice with a five-minute period of active recovery.

Tier 3 Allows the use of the **Smash** and/or **Knockdown** call three times, with a five-minute period of active recovery.

Active recovery is understood as making a show of taking a rest, getting your breath back, meditating, perhaps sharpening your weapon.

Ranged Weapons

Tier 1 Allows use of ranged weapons such as bows, crossbows and throwing weapons. All arrows cause **pierce** damage automatically with successful hits.

Tier 2 Ability to call **Knockdown** twice on a successful shot, with a five-minute period of active recovery.

Tier 3 Ability to call **Smash** and/or **Knockdown** three times on a successful shot, with a five-minute period of active recovery.

Active recovery is understood as making a show of taking a rest, getting your breath back, meditating, perhaps sharpening or maintaining your weapon.

Stealth

Tier 1 Allows the character to hide in sufficient cover as long as they remain



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stationary. They should put one finger in the air to indicate **Stealth: Tier 1**. They cannot leave cover without breaking Stealth.

Tier 2 Allows the character to move unseen in sufficient cover. They should put two fingers in the air to indicate **Stealth: Tier 2**. They cannot leave cover without breaking Stealth.

Tier 3 Allows the character to hide and move unseen in sufficient cover. They should put three fingers in the air to indicate **Stealth: Tier 3**. They may bring another character into Stealth with them at Tier 1. Gives the ability to use the **cut-throat** call once with a five-minute period of active recovery. As with previous tiers of this ability, they cannot leave cover without breaking Stealth.

Sufficient cover is understood as enough cover to obscure 50% of a character who is using Stealth. Cover constitutes a distinct barrier such as foliage, a wall, or a log. If you require a demonstration of the proper usage of this ability, please consult a referee.

Active recovery is understood as making a show of taking a rest, getting your breath back, meditating, perhaps sharpening your weapon.

Surgery

Tier 1 Allows a character to restore one body hit to all locations after 100 seconds of roleplay. The patient's death count is paused as long as the character is performing surgery on them.

Tier 2 Allows a character to restore one body hit to all locations after 80 seconds of roleplay. The patient's death count is paused as long as the character is performing surgery on them.

Tier 3 Allows a character to restore one body hit to all locations after 60 seconds of roleplay. The patient's death count is paused as long as the character is performing surgery on them.

Please note that the Physician class reduces the amount of time needed to heal another at each level by 40 seconds. This skill may be used on yourself as long as you have the use of both arms, are not on death count, and are conscious.

2.4 IC Calls

All calls that are heard in game relay to a particular effect that is taking place. This could be granted by a skill at arms, sheer physical might, or even by magical means. Please react with appropriate roleplay to any call that you are affected by- it makes the event far more enjoyable for everyone!

- Area** This call will precede another call made immediately after, which will then apply to an area rather than a single target. Everyone within a 10-foot radius from the source of the call will be affected by it, unless otherwise indicated at the time of the call.
- Blast** The target takes 1 hit to every location, ignoring Global hits, and additionally takes a **Knockdown**.
- Blessed** May cause additional damage against certain targets, such as the supernatural or daemonic.
- Bound** The target's legs are completely bound, and the target cannot move until told that the binding is removed. If the target has a weapon in hand when this call is made, or if a friend comes to assist them, then they can cut their way out with fifteen seconds of appropriate roleplay, removing that which has bound them.
- Broken** The item indicated or struck is damaged and cannot be used again until it has been repaired. If the indicated item is the armour a character is wearing, then that location's Armour hits are reduced to 0.
- Counter-spell** This call cancels the effect of a magical power cast against you. However, the call can only be made by someone who has at least an equal Tier of knowledge in the discipline used and will use an equal amount of Magic Points as the original spell was to cast. This call can only be used to defend yourself against spells and will have no influence on stopping an Area spell from affecting others. As such, you cannot attempt to counter a spell cast against another person.
- Cut-throat** This call can only be made from behind its intended target. The target receives three Body hits to the Head location, ignoring Global and Armour hits.
- Detect** When this call is made, it will be followed by either 'Novice', 'Adept', or 'Expert' to indicate the tier of the Detection skill that is being used. If this call is



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made within earshot of you and its tier is equal to or greater than your tier of Stealth, you must clearly state your Stealth tier, so the caller can hear you. If you are hidden, but not under the effects of Stealth, you must state "zero".

- Disarm** If a limb holding an item is struck by this call, then they must drop the item in question if reasonable to do so.
- Execute** This reduces the target's Death Count by 60 seconds. This call does not stack. This call can only be used on a target already on their death count or asleep. If the target of this call is asleep, the target is instantly put on their death count.
- Fear** The target must flee away from the caller for five seconds, or until the caster is out of sight. If unable to do so, the victim must role-play appropriately, for example by cowering and curling into a foetal position and may not attempt to defend themselves for the duration.
- Flaming** The target is in pain the entire time they are aflame and are unable to continue fighting; they should roleplay accordingly. For every 10 seconds they remain aflame, they lose 1 HP from each location. To extinguish the fire, the victim or someone assisting them must role-play trying to put it out for 5 seconds. You cannot heal a victim of this call until the flames have been extinguished.
- Grapple** A character may make this call while placing their hands on the target in order to restrain and/or move them. For safety reasons, this must be roleplayed by lightly placing hands on the person, rather than physically moving or restraining them, and this call should not be used for aggressive fighting. In the case of moving a target using this call, please allow them to walk in the direction they are being guided. If the target is uncomfortable with being touched, please simply pretend to be holding them. A target held with **Grapple** may only be moved at walking pace. You can only use this call on one target at a time; you cannot restrain or carry two bodies at once. A character can **grapple** another character using two hands; this restrains them. Two characters can **grapple** another character using a single hand each.
- Heal** The target's body hits on the chosen location(s) are restored by the amount indicated by the caller. This cannot exceed the target's starting number of Body hits.



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- Knockdown** The target is knocked to the ground. If unable to safely fall to the ground, they must drop to one knee for 3 seconds. If caused by a physical attack, this call can be parried with a melee weapon or shield - however the target must roleplay appropriately.
- [Location] to Zero** The location specified or struck upon the target is reduced to 0 body hits instantly (Eg: Chest to Zero). This ignores both Global and Armour hits.
- Negate** This call can only be made when being targeted by a magical power or a specific effect. If using a specific item, the call should be made as follows; "By [insert appropriate focus of power], I resist. **Negate**.", causing the spell to have no effect on the caller. If being used as per the Magical Resistance skill, the individual can just say **Negate** pointing either to themselves, or another person on who they are negating the effects. This does not prevent an area effect spell from taking effect, it merely mitigates the spell's effect on the individual who is the focus of the **Negate** call. If it is a continuous power that you are attempting to resist (such as walking through a field of magical fire), you must continue to call **negate** for every 5 seconds you would be affected.
- No Effect** This call may be employed by certain NPCs in response to a call, and may also be employed by players under specific circumstances. The blow or call has no effect on the target.
- Pain** The target takes no damage, but their body is racked by intense pain. They must fall to the ground and continue to suffer the effects for 10 seconds. This means the target is unable to attack or defend themselves, but they are not considered to be 'unresisting'.
- Paralyse** The target is left unable to move, speak, or take any action for 30 seconds. The target must remain in the exact pose they were in when paralysed, or as close as possible, unless their legs are reduced to zero in which case they fall to the ground for the remainder of the effect. Death Count continues as normal throughout the call effect. After the effect wears off, they must roleplay any damage they have taken as normal. The target is considered to be 'unresisting'.
- Pierce** The target takes a single point of damage to the location specified or hit, ignoring Armour hits.
- Possession** The target is under the direct control of the caller for two minutes. Any

damage they take during this time ends the effect. This call cannot be used to make a character cause direct harm to themselves.

- Repair** All of the target's Armour hits are restored by the caller. This call can also be used to repair a damaged weapon or item.
- Repel** This call causes the target to be pushed back 3 meters from where they are standing.
- Sleep** Target falls asleep for thirty seconds. The victim cannot be awoken during the first ten seconds, after which any strike upon them, or an appropriate role-play attempt to wake them will be successful, unless otherwise stated by a referee. Any damage will wake the sleeping target after the first ten seconds. Note, the target is considered to be 'unresisting'.
- Smash** The Armour hits on the location struck are reduced to 0, and the target takes 1 hit of damage to the location in question. If the Armour hits on the location are already 0, or the target has no armour on the location, then the Body hits on the location are reduced to 0. This ignores Global hits.
- Stun** The target is unable to move or actively attack or give any intelligible communication for 10 seconds. The target is still able to defend themselves by parrying with a melee weapon but is incapable of striking back.
- Subdue** This call deals 1 damage to the location struck as per a normal attack, however once a location is reduced to zero, it automatically recovers all damage caused by this call after 120 seconds, without needing to be healed. If the Head location is reduced to 0 Body hits by this call, then the target falls unconscious for 120 seconds.
- Terror** This call has the same effect as the **fear** call, with the exception that it cannot be resisted by any means.

2.5 Downtime

2.5.1 Downtime Resources

At character creation, each player receives a free Downtime Resource at Level 1. These resources can be levelled up using XP earned from events, just like buying new skills. The number of resources you receive from your Downtime perks may fluctuate depending on plot and world events. You should let your faction ref know which territory your resource is based in for this reason.

Players can also spend their money at the Downtime Market, if they hand in an amount of



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money at the end of an event to use in the downtime between events. On rare occasions, roleplay decisions may be rewarded with a downtime resource. Resources obtained via plot rather than purchase with XP will always be upgraded as if they were a secondary resource.

Primary Downtime Resource		Secondary Downtime Resource		Tertiary (and Subsequent) Downtime Resources	
Level 1	Free	Level 1	2 XP	Level 1	3 XP
Level 2	2 XP	Level 2	3 XP	Level 2	4 XP
Level 3	3 XP	Level 3	4 XP	Level 3	5 XP

Downtime Resources

Archives

During downtime, you can research topics and receive information about any matters which take your fancy, be it magical, scholarly, historical, or concerning crafting.

Level 1 Gain an extra 5 Research points between events.

Level 2 Gain an extra 10 Research points between events.

Level 3 Gain an extra 15 Research points between events.

These research points can be used to research projects during downtime. To begin a downtime project, fill out the downtime form between events. Projects will cost more points the harder it is for your character to find information. A ref will let you know how much your prospective project will cost in research points. Project updates will be received at the start of events in your player pack.

If you don't wish to spend research points on a project, you can instead use them for crafting or thaumaturgy projects. In this case, the research points will count as if they were CWP or TWP respectively.

Herb Garden

You are a hunter and grower of herbs, analysing them, using them in potions, or selling them on. Your space is full of lovely aromas from all over, so what are you growing?

- Level 1** Receive a moderate assortment of common herbs at the start of each event. This is typically 3 common herbs.
- Level 2** **[Prerequisite: Land T1]**
Receive a moderate assortment of common and uncommon herbs at the start of each event. This is typically 3 common and 2 uncommon herbs.
- Level 3** Receive a moderate assortment of common, uncommon and rare herbs at the start of each event. This is typically 3 common, 2 uncommon, and 1 rare herbs.

When you purchase this perk, you can choose which herbs you are growing in your garden, and you will receive an assortment of those herbs at the start of each event. You can replant your garden once a year, and change the herbs you receive. You can choose to have all the herbs growing in your garden, and just receive a random assortment.

Land

You own a few acres or hectares of land to do with as you want with. Talk with a Ref about which territory your land is based in and what it is being used for so we can coordinate resources or plot effects.

- Level 1** You own a site of land. You could farm there or mine the area down.

If you earn enough money in-game, you may be eligible to buy this perk with your coin instead of XP.

Mine

You might own your own little mine, or work out in the world- either way, you find yourself with various blacksmithing materials quite often.

- Level 1** At the start of each event, receive a moderate assortment of common crafting materials. This is typically 3 common materials.
- Level 2** **[Prerequisite: Land T1]**
At the start of each event, receive a moderate assortment of common and uncommon crafting materials. This is typically 3 common and 2 uncommon materials.
- Level 3** At the start of each event, receive a moderate assortment of common,



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uncommon and rare crafting materials. This is typically 3 common, 2 uncommon, and 1 rare materials.

When you purchase this perk, you can choose which resources you are mining, and you will receive an assortment of those at the start of each event. Once a year, you may choose where to focus your mining, and change which resources you mine. You can also choose to mine for all resources, and just receive a random assortment.

Scouts

You can send your scouts to different areas to discover information during downtime.

- Level 1** At the beginning of an event, you get common rumours.
- Level 2** At the beginning of an event, you get common and uncommon rumours.
- Level 3** At the beginning of an event, you get common, uncommon and rare rumours.

You can use this perk to search for specific information, or to listen out for general rumours in your chosen area. Remember, some of the rumours you receive may not be entirely accurate and you may have to sift through to find the truth.

Soldiers

People work under you, following your very instructions: your will is their command. You can aid people, start a fight, protect a land, or hold them back until someone is willing to pay enough for your help. Your soldiers can be deployed to a territory between each event and aid Ásaterra's armies.

- Level 1** You command a small unit of fighters (up to 200 people). They have a defence/attack rating of 1.
- Level 2** You command a larger unit of fighters, capable of higher levels of protection/damage (up to 600 people). They have a defence/attack rating of 3.
- Level 3** **[Prerequisite: Land T1]**
You command a group of fighters on par with small scale Armies (up to 1000 people). They have a defence/attack rating of 5.

Your soldiers can be of any class/type and are not limited to just fighters. If you wish to have a specialised unit of predominantly one class (e.g, a mage detachment, light cavalry troop, or a naval detachment), please note this when you purchase the perk.

Depending on where you send your soldiers, you may yield rewards. This could be speeding up a conquest of an area, owed a favour from the local lord who needed help removing bandits, or even some resources. However, there is no guarantee that you will get a reward, and a loss in the area can impact your troops.

Wealth

In your downtime, you work, you gamble, you trade, you embezzle, you tax, you collect - you get extra money in your pocket. A hard day's work (doing Gods know what) is its own reward.

Level 1 Receive an extra 2 silver per event.

Level 2 Receive an extra 4 silver per event.

Level 3 Receive an extra 6 silver per event.

2.5.3 Territories

For full descriptions of the territories and maps of their locations, see the wikia or the crafting, magic and thaumaturgy booklet.

Northern Territories	Western Territories	Eastern Territories	Southern Territories
Albion	Arrichente	Efanlas	Crannach
Atheopolis	Avidita	Garotir	Dubhdris
Hynfoltre	Connoscienzo	Hunsow	Glas
Karak Anor	Ishall	Koloven Mountains	Lobhdain
Shamal	Polacqua	Myghtsow	Seagha
Syracolis	Terreno	Spryonsow	Surdch
Thebepolis	Vecina	Vilgwith	Tàileach

2.5.2 Downtime Market

[Four Pillars - Market Prices](#)

2.6 Equipment

Weapons

A dagger is any weapon with a length of 18 inches or less. It requires no skills to use.

A one-handed weapon is any weapon of length over 18 inches up to a maximum of 42 inches.

A two-handed weapon is any weapon over the length of 42 inches, up to a maximum of 84 inches, and must be used in two hands. Both of these weapon types can only be used by those with the appropriate Melee skill.

Weapons must be presented to a weapons checker at the start of each event to be verified. Stab-safe weapons, up to a length of 84 inches, are permitted for use at Four Pillars, but competency in their use must be confirmed before use by a Four Pillars weapons checker. If a weapon passes the check, they will be marked with a blue ribbon. If a weapon fails check, it must be left in a tent or vehicle outside the IC area.

A Beastkin may additionally use LARP-safe claws as a Melee weapon, as long as it suits the animal species of which they are a hybrid. The user must pass a claw competency test. These must not be finger claws.

Shields

Shields must also be safety-checked by a Four Pillars weapons checker.

Armour

All classes can take some form of armour to bolster their survivability. Armour hits are taken before body hits unless a call is used which states otherwise, such as **pierce**. However, the level of mundane armour that a character can wear is determined by their class and skills, as not all are able to make full use of often heavy and restrictive clothing on the battlefield.

Despite this, all classes may make use of crafted armour as that armour has been made specifically for the wearer and so will suit their needs. All armour must be a suitable phys-rep and cover at least 50% of the intended location in order to count as armour. The guidelines for suitable materials/items for phys-reps of armour are as follows:

Light Armour	Every location covered gains 1 HP	Leather jackets, thick coats, furs, and items made of thick cloth.
Medium Armour	Every location covered gains 2 HP	Leather armour and gambesons.
Heavy Armour	Every location covered gains 3 HP	Plastic and foam plates which are metallic in appearance; metal studded leather armour.
Extra Heavy Armour	Every location covered gains 4 HP	Metal armour such as plate mail or chainmail. This tier of armour is only available to the Warrior class

There are no restrictions on wearing the phys-rep for an armour class higher than your own. However, it will only count as the highest armour class you are allowed to wear. For example, a Mage who only has the Light Armour skill could wear leather bracers; however, although leather



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bracers are medium armour, they would only count as light, and the priest would only gain 1HP per location covered rather than 2HP.

When wearing armour, it is only the highest level that will be counted for the purposes of armour hits. Thus, wearing multiple layers of armour gives no in game advantage. For instance, wearing a gambeson under chainmail may look good and be more comfortable, but only the chainmail would count towards the armour hits. You do not gain the 2 extra HP for wearing medium armour under the heavy armour.

Please consult a referee if you are unsure of what level of protection your armour phys-reps are appropriate for.

CHAPTER THREE:

Magic

Magic is commonplace in the land of Ásaterra, and the basics of its use are well known to those who study it. However, where the power of magic itself is drawn from is not very well understood. There are some studies that suggest there are other planes, but this is very much a breaking area of research. What is known is that there are energies drawn from somewhere, and that these energies are linked closely to the four elements and to the concepts of darkness and light. These energies are attuned to and adept at manipulating or summoning what they are linked to.

Casters are trained in the art of invoking the name of the element and this is widely considered an excellent method to channel these energies. They are trained to sense that energy around them – it exists everywhere, stronger in some places, weaker in others, but in general it serves much the same purpose. By invoking the name of the spell, they focus their mind on that specific energy and can pluck it from the aether. They then shape this energy into a spell, having been previously trained in how to manipulate the magics for a specific effect, be it throwing a fireball or knitting together grievous wounds. This is usually achieved by invoking the name of the spell.

More complex spells take much study, figuring out how to weave the magics for the effect you wish to be desired, and often take a great deal of time and research for this to be achieved.

3.1 Magic Points

Spells have an associated cost of Magic Points: 1MP for a Tier 1 (Novice) Spell; 3MP for a Tier 2 (Adept) Spell; and 5MP for a Tier 3 (Expert) Spell.

Your maximum number of Magic Points is based on your investment in Magic skills. For every extra magic discipline you choose, you gain slightly more Magic Points. Please note that only Mages may have more than one magic discipline:

First Magical Discipline		Second Magical Discipline		Third Magical Discipline	
Tier 1	10 Magic Points	Tier 1	-	Tier 1	-
Tier 2	15 Magic Points	Tier 2	5 Magic Points	Tier 2	-
Tier 3	20 Magic Points	Tier 3	10 Magic Points	Tier 3	5 Magic Points

Points

Points

You begin every day with your maximum number of Magic Points.

Once per day, a player may attempt to regain spent Magic Points (up to their starting number) through meditating outside of a combat encounter. This meditation may take the form of drawing, singing, napping; anything your character might do to relax their mind. After ten minutes of this meditation, a magic user may regain all of their mana. Please note that if you choose to interrupt your meditation or you are attacked, you will have to start again.

3.1.1 Spells

When you select a Magical Discipline, you get one free Tier 1 spell. You then select your other spells from the Learnt Spells list.

Spells are organised into two overall categories: **Touch** and **Ranged**. Touch spells require you to be able to either touch the person to cast or hit the target with a LARP safe implement held in the caster's hand. If touching with a hand, please ask permission first, and this can be roleplayed without actually OC touching. If engaged in combat, use a weapon or implement; do not try to physically touch your opponent. Ranged spells have a 10-meter range and require direct line of sight.

Due to the immense power of the Tier 3 spells, once cast each respective power has a two-minute cooldown before any tier three spells can be cast again.

3.2 Casting Magic

To successfully cast a spell, the caster must mention the Tier of the spell, the discipline being used, the name of the spell and the effect. Casters may use the Out of Character term for the tier (eg: Tier 1, Tier 2 or Tier 3) when casting, or they may use the In-Character terms for such magic (Novice, Adept or Expert respectively).

A recommended structure for this is:

“By the power of [Tier] [Discipline], I cast [Spell Name], [State Effect].”

An example of this in use is:

“By the power of Adept Lumomancy, I cast Sunflare! Magic Bolt!”

Please note that, for example, a character with Tier 3 Lumomancy would refer to Healing Light (a novice spell) as being cast with novice, not expert.

You may refer to the discipline by its formal name (Naturamancy, Lumomancy or Umbramancy), or by invoking the powers behind each discipline (the elements, light, shadows).

To successfully cast a spell, all of the vocal components **must** be loud throughout the entire cast, not just the ending section, so that your targets are aware of them, and act out the casting as you

feel appropriate. For instance; pointing at the target, acting as if throwing the spell at them, slamming the ground or similar.

For example:

The caster chants: "By the **Adept** power of the **Elements**, I call **Elemental Blast!**"

The caster then points at two targets and calls: "**Magic Blast.**"

Embellishment on these vocals is permitted as long as the key components of the spell – highlighted in bold above – are conveyed whilst casting. You may also change the order of the components if you so wish, as long as you ensure that each component is included and clearly stated.

To cast any spell you must have line of sight or contact with your target. When casting a spell, you can only move at a walking pace, not running or jogging. When casting a T3 spell, you cannot move until the spell is complete or it is interrupted.

3.3 Countering Spells

When a mage reaches Tier 2 of a magical discipline, they may choose to select 'Counterspell' as one of their options. This costs 3 mana, and can be used on any spells of any discipline which are Tier 2 or below. However, if a mage uses 'counterspell', they do not need to say spell vocals; they merely call 'Counterspell!', and do not take any effects from the spell. This ability can be used to protect yourself from area effects. This ability can only be used to counter effects on yourself; you cannot use it to protect other people.

If you cast a spell and it is counterspelled, then you still lose the mana you intended to spend on that spell.

3.4 Known Spells

There are certain well-established spells for every sphere of magic, which magic users will learn as they work their way through the discipline. The list is by no means exhaustive, however; thaumaturgy exists for magic users to craft their own creations, and there may yet be more secret spells tucked away in the long-lost tomes of the Great Library...

Each discipline of magic offers the user one free starting spell. The user may then go on to learn more from their respective discipline and tier, the number determined by the level of magic they possess (see Chapter Two, section 2.3 for more information.)

For the full list of spells, please see the Magic & Crafting Booklet.

CHAPTER FOUR:

Crafting, Thaumaturgy and Rituals

In the world of Four Pillars, there are several methods of gaining power outside of the usual process of character progression. These can be broken into crafting, thaumaturgy, and rituals.

In order to perform Crafting or Thaumaturgy, you should fill out a Research Sheet and hand it in to the appropriate referee during a crafting slot. Alternatively, you can save your work points and submit an online form after the event. You may only have one personal Crafting or Thaumaturgy project at one time. For example, you cannot work on a Crafting Research project and a Thaumaturgy Research project at the same time (although there are exceptions for plot related research). In order to actually do your research, it is required that you perform roleplay for at least fifteen minutes after the form submission. We must be able to come over to you and confirm that you are roleplaying your research correctly.

4.1 Crafting

The crafting disciplines are Alchemy, Talisman and Smithing. Crafting gives you the ability to create or improve items to aid yourself or others. In order to represent the amount of work your character can do at an event, you gain an amount of crafting work points (CWP), depending on the tier of the relevant skill. If you do not spend the CWP by the end of the event, your leftover CWP is carried on to the Downtime (you must attend an event in the first place for this to apply to your CWP). Every Downtime, you get CWP equal to Half your Tier's CWP. These points are used to both research new items and craft existing items. It should be noted that certain Talisman projects may require the use of both CWP and TWP. Crafting projects can be collaborated on.

The Craft skill gives players CWP at the below rate:

	At Events	Downtime
Tier 1	5	10
Tier 2	10	20
Tier 3	15	30

To craft an item of Novice Tier, you need Tier 1 of that Craft skill - to craft an item of Adept Tier, you need Tier 2 of that Craft skill - to craft an item of Expert Tier, you need Tier 3 of that Craft skill. If you have more than one crafting skills, these points do not stack. Your CWP for Talisman can only be used on Talisman, and the same is with Alchemy CWP for Alchemy, and Smithing CWP for Smithing. Some projects might require a cross over from multiple Crafts, at which point the points would be deducted from both.

The Four Pillars LARP Crafting Booklet contains the items which anyone with the relevant skill can make, as long as they have the right components. Anything not on this list must be researched using your CWP. More complex the item, the more CWP will be required. Once this is completed, you will gain a card indicating what item you know how to craft, the components and CWP needed to create it, and its effect. You can then craft this item, and teach others how to craft it as well if you both put in relevant CWP. You can teach someone to craft a unique item if both you and they put the work points required to craft the item into the project.

If you wish to teach someone else a project you have finished, you must provide them with believable IC means to learn from you (maybe your character has some lovely notes, or they even teach them in person), and the student can then learn the project at 75% of the original CWP of the project.

4.2 Thaumaturgy

Thaumaturgy is gained through the magical research skill. It gives you the ability to create new spells and magical abilities, or to improve upon existing ones using thaumaturgy work points (TWP). Thaumaturgy requires the individual to be proficient in at least one of the magical spheres: Naturamancy, Lumomancy or Umbramancy. You receive TWP as follows:

Magical Research Skill:

	At Events	Downtime
Tier 1	5	10
Tier 2	10	20
Tier 3	15	30

Thaumaturgy does not have a standard crafting list, nor can researchers collaborate due to the personal nature of magical research. Characters may assist each other with their research roleplay - which, if well done, may give you a small bonus to your research at the supervising referees discretion - but may not contribute points to a single, shared project. They may, however, work with crafters on talisman projects if required.

To use Thaumaturgy, you need to think of a spell from your magic discipline that you want to adapt; or have an idea for a completely new spell drawing on a discipline you have studied. You will be told by a referee how much this proposed project will cost, and you may decide whether or not you wish to go forwards with it and invest the points. The number of points invested overall will have an effect on how powerful the spell is. You can submit as many or as little points as you like each event, up to your maximum amount of TWP. It is not possible to work on more than one project at a time. If you have a project, you can contribute a number of points to it each downtime until it is complete. Once it is complete, you will receive a card or 'lammie' in your player pack at the start of the next event with the details of the spell on. Be warned though; magic is not a precise science, and your spells may have some unforeseen effects, which your supervising ref will let you know in advance.

Thaumaturgy can now be submitted between events, using a Thaumaturgy Project Form. Although you can submit a paper form at an event, it is easier for us if you do it online.

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4.3 Devotion

The Gods play an active and involved role with the peoples of the world. There are some who are able to directly make appeals to the Gods, through the use of a Devotion circle and an offering. Sometimes there is a Listener present, an individual chosen for a life of service to the Deities, who serves as the direct channel between the Divine and Mortal world.

In order to perform a Devotional ritual, a Devotion circle must be present. This is an area of holy ground consecrated to the worship of the Deities. Only a character with **Devotion** may lower the holy wards surrounding this circle. Any others attempting to interact with the circle will suffer a Blast 2. A character must have **Devotion** at Tier 3 in order to create a circle and must alert a referee before doing so. When a ritual to a Deity is made, a gift must be offered. If your devotional ritual is full of pomp and ceremony, with heavy roleplay and a satisfactory offering, the Deity may see fit to grant you a boon in alignment with your motives for offering to the God at this time. However, one should be wary when performing such rituals; what may please one Deity may insult another. While many practitioners of Devotion tend to dedicate themselves to a single Deity, it is more than possible to devote yourself to multiple Deities, and one does not need to be devoted to a particular Deity to attempt to make contact with them through the use of a Devotion circle. In order to perform a ritual, a Ritual Sheet should be filled out and handed to the Head Referee or Ritual Referee. This should be done at least an hour before the ritual.

It is possible to use TWP and CWP as a sacrifice for a ritual. It is also possible for someone with Devotion to facilitate an offering to the Deities on behalf of another. It should be noted that there is a risk/reward element to performing rituals. If a certain offering is distinctly against the personality or alignment of a Deity, a boon is asked for that is outside the purview of the Deity, or even if the ritual is quite simply not good enough, it is common for the ritual to take a turn, sometimes for the worst. This can have such effects as a limb being damaged, life being drained from your body, or far, far worse.

If you have any questions, please consult a referee.

4.3.1 The Deities of Ásaterra

Magnus The first of the Pantheon, he is seen as the deity of planning and communication. He is associated with power and strategy.



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- Cosmia** The Deity of forethought and metamorphosis. She controls the sun and the moon and is associated with the cycle of life. She is often connected with celebrations of change, such as the ending of one year and the start of another.
- Skiaselveyn** The Deity of knowledge, patron of mages and alchemists. He is forever studying and learning.
- Annatarra** The Deity of law and order, who dictated the laws of Ásaterra. She is associated with government and bureaucracy.
- Brutus** The Deity of war, he is associated with fury, ferocity, and competition. The patron of soldiers, he is in love with Lady Death, and kills in battle just to see her take the souls of the dead.
- Lyre** The Deity of love and lust. Lyre represents all forms of love; familial, platonic and sexual. They are associated with family and fertility, as well as passion, lust and desire.
- Sigismund** The Deity of virtue and purity. Sigismund abhors corruption in all its forms and is strongly associated with Lumomancy and magical resistance. He is followed by the Templar order.
- Mordon** Mordon is the Deity of creation and the patron of smiths. She crafts beautiful jewellery, graceful buildings and deadly weapons of war. They are the patron Deity of Dwarfs, who perceive them as non-binary and often as the only true Deity.
- Florintina** Florintina is the Deity of trade and finances, and the wife of Mordon. She is often worshiped alongside her wife, and is said to guide merchants and traders.
- Omar** The Deity of the sea, Omar dwells deep within the oceans, where he shows great love and care to all sea-creatures, big and small. He is often honoured before voyages and is seen as a patron of sailors and fisherfolk.



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- Fifaldia** The Deity of the harvest and charity, Fifalda's temples are a safe haven for the sick and needy. Many healers see her as a patron Deity. She is also associated with nature and wild animals.
- Lady Death** The oldest entity, Lady Death's true name is unknown, lost to the darkness of millennia. She is the void, the emptiness stretching out for all eternity. She is, however, seen as a kindly, motherly figure, reaching out and guiding the dying into whatever lies beyond, leading the souls between realms.
- Nitphil** Nitphil is the thirteenth Deity and is considered as an entity existing outside of the pantheon. Their worship is seen as controversial, and their followers are often secretive. They are the deity of chaos and cunning, a trickster who appears to mortals more than any other deity; and whose motives are often unknown.

CHAPTER FIVE:

The Game

5.1 General Game Terms

- Calls** There are two different types of calls: OC calls and IC calls. OC calls are calls used by referees to indicate things that apply to the whole game at a given time and do not have an IC (in-character) effect. IC calls can be called by referees and players, and represent IC effects upon characters.
- Character** Created by a player in conjunction with the referees, a character is a persona adopted by a player during time in. They have a class, skills, hit points and background
- Downtime** Interactions between events which are sanctioned and monitored by the referees, where players may communicate with each other, spend resources, move troops, or other similar actions which will affect the game.
- HP** 'Health Points'. Also known as hits. These points represent the number of times a character or monster can be hit before they go down.
- IC** 'In character.' This refers to anything that occurs in the context of the game.
- Monster** Anyone who is not playing their own character and is instead playing a minor role at the behest of the referees for the benefit of the players' game. For more information, please refer to the end of this chapter.
- MP** Magic points. These represent the amount of magic a magic user is able to use at any one time. For more information on magic points, please refer to the section of this rulebook on magic.
- NPC** "Non-player character." An NPC is usually played by a referee. An NPC will interact with players in ways appropriate to their given skills, personality and goals. The difference between a monster and an NPC is that NPCs are often recurring characters with names and goals, whereas monsters are not recurring characters.
- OOO** "Out of character." Also referred to as 'OC'. This refers to anything that relates to the real world. If you see someone with their fist in the air, they are considered OOC. Players must generally have a good reason for going OOC. Do not put your fist in the air to stop your character from dying or being injured: this is



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cheating. If you are IC and see someone with their fist raised, you must ignore them.

Please note: this is not to be confused with somebody holding 1, 2 or 3 fingers in the air: they are using the Stealth skill and therefore are IC but hidden.

- Phys-rep** "Physical representation." This refers to the real world representation of an object in the game world. This is any prop you would need including weapons, armour and any equipment. If there is any doubt, ask a referee.
- Player** Any person who is currently playing their own character.
- Ref/
Referee** Identified by their high-visibility vests. They help run the game and make sure everything from combat and roleplay to crafting and out-of-character issues are all resolved smoothly. They are the first point of contact for players who have questions regarding rules or who need help and direction. If you have any issues about the game, consult with a referee. If a referee makes a decision, please abide by it.
- Time In** The time of day during which the game is played. It is used to indicate the start of each game day. During time in, everything in an IC area should be done IC, and OC interactions should only be for necessary clarifications of in-game events or safety concerns. During this time, everything that takes place has happened in the game world, and players are free to move around and interact with each other in character.
- Time Out** During this time no IC interactions may take place unless specified by the refs. It is used to indicate the end of each game day and the end of the event. During this time all IC areas are treated as OC.

OC Calls

If you hear a referee or a player call these words, please act accordingly. Generally, these will be called by a referee with the exception of "Safety", which can be called at any time by anybody.

- Time In** Called by a referee, this represents the beginning of play. Please act as your character would and immerse yourself in the game world.
- Time Out** This represents the end of roleplay for the day. All game participants should stop roleplaying, in general, unless directed to do so otherwise by a referee – even in special circumstances where roleplaying might continue, combat will certainly

not occur.

Safety If you hear this, stop what you're doing immediately and kneel where you are, remaining silent. If you are the person who has made the call, you must remain standing (if able). This is to allow referees and safety personnel to quickly respond to OOC injuries during play.

Time freeze This call means that you have to close your eyes and hum loudly until a referee calls "Time In". This usually represents something happening instantaneously in-game, such as teleportation. Your character is unaware of its occurrence until "Time In" is called again.

5.2 Game Safety

Whilst LARP often simulates violence, using foam and latex weaponry, it is still a potentially dangerous activity. To mitigate the risk, please consider the following points:

- Do not hit anybody with anything that is not LARP-safe.
- Do not stab with a melee weapon, unless it is stab-safe. A stab-safe weapon has a compressible striking area. Please refer to the Equipment section for more information.
- Do not attempt to strike around corners or objects in circumstances you cannot clearly see who you are attacking; somebody may be closer than you think.
- Pull your blows with melee weapons. To pull your blow, as your weapon hits the target pull it back so that it does not make full-force contact. Combatants are aiming to tap their opponent, not hurt them.
- Wrestling and physical grappling are not allowed. There are in-game mechanics that allow for the restraint and movement of resisting and unresisting characters: please follow these instead of acting them out with full force.
- Do not aim any attacks at the groin area or eyes. Accidents happen, but please be as diligent in avoiding them as possible.
- Shield hooking is not permitted.
- Players are not permitted to use any form of pyrotechnics during an event, or while on a site being used by Four Pillars LARP
- If you or somebody else is injured, please call a referee and they will bring a First Aider to the injured person. If anything occurs during time-out, please seek a referee for assistance. Our First Aiders will make themselves known to you before the start of any event.
- Any illegal activities or actions taking place at a Four Pillars LARP event will result in the incident being immediately reported to the police, and the player being banned from the system with immediate effect.
- A safety briefing and demonstration on how to fight safely will be given at the start of each event, and any referee will be happy to assist you further at this time. If you have any concerns during time-in or witness unsafe combat, please speak with a referee at an

appropriate juncture, and they will address the problem.

- If you have any concerns that a fighting area is unsafe, please alert a referee, and they will deal with the situation accordingly.
- Please respect the referees and their decisions.

Above all, the important thing is to be safe and sensible. If you have any questions or doubts, please consult the referees. They will be happy to assist.

Non-combatants

If you are unable to take part in combat for a medical, or any other, reason, you are still able to take part in the game as a non-combatant character. These characters can play vital roles in Four Pillars, and can take on roles such as, but not limited to, diplomats, crafters, alchemists, pacifist healers, quartermasters, story writers – even mages! Please alert the referees if you wish to act as a non-combatant.

As a non-combatant you are unable to take part in any combat that take place, and should you find yourself in a combat situation (e.g., during a camp attack) you must get to a place that is away from the combat. It is up to you to avoid being hit. If you are unable to move away safely, or are threatened by an attacker with any weapon or attack, or struck, you must immediately lay down on the ground and begin your 120-second death count. This is not because your character is necessarily weaker than others, but so that you are out of harm's way and will not be attacked further.

Please note that a medically non-combatant character is still affected normally by all other game effects and damage. The only difference is when they are the target of direct physical combat. For example, a non-combatant who is the subject of the Grapple or Cripple call should react as per the normal rules.

Non-combatants will wear an armband supplied by the referees to indicate this, and the monster team will be made aware.

Please remember that you may choose to play a pacifist or non-physical character even if you are physically able to take part in battles. Combat may be fun, but it is not for everybody.

5.3 Accepted Behaviour

Every LARP game is based on mutual trust and goodwill. Everyone playing the game is responsible for their own behaviour, including safe and sensible play. Referees will be monitoring the game to make sure that people are having fun and playing by the rules. Players should always aim to be considerate of other players' comfort zones and must respect each other's property.

Playing by the rules is important as they are designed to make the game more enjoyable and interesting for everyone. If something bad happens to your character, be honest.

Character Death

Although Four Pillars is not a high fatality system, character death still occurs occasionally. Losing

a character can be sad for the player, as a lot of effort and time has been put into kit and costume, developing a personality and in-game contacts, and gathering renown and achievements over time. However, we ask that you also see character death as an opportunity to start afresh, create something new, and try out an aspect of the game you may not yet have experienced. Although your character is dead, their friends and colleagues will mourn them and remember them.

In-game theft

It is possible for a character to steal items and resources from other characters. Any phys-reps that are stolen IC must be given to a referee at the nearest opportunity and before the end of an event. The referee may then inform the player in question that their item has been stolen, without informing them of the identity of the thief. For the sake of clarity and good-will, it is advisable to make a Referee aware of when you intend to make an IC theft to avoid any confusion.

Stealing in an out-of-character capacity - taking a player's phys-rep and not returning it to a Referee or the player in an out-of-character manner - is considered real-world theft and will be dealt with accordingly, involving the police where necessary and resulting in a ban from all Four Pillars events.

Monstering

Four Pillars wouldn't be able to run without the help of "monsters", people who play our bad guys or NPC's and help the ref team create plot and immersion for the players. At our events, people often volunteer for the role as monsters and gain skill points for each day that they do that they can put towards their already existing characters or put towards their next character creation. Some players even join the monster team after their characters die during an event, either to give them time and ideas for their next character, or to give them a breather in between characters. Although all monsters act as per the instructions of the ref, there can often be room for monsters to put their own spin on the monster role they are given, especially in the case of NPC's, and the ref team will strive to create a suitable monster for you that you would have fun playing as. The refs want the monster team to have as much fun as the players do, and monstering is a great opportunity to explore other styles of play and to be part of the other side of the LARP system. Please respect our crew and remember that they are giving up their time to be there, and deserve respect and consideration.

Referees

Referees can usually be identified by their high-visibility vests. The referees will guide players through missions as appropriate and oversee battles, as well as handling OC disputes or rules ambiguities. There are also designated crafting referees that oversee research and crafting.

Please bear in mind that referees are not actually there IC; if you see a referee in a high-vis, please ignore them IC, unless specified otherwise. There may be instances where a referee informs you of something your character has discovered or can see/hear, and in these cases please do not react to the referee but instead roleplay a suitable reaction to the information. Referees accompany and manage monster excursions, and during these please be attentive to all briefs given to you by the referee, and any further instructions they give you during an encounter.



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There is a referee assigned to every faction, and some factions have referees who act as their player character. They will be made known to you before the start of any event, and a list is on our Facebook page or available from any referee at request.