

Blood Red Roses

Core Rules

Welcome To Blood Red Roses.

Welcome to Blood Red Roses a war of the roses period, fantasy Live Action Role-Play system created by Steve Oldbury.

The Wars of the Roses (1455–1487) were a series of civil wars fought over the throne of England between adherents of the House of Lancaster and the House of York. Both houses were branches of the Plantagenet royal house, tracing descent from King Edward III. All fashions, styles and attitudes in the game are taken from this period as well as the technology level. The world is a mid-low, Dark fantasy parody of our own set in the 'League State' of Algundy under Arch-Duke Harold.

Magic exists but is shunned and feared, its practitioners hunted down by The Church of the 'Grey Lady.'

Alchemists advance the use of terrifying new weapons.

The Lost walk the land in many terrible and horrific forms.

The Evil moves in from the east it's magical tentacles reaching into the hearts of men and women the 'League over.

Into this world we invite you to bring a hero or villain of your own creation.

Character Creation

All player characters are created with 100 character points (CPs). During campaigns players will earn experience points (Xps) and be able to use them to buy new skills and abilities for their characters, see below. A character can also have disadvantages. Disadvantages provide extra points for character development. No more than 20CP of disadvantages may be taken.

A character begins with the following:

An ability to speak Algundian

1 hit point in each limb and 1 hit point in the torso

Social status of level 2, (a freeman)

No skills

No wealth

Basic equipment.

Social status

Social status may not seem important to some of you rushing ahead to the combat skills but in the world of Blood Red Roses status is everything. You cant even lift a sword unless you have the right status or belong to the right guild. Penalties for bearing arms without the right can be extremely severe.

Level	Cost	Notes
Level 0 (Slaves)	Counts as a 10-point disadvantage.	The character is the property of someone else and has no rights under law. The character can own nothing and may not possess a weapon or armour. If given such they are the property of the owner.
Level 1 (Peasants)	The Bondi class of Algandy, 5-point disadvantage	The character is the property of a noble but has rights and privileges protected under law. The character cannot own land and must ask there lords permission to marry, move or train in another profession. The character can own objects and a knife with a blade length less than a foot. No other weapons may be owned.
Level 2 (Freemen)	No Cost (default)	The character may join a guild and may own property. The character is free to travel, to marry or to perform business without a Noble's permission. The character can own objects and a knife with a blade length less than a foot. No other weapons may be owned unless the character is a member of the Mercenaries guild.
Level 3 (Gentry)	The Carl's of Algandy. Costs 20 points.	The lowest level of nobility, The character may not join a guild. The character may own land, weapons and armour, he may maintain a heraldic device. He has the right to ask for noble justice rather than common justice. The character has the right to use the titles of Sir or Lady. The character gets one skill at grade 1.
Level 4 (Low Noble)	An Algundian Landsgrave. Cost 50 points.	The character may not join a guild. The character may own land, weapons and armour. He has the right to ask for noble justice rather than common justice. The character has the right to use the titles of Landsgrave or Lord. A Landsgrave has Heraldry at grade 2, Stewardship at grade 2 and an art skill at grade 1. They have an income of 5 Librium a year and two contacts amongst the nobility.
Level 5 (Mid Noble)	An Algundian Edda. Cost 60 points.	The character may not join a guild. The character may own land, weapons and armour. He has the right to ask for noble justice rather than common justice. The character has the right to use the titles of Edda or Lord. An Edda has Heraldry at grade 2, Stewardship at grade 2, Politics at grade2, and an art skill at grade 1. They have an income of 10 Librium a year and three contacts amongst the nobility.
Level 6 (High Noble)	Algundian Baron. Costs 100 points.	To be discussed on a case by case basis with the referee.
Level 7 (Ruler)	An Algundian Earl. Costs 200 points.	
Level 8 (High king)	The Archduke. Costs 1000 points.	

Land of Birth

Players can choose to have characters from different states of the League. Characters borne and raised in Algandy use the standard 100 CP's for Character creation. Characters from other states create characters with 90 CP's but begin play with a 10 point knowledge package of their home province including: basic history, geography, culture, and contacts.

Wealth

Wealth in the Duchy is measured in silver coins called Pennies, there are 1000 Pennies to the Librium, literally 1lb in weight of silver. Coins are available in various sizes and amounts, as a base rule 1 penny will feed an adult for one day at basic level. 3 pennies a day will add meat, cheese and ale to the diet.

More recently the value of the silver coin has been raised by the introduction of the copper 'penny'

Silver pennies are now worth 12 pennies and are referred to as sovereigns

Gold pennies are worth 20 Sovereigns and are called crowns

No wealth means no cash at the start of the game.

If you end the game with a large amount of cash above your initial allotment you will get a point cost reduction on buying the next level of wealth.

Disposable Wealth	Pennies per Game	Sovereigns per Game	Crowns per game	Cost
No income	0	0	0	0CP
500p/year	5	3	0	5CP (maximum for a peasant)
1lb/year	11	6	0	10CP
5lb/year	8	14	1	20CP
10lb/year	5	9	3	30CP
20lb/year	10	18	6	40CP
40lb/year	9	17	13	50CP
100lb/year	5	14	34	60CP
200lb/year	10	8	69	70CP

Skill Costs

Skills are rated from Grade 1 to Grade 4 with Grade 1 being a basic knowledge of the subject and Grade 4 representing an in-depth knowledge of all aspects of a skill. As skills are upgraded during play the player only need pay the difference between the current level and the next level. In some cases skills above level 1 will be unavailable without the addition of certain backgrounds, these skills are 'restricted.'

Skill Grade	Cost	Upgrade cost
1	5	-
2	15	10
3	30	15
4	90	60
5	180	90

For more about skills, see the **Rules**.

Guild membership packages

Guild membership carries several rewards and comes in four grades, apprentice, journeyman, master and guild master. In addition membership in an appropriate guild is one way to acquire a skill above level 1 in a restricted skill. Note Guild members should download, print and carry the Guild membership Writ.

Grade	Cost	Notes
Apprentice Level	10CP	Has three craft related skills at grade 1. Has Guild membership. Has the disadvantage of serves a Master (already built into the points cost).
Journeyman Level	25CP	Has one craft related skill at grade 2. Has two craft related skills at grade 1. Has Guild membership. Has the disadvantage of may not settle to practice craft (already built into the cost).
Master Level	50 CP	Has one craft related skill at grade 3. Has one craft related skill at grade 2. Has two craft related skills at grade 1. Has two contacts within the same guild. Has Guild membership.
Guild Master Level	130 CP	Has one craft related skill at grade 4. Has one craft related skill at grade 3. Has two craft related skills at grade 2. Has politics at grade 1. Has 3 contacts within the guild. Has 1 contact in the nobility. Has Guild membership.

Hit Points

Some people are tougher or luckier than others; a character can have more hit points than the basic 1 in each location. 30CP will buy an additional hit point in each location.

This advantage can be taken multiple times at a Cp cost of:

Extra Hp	Cost
1st	30
2nd	40
3rd	50

Note: Each extra hit point must be bought concurrently, eg 30,40,50 so to have 3 extra hit points would cost 120 points.

Contacts

A contact is an acquaintance that may be able to supply you with information or assistance. It costs 5CP to have a contact of the same social status as the character or lower. For every level of status higher than you the cost is increased by 5CP's. Please remember that contacts are a two-way relationship, on occasion they may come to you and ask assistance.

Ally

Allies are similar to contacts but are more loyal. They are willing to take risks for the character and even endanger their own lives if the situation merits it. It costs 10CP to have an ally of the same social status as the character or lower. For every level of status higher than you the cost is increased by 10CP's. Please remember that allies are a two-way relationship, on occasion they may come to you and ask assistance.

Equipment

Certain equipment is rare in Algardy and requires character points if your character is to have it in game. Points cost includes acquiring the item, and appropriate training to use and care for it. For example should an untrained person pick up and fire a flintlock

he will have to make a bead-bad draw to determine whether he hits, misses or blows his hand off.

Also should you acquire equipment of this kind during play you will get a 2 point reduction on the cost of buying that item, otherwise the acquired equipment is lost by the start of the next game.

Slaves and Bondi may-not purchase equipment as they may not have possessions of their own.

Equipment	Cost
Chain armour	10CP
Plate armour	20CP
Flintlock/Aquabuse	10CP
Cannon	20CP
A legendary sword	20CP
A saints relic	10CP

Notes:

Plate is an upgrade on chain, and players spending Xps only have to pay the 10point difference.

Any special equipment not listed here that significantly effects the performance of your character must be discussed with the Refs and a points cost set.

Natural advantages

These are the powers that could make a man a hero.

Advantage	Cost	Notes
Berserk	20CP	There is Fensmen blood in your veins, or perhaps you simply have a wild streak. The character loses control in combat leaving a trail of destruction behind them, the character ignores all damage for a period of three minutes. If all opponents are killed before the berserk begins to calm down he will attack the nearest perceived threat, a friend, an animal or even an inanimate object if nothing else is available. Once the fit is over all hits will immediately affect the character possibly resulting in death if medical attention is not available.
Courage	10CP	The character is less effected by creatures that radiate fear, a creature that radiates fear is treated as having no fear ability. A creature radiates terror is treated as if it radiates fear. This could be because of faith, pure grit or a stunning lack of imagination on the characters part.
Woodsman	15CP	The character never gets lost in the wilderness, they can find food and water and construct simple shelters.
Artist	15CP	The character is naturally creative, the value of any decorative object he makes is increased by 50%.
Mathematician	15CP	The character has an almost unnatural capacity for mathematics, working out complex equations in his head. All skills that are related to mathematics, eg artillery, navigation, can be bought at half cost.
Iron Will	20CP	Possession, hypnotism, or any other form of unnatural persuasion cannot affect the character. This could be due to some kind of mental exercises or just plain stubbornness.
Constitution of an Ox	20CP	The character never gets ill, wounds never become infected, he could walk through a village visited by the Grey plague without any risk.
Stomach of the Boar	20CP	The character can eat anything and not suffer for it. Food could be rancid, mouldy or deliberately poisoned, it doesn't matter the character will suffer no ill effects.
Strength of the Bull	20CP	The character can perform incredible feats of strength twice a day, this could be lifting and throwing an anvil, pushing over a peasant hut or snapping chains. If used in combat this ability double the damage of a single blow per use. This ability can be bought multiple times.
University Educated	10CP	You attended one of the leagues foremost seats of learning. This advantage allows you to take Churgery above 1 and the occult skill above 1. You also know the classics, history, spelling, trivium and mathematics.
Mentor	10CP	You had a non guild master that taught you a skill such as Herbalism at advanced levels. This advantage allows you to take Herbalism above 1.
Big Girl's Blouse	20CP	The character is squeamish and cowardly and faints at the first sign of his/her own blood. (game effect player faints out cold when first hit, crew will then ignore the character as long as he remains in the faint and the hit is ignored as 'it was just a scratch you big girls blouse!')
Exemption	10CP	This is an extremely important advantage; it allows you to practice skills that would get you into trouble and to carry a sword when you would not normally have the right to do so. This advantage comes in the form of a writ that you must carry at all times. Check downloads section to acquire a copy of the appropriate writs.

Disadvantages

Not to be taken lightly these disadvantages **will** make a difference in the game and could seriously impact your enjoyment of your character if you pick the wrong ones.

Disadvantage	Cost	Notes
Bad rep	-5CP per group.	One group looks upon your character as bad news; a group could be an order of the church, a guild in the whole of Algandy or a town or community. Work out with the referee what you did if the reputation is deserved. Can be taken multiple times.
Blind	-15CP	The character is completely blind.
Branded	-10CP	Branding is often the punishment for thieves and other such criminals so that wherever they go their nature will be known. Brands are always on the face and are difficult to cover up or hide.
Coward	-5CP	The threat of physical violence terrifies the character. He cannot willingly take any action that endangers him and when confronted by multiple threats must take the least frightening option.
Cursed	-5CP	The character has been cursed by some supernatural means, it could be the evil eye, the fairies or an evil witch. The nature of the curse should be arranged with the referee, extreme curse may be worth 10CP.
Damned	-20 CP	The character is an agent of Evil, with no chance of redemption, all of his actions should be aimed at the eventual corruption and damning of those around him. The character begins with one random mutation, (speak to a referee) , and one spell. Please be advised that should the character be detected by a witch hunter then it may be a very short lived character.
Deaf	-10CP	The character is completely deaf.
Debts	(Variable)	You owe someone money and they are starting to get angry about it. Every 100 pennies owed is worth 1CP, one Librium of silver is worth 10 CP.
Dullard	-10CP	The character does not benefit from formal learning, all academic linked skills cost twice as many CPs to develop.
Enemies	-10CP	Someone intends you harm, this can be taken multiple times, each time it is taken you gain 10CP and you enemy has 100CP added to their creation process.
Feral	-15CP	The character was brought up away from contact with civilisation as the League knows it. Perhaps they were raised by animals, or there family were pagans hiding in the woods, or perhaps the baby is a changeling, stolen from his family and switched by faeries or spirits. The character can speak only pigin English and may have developed no skills that involve instruction, such as reading, astronomy etc. Perfect for primitive characters.
Greed	-5CP	The character is avaricious to the point of stupidity. They are the type of character that knows the gem on the altar is booby trapped but still can resist taking it.
Heretic	-5CP	Your family are heretics, several members of your family have faced the inquisitorial flames for their beliefs. The Characters family name may attract the attention of the Church.
Hunted	-5CP	Someone or a small group is looking for you, you could owe them money, or they might have a vendetta against you.
Hunted	-10CP	Your character is wanted, a large bounty is on your head attracting bounty hunters and the attention of law keepers. Plus a certain fame goes with it, the common folk know your name and will help in your capture, so vile are the charges against you.
Lame	-5CP	The character has a permanent injury to his leg, possibly a badly set break. The character walks with a distinct limp and can never run whatever the situation.
Mutant	-5 CP	The character rolls once on the mutation table, (speak to a referee). They may be perfectly innocent of Evil but in the eyes of the Church they are a criminal. Can be taken multiple times.

Mute	-10CP	The character cannot speak.
Oath	-5CP	The character has taken an oath that somehow restricts his actions, examples are oaths to complete a quest, to always fight a certain enemy. Etc. The repercussions for breaking an Oath or a Vow are often extreme, sometimes resulting in death.
One-eyed	-5CP	The character has lost an eye, depth perception is impaired.
One-handed	-10 CP	The character is missing a hand.
Ravaged	-5CP	The character has survived the plague, either the grey plague, the rot or the Archdukes Evil, (an unpleasant form of the pox). Though you survived the disease has left you scarred, on the plus side you are now immune to the chosen disease.
Reckless	-5CP	The character is brave to the point of foolhardiness, no matter how big and nasty something is the character will not run. In any situation with an element of danger the character must in a foolishly courageous manner.
Rival	-5CP	Your character has a rival, it could be another merchant in the same trade as the character, or another knight striving to become more popular than the character at court. It could be a friendly rivalry but probably isn't.
Revenge	-5CP	Someone has persecuted your character or his family and loved ones. You must try to do that person harm at every opportunity.
Secret	-5CP	The character has a secret that should it be revealed will cause them public disapproval and possibly lead to their arrest.
Secret	-10CP	The secret is so bad that should it be revealed the character is a dead man, hunted throughout Algandy and the League.
Servant	-5CP	Characters with this disadvantage are in debt to another or are paid servants. They must obey the instructions of their master or risk punishment.
Slave	-10CP	The character is the property of another with no rights or conditions of treatment under law.
Tainted	-10 CP	The call of Evil is strong in the characters veins, if he dies he will likely rise as one of the lost. The Church and their agents make the character uncomfortable, the character is subject to bad dreams and strange visions.
Temper	-5CP	The character has a hot temper and will react to provocation or baiting.
Unlucky	-10CP	The character knows that the scales of probability are tipped against him. Any action with an element of chance involved is more likely to go against the characters wishes.
Vendetta	-10CP	An NPC at least two social levels above you has done you wrong, your character is driven to exact justice at every opportunity.
Vow	-10CP	A more serious version of the Oath, all vows are very restrictive, examples are vows of silence, vows of poverty, vows of chastity, etc. The repercussions for breaking an Oath or a Vow are often extreme, sometimes resulting in death.
Lapsed Membership	-5CP	Although you were once a member of a guild and have all the training attendant to your rank you fail to keep up dues or an infraction in guild law has seen you ostracised from your guild. As a result you have no access to your guild contacts and your income becomes variable as you can only work where the guild enforcers can't see you.

Character creation example:

Sergeant Peter Miller

Algandy native, Journey man member of the Guild of Mercenaries, (Aquabuser)

Attribute/Skill	Cost
Freeman social status	0CP (free)
Income 5lb/year	20CP
Journeyman	25CP
Equipment (Aquabuse)	10CP
Ally (Freeman)	10CP
Strength of a bull	20CP
Strategy 2	15CP
Artillery 1	5CP
Etiquette 1	5CP
Craft: Miller 1	Free (part of Journeyman)
Legedemain 2	Free (part of Journeyman)
Tracking 1	Free (part of Journeyman)
Lame	-5CP
Oath	-5CP

Character Development

Each event will have a set minimum number of experience points per character attending, further experience points will be awarded based on cunning planning, outstanding bravery, and depth of character portrayal.

Each player also gets an extra 10Xp award after their first event. This is a one time bonus to allow for those little changes you might want to make in your first character after you first play.

Experience points can be used as Cp to increase skills and abilities. Skills can be developed as long as the character already has the skill and is simply improving it, learning a new skill requires the assistance of a tutor and a little role-play.

Other sections of the character creation rules can be bought using experience points, but they require approval from the referee and an explanation in game why a character has just developed an immunity to poison or more income.

Disadvantages can also be 'bought off' with Xp on a one for one basis. Speak to the Refs about this before you spend points.

Advantages and Disadvantages gained during play nether gain nor cost you Xp. For example you may loose an arm but You might gain a valuable artefact.

NOTE: Any changes in your character will require you to resubmit your character sheet to the Refs.

Rules

Combat

In combat we need to keep excitement and action balanced with the safety of the individual and the group. To achieve this the following ground rules are in use in this system:

All weapons must be inspected by a referee before the start of a game; weapons will be checked for safety with the referee having the right to store any weapon that fail safety until the event is over.

All attacks are to be pulled, full strength attacks are not permitted and blows are never to be aimed for the head, the throat or genitalia.

For a hit to count the weapon used must be swung the full length of the blade, in the case of stabbing weapons they must travel at least 30cm for the attack to count.

Toughness, Wounds and Death

In Bloods Red Roses there are two types of damage **Hit Points** (or toughness) and **Wounds**.

Hit Points are the number of hit you can take in any given location before you are reduced to 0 in that location. For example Bill has one extra hit point meaning he has two hit points in each location, that means he can be hit twice in each location before that location is at 0 and is knocked out. Locations at 0 get no worse over time but will require the attentions of a herbalist to bring it back to use.

Wounds are what happens beyond 0, hits taken that take a location into real bloodied damage. Wounds are bad news, they bleed. A wound gets on level worse every 60 seconds and you only have extra wounded levels available to match your extra hit points. If you run out of wound levels in any location due to bleeding you have 'bled out' and its time to create a new character. You can stanch the bleeding (in effect stop the clock) from a wound with no skill but you can not close the wound, closing a wound requires a Churgan of lvl 1 or better. With every wounded location you must make a bead draw to see if infection or complications have set in.

Game Calls

In an attempt to maintain the atmosphere of our in-game world calls are kept to a minimum. We feel that 'hit calls' such as: sharp, blunt, single or double etc. are distracting and jarring and can ruin the atmosphere. We much prefer to be able to hear your dying screams... Oh and of course those of your enemies.

Time In/Out

Signals the beginning and end of the game.

Time Freeze

Close your eyes, plug your ears and hum, The Imperial March seems to be quite popular. The refs are about to insert, remove or change something in your immediate environment.

Have a Care

Open your mouth and don't plug your ears, something very loud is about to happen.

Man Down

If you or someone you can see is injured then shout 'Man Down', If you hear a cry of 'Man Down' then you should also shout it. Play stops until the situation is resolved and a shout of 'Time In' is herd.

Paralysis

Upon a solid unarmed hit the target takes one hit and is rendered instantly motionless for 60 seconds.

Fear

Upon call of "Fear" target flees for 10 seconds.

Terror

When "Terror" is called Target is paralysed by fear for 30 seconds after which the target must flee for 10 seconds.

Strength

One of the few calls we expect players to use, a call of 'strength' implies use of Strength of the Bull as listed under advantages.

Subdue

If subdue is called whilst attacking with an appropriate weapon then all damage is temporary and target is rendered unconscious instead of dead. Note: you cannot call subdue while hitting someone with the blade of your sword in full combat, also many of the lost are immune to subdual as the biology of a knockout condition is no longer possible for them.

Iron will

In most cases it's best to find a characterful way of making a call of Iron will. For example "The faith of the lady protects me."

Weapons.

There are many different types of weapons in use at this time in history. We will give you a board sweep of what you can expect and the rules for such.

Martial Weapons

The classic weapons of war are very much in use in Blood Red Roses. All martial weapons do one point of damage when swung one handed. Weapons of more than 3-feet in length swung two handed do two points of damage. All martial weapons damage armour on point for point basis. Unless the player has a writ of exemption or is a noble it is a capital (hanging) offence to carry Martial weapons in Algundy.

E.g. Daggers, Short-swords, Swords, Axes, War-hammers and Pole-arms etc...

Non-martial weapons.

Or peasant weapons are made of wood, bronze iron or steel and are predominantly tools of one kind or another. Because they were not designed for warfare they damage metal armours on a two for one basis. However they damage leather armour and un-armoured targets on a one for one basis. All peasant weapons do only one point of damage, regardless of length.

E.g. Spades, shovels, carpenters tools, knives, etc...

Bows.

The ability to strike form range has always been the most treasured secret of mankind. In Algundy the art of the bow has been refined with the Algundian Long-bow. This bow is so powerful that it punches clear through all types of armour except for Bound Shields. A hit from a Algundian long bow does one point of though armour damage, it also knocks down it's target. A limb hit with an arrow must be treated with the appropriate skill before it can be used again. All bows in this system should be treated as Algundian long bows unless otherwise stated. Non-Algundian bows do one point of damage at range with no special effects.

Black Powder weapons.

A recent invention, black powder weapons are loud, messy, unreliable, inaccurate at range and devastating. Caps obtained from the referees power all black powder weapons, each powder charge or cap is individually wrapped in tin foil to keep it dry and to slow down the reloading process, also a percentage of caps have been sabotaged to introduce the real unreliable nature of black powder. Caps without such a wrapping should be considered to have been used and should be discarded. Unwrapping caps at any point beforehand is considered cheating as the unwrapping is part of the point.

Black powder can be obtained prior to game from the referees, or can be found/stolen/bought in game from players or from NPCs. Initially a player with an appropriate weapon starts with 10 shots.

A man portable black powder weapon does 1 point of damage and ignores all armour; it will literally kill an ordinary man outright if they are shot in the chest. People or creatures with multiple hit points will still be knocked off their feet and remain prone for 20 seconds by the impact and noise of an Aquebuse or Flintlock.

Weapons	Range
Derringer style weapon	5 feet
Flintlock pistol	10 feet
Aquebuse	20 feet
Cannon	50 feet (see referee for damage)

Bombard

Siege ranges (see referee for damage)

N.B. Over Loading...

Or 'proofing' as it is known in the trade is the method by which a firearm is tested for safety. To proof a firearm you load twice as much powder into the shot as normal and fire it, preferably from a safe distance. This double load when used in the field will give you half again as much range. However overloading the weapon makes it much more likely to blow-up. Call double load in the field and talk to ref.

Armour



Armour adds extra hit points to the location it covers, the values for armour are shown below, different types of armour can be layered to a maximum of two layers.

Armour	Hit Point Value
Leather armour	1 point
Thick leather (5mm minimum)	2 points
Leather with metal (studs)	2 points
Ring mail/Bezainted	3 points
Chain mail	4 points
Brigadine	4 points
Plate	5 points

Metal armours, (4 points or greater), have an added advantage, against improvised weapons, knives, sticks, tools, etc, they double their armour value. A set of chain mail will count as 8 points of armour against a man with a knife. Against weapons designed to weapons, spears, swords, axes, etc they have no specific advantage.

Armour Repair.

Two skills are involved in armour repair. **Craft: Armourer, Craft: Leather-worker.**

Armourer

This craft skill covers the repair of rarer Metal armours such as chain and plate

Leather-worker

This craft skill covers the repair of common leather and fur armours. Due to the comparatively simple nature of the materials used in these types of armour it takes half as long to repair. E.g. For a level two leather-worker it will only take one hour to repair two points of leather or fur armour.

Armour repair times for all armour types are as follows:

Rank	Time/Point
1	2
2	1
3	½

Note: Because you only have one pair of hands you can only repair one piece of armour at a time. Unlike healing armour repair skills do not stack as you would simply get in each other's way.

Shields.

Shields are free to use with no points cost but still come under the category of armour. This means that anyone of Freeman status or lower without guild membership or a 'Letter of Mark' from a noble is in danger of breaking the law.

There are two types of shield

Bound

Bound shields are 'bound' in iron or steel re-enforcing their structure. Bound shields are proof against all but the most powerful martial and ranged attacks. Larger black powder weapons can be used to destroy even bound shields, these however are very rare. A call of strength used with an appropriate martial two handed weapon will destroy a bound shield.

Unbound

Unbound shields are made solely of Wood or Stretched-hide. Unbound shields are proof against normal martial attacks however they will not stop black powder shot or Alkundian Longbow arrows, these punch through the shield hitting the arm behind the shield, knocking the target down (and in most cases out.) A call of strength with a one handed weapon will destroy an unbound shield. The unbound shield is the choice of almost all low ranking and savage peoples.

Shield repair.

All shields can be destroyed as stated above. When this happens you might want to get it fixed. All shields are considered to have 5 armour points for the purposes of repair. Using the table under armour repair you can repair your shield with one of these three skills:

Bound shields:

Armourer. As stated on armour repair table.

Unbound Wooden Shields:

Carpentry. Half all repair times due to the simplicity of construction.

Unbound Stretched Hide:

Leather Worker. Half all repair times as with leather armour.

Healing



Wounds and injuries are the unavoidable consequence of combat. Healing unassisted is a slow perilous business, wounds take months to knit, bones may heal crooked, and more commonly death follows from the wound going bad resulting in blood poisoning. For these reasons healing with assistance is the path of choice for most people.

Herbalism

The most common form of healing is that practised by the herbalist, every community has someone who has some knowledge of the healing properties of plants. By applying herbs to a wound and bandaging the affected body part the natural process of healing can be accelerated.

Herbs quickly lose their potency after gathering, herbs used for healing that are more than a day old cause the herbalist to be treated as a rank lower in the skill than they actually are, grade 1 herbalists cannot store herbs in this fashion and must gather daily. Herbalists would be wise to carry a writ from their lord stating that they are medical professionals and not travelling poisoners.

Game mechanics:

The base time for healing without assistance is one month per point of damage, more serious wounds such as those from a two handed weapon may take longer.

To use the skill effectively the person doing the healing must apply the herbs to the wound and bind them there, usually this is done

with a cloth wrap in the form of a poultice. The wounded person must then rest for the appropriate amount of time in order for the wound to heal properly. Any vigorous movement (such as walking) that puts strain on the wounded area will reset the healing time, player character healers should make a note of their patients movements to help the refs keep track of this.

For example, someone with a wounded arm could quite easily walk with the arm strapped down and have it heal as they travelled, however they could not lift anything or fight with it without resetting the healing time. If on the other hand it was a leg or the torso that was injured then while the poultice would prevent the injury from becoming more serious, it would not start healing again until the character stopped moving and got some rest. Also, the healing time would become reset and fresh herbs may need to be applied. The healing time for the wound is dependent on the level of the herbalist's skill:

Grade 1 Herbalist

Healing time is 4 hours per point of damage. Grade 1 Herbalists cannot prepare dried herbs.

Grade 2 Herbalist (Restricted unless you have Mentor Advantage)

Healing time is 2 hours per point of damage. They can also prepare dried herbs which will heal as per the grade 1 skill (4 hours).

Grade 3 Herbalist (Restricted unless you have Mentor Advantage)

Healing time is 1 hours per point of damage. They can also prepare dried herbs which will heal as per the grade 2 skill (2 hours).

Grade 4 Herbalist (Restricted unless you have Mentor Advantage)

Healing time is 1/2 hour per point of damage. They can also prepare dried herbs which will heal as per the grade 3 skill (1 hours).

If two herbalists of the same level cooperate to gather and then subsequently apply herbs to patients then the level of their skill may be treated as one higher than it actually is.

Churgery

Although herbs are amazingly useful in the healing process, they cannot set bones, nor will they greatly reduce the chance of infection or permit the removal of an arrow fragment from deep within a lung. To achieve these and other miracles of healing, the new science of Churgery must be used. Taught in Medical schools and the newly founded Universities, this is the scientific approach to healing, or wounding someone more in order to heal them.

Churgery introduces the idea of cleanliness into dealing with injuries, it will reduce the chance of initial infection and once stitched will also greatly lower the possibility of any secondary infections. Cleaning a wound carefully is important because the continued presence of Shot, shrapnel, arrowheads or quite simply dirt in a wound can lead to life long and indeed life limiting complications. The benefits of each skill grade are shown below but Churgery is a science still very much subject to circumstance. Churgans would be wise to carry a writ from their lord stating that they are medical professionals and not travelling necromancers.

Game mechanics:

In simple rules terms the Churgeon's skill offsets or eliminates your bead draw for nasty injuries.

If more than one Churgeon of the same skill grade works simultaneously on the same patient then they may treat it as if they have an operating skill one grade higher. For example, two journeymen churgeons collaborate to try and remove a pistol shot from the chest of their companion, they both only have grade 2 Churgery but that gives them an effective grade one higher, greatly improving their companion's chances of escaping this potentially fatal wound unscathed.

Unfortunately a Black bead is ALWAYS a black bead and is always lethal.

A week later one of the journeymen is left alone with two apprentices for the day and a man is brought in with a broken arrow in his back, he gathers the apprentices (grade 1) and they all make an effort to do what they can. Sadly though the skill of the journeyman (grade 2) plus that of the apprentices (both grade 1, which does make a 2nd grade 2) is not enough, since the grade does not scale up again, to meaningfully improve the victim's chances of a full recovery.

Note: Without the co-operation of a Churgeon with Grade 2 Churgery or higher then broken bones will begin to set but may not be set correctly leading to lifelong crippling injuries.

Grade 1 Churgery

This basic level teaches cleaning, treatment and stitching of an injury. Can remove foreign bodies such as shrapnel, arrows and bullets within body (without this an additional point of damage is caused removing item in addition to bead draw if negative hit points)

Grade 2 Churgery (Restricted unless you have University Educated Advantage)

Broken bones can be set and dislocated limbs mended as well as removing foreign bodies. Also reduces the chance of infection meaning healing bead draws are one stage better.

Grade 3 Churgery (Restricted unless you have University Educated Advantage)

Effects as level 1 and 2 but in addition better practice further reduces the chance of infection meaning bead draws are two stages better.

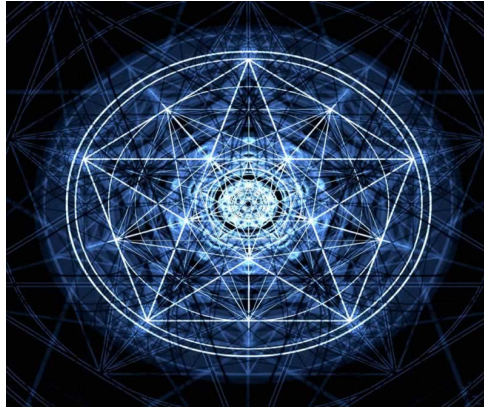
Grade 4 Churgery (Restricted unless you have University Educated Advantage)

The churgeon's almost godlike ability allows the attempt to heal wounds to the head and delicate wounds to the body. The master churgeon can almost achieve modern surgical feats (consult ref for extreme cases) and due to expertise Infection is eliminated.

The science of Churgery is so new that few people have experimented; many of the procedures player characters will perform will be never have been performed before. A good living can be made lecturing or publishing once enough skill has been developed and once the character is famous for that skill.

Non-physical wounds such as those caused by the uncanny powers of the forces of Evil cannot be treated with churgery. No, you can't cut out spiritual corruption with a knife, no matter how sharp it is, not that people haven't tried.

Magic



All magic in the game world has its origins in Evil.

To practice magic all that is required is knowledge of the ritual and a familiarity with the words and gestures required to active the spell. A spell requires no magic points, it could be cast thousands of times per day with no loss of power. Instead whenever a spell is cast, the caster draws a bead from the Magic Bag, (in the possession of the referee), depending upon the colour of the bead drawn is the effect on the caster. Some beads will have no effect, others might result in temporary nausea or similar detrimental effect, a few may lead to permanent changes in the character, mutations altering appearance or behaviour.

Once drawn the effects of the bead are immediate with the exception of physical alterations which require the use of prosthetics or props, these can be assumed to have taken effect by the next game.

None of the magic in the game is instantaneous, it relies instead on gathering energies and the correct performance of ritual. Once you have decided to perform a spell either inform a referee who will advise you as to the results, (and provide the Magic bead bag), or failing the presence of a referee, perform the ritual and advise a referee at the soonest possible convenience.

Please note that magic isn't a precise science, on some days the energies flow easier than on others, a certain colour of bead drawn on one day could have a better or worse interpretation the following day.

Skill Use

Skills and talents are an important aspect in defining any character.

No skill list is provided with this set of rules to prevent limiting players during character creation. As such one character could have a skill of metalworking, another might have a skill of smithing, both skills are acceptable and both allow the same tasks. The breadth of the skill should be around the level of the one given as examples below. A skill simply called 'make' is to broad a definition, a skill called 'make chairs' is to narrow a definition.

Examples:

- Lore (Geography)
- Mining
- Law
- Heraldry
- Craft (brewing)
- Lore (History)
- Tracking
- Lore (Folklore)
- Churgeon
- Herbalist
- Lore (alchemy)

Skills come in five levels of ability, referred to in the system as grades; grade 1 is the lowest level and grade 5 is the highest, representing an almost supernatural talent for the skill.

Grade 1

Represents a basic knowledge of a subject, or skill but limits what the character can do; with a language it represents a knowledge of basic phrases and an ability to count in the other language. Grade 1 in Herbalism would be able to identify the common herbs of his home province but would not know how they need to be prepared, stored or applied medicinally. Grade 1 costs 5CPs.

Grade 2

Represents professional knowledge of the skill and probably training in its use. A character can use the skill to earn a living. A grade 2 in carpentry would allow a character to make simple, functional furniture and equipment, a grade 2 in heraldry would

enable a character to identify someone from their home region by device and to know the famous devices of the entire country. Grade 2 costs 10CPs more than grade 1 at 15CPs.

Grade 3

Represents a mastering of a skill; the character can now confidently perform all of the major areas of the skill. At this level a character can begin to teach the skill. A grade 3 in tailoring would allow the creation of costumes fit for the Archduke himself, and would allow knowledge of what the latest fashions are and what is likely to become fashionable soon. Grade 3 in strategy would make the character as knowledgeable as a general, effortlessly controlling troop movements, logistics and giving an idea of the enemies' deployments. Grade 3 costs 15 more CP's than grade 2, for a total of 30CPs.

Grade 4

Represents a truly inspired knowledge of a subject or a craft, items manufactured by you are sought out simply because you made them. A knowledge based skill at this level would put you as one of the foremost scholars of the subject in the country if not the entire League.

Someone with a craft skill at this level would be able to become a guild master. Cost for this level is 60 CPs more than grade 3, a total of 90 CPs.

Grade 5

Represents legendary skill, a sword-smith with a skill at this grade would produce weapons rumoured to be magical. An architect would be considered to be inspired by the Goddess, a poet or troubadour would have it said of him that he had sold his soul to Evil, or that the pure notes of his voice could crack stone or make a statue cry. Characters cannot start game at this grade, to get to this grade would require the character to buy a skill up to grade 4 and then make some discovery during the course of play.

To successfully use a skill the character must go through the physical motions of using the skill.

For example; to use churgery the character should go through the motions of performing an operation, preparing instruments and bandages, the actual action of surgery, followed by stitching up the wound. Another example, a character with tracking as a skill should go through the actions of looking for tracks on the ground, checking for broken vegetation and looking for other signs. Simply standing in woodland and asking the referee what you see will get an answer of 'mud and trees'.

Alchemy

A character with at least Grade 2 in alchemy can produce shots for a weapon. They **must** be a Master level member of the Alchemists Guild as its recipe is a guild secret. Making gunpowder is a dangerous process and a spark or naked flame nearby could cause flashover (an explosion) at any time. Making gunpowder causes a bead draw during the process to ensure you haven't had an accident. Damage from a flashover ranges from lost eyebrows to permanent blindness, beware.

At grade 2 the character can make one shot per hour of work at a cost of 2 pennies per shot for raw ingredients.

At Grade 3 the greater knowledge of the alchemist allows the production of 2 shots per hour of work at a cost of 1 penny per shot for raw ingredients.

At grade 4 a character can produce 4 shots per hour of work at a cost of 1 penny per shot for raw ingredients