

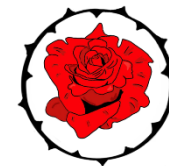


Blood Red Roses
Handbook & Rules





Blood Red Roses Handbook & Rules



This handbook contains some basic information and the rules that you will need to know in order to take part in Blood Red Roses. Blood Red Roses is a mid-low fantasy Live Action Role-Play system inspired by the medieval time period and the Wars of the Roses.

Events take place three times a year at the secluded and rustic site of 'Caddihoe', Broadclyst, Exeter, Devon EX5 3DU.

To Play an event the ticket cost is £75, there is a reduced fee for the first event you Play. Crewing is **Free**.

Blood Red Roses is created and run by volunteers from all walks of life and we welcome people into the community regardless of age, disability, gender identity, race, colour, ethnic origin, religion or belief, sexual orientation or socioeconomic background. The world in which we play is fictitious and any similarity to places or persons, living or dead, is purely coincidental.

You can connect with the Ref Team, engage with the entire Community, ask questions, view our galleries, and keep up with up & downtime events on our Facebook page.

Our Website also has lots more information - www.bloodredroses.org





Influence and Inspiration

Blood Red Roses is inspired by a series of civil conflicts fought amongst the noble houses of Lancaster and York in the 15th Century, known as the Wars of the Roses. Both houses were branches of the Plantagenet royal family and fought ruthlessly to claim the throne of England.

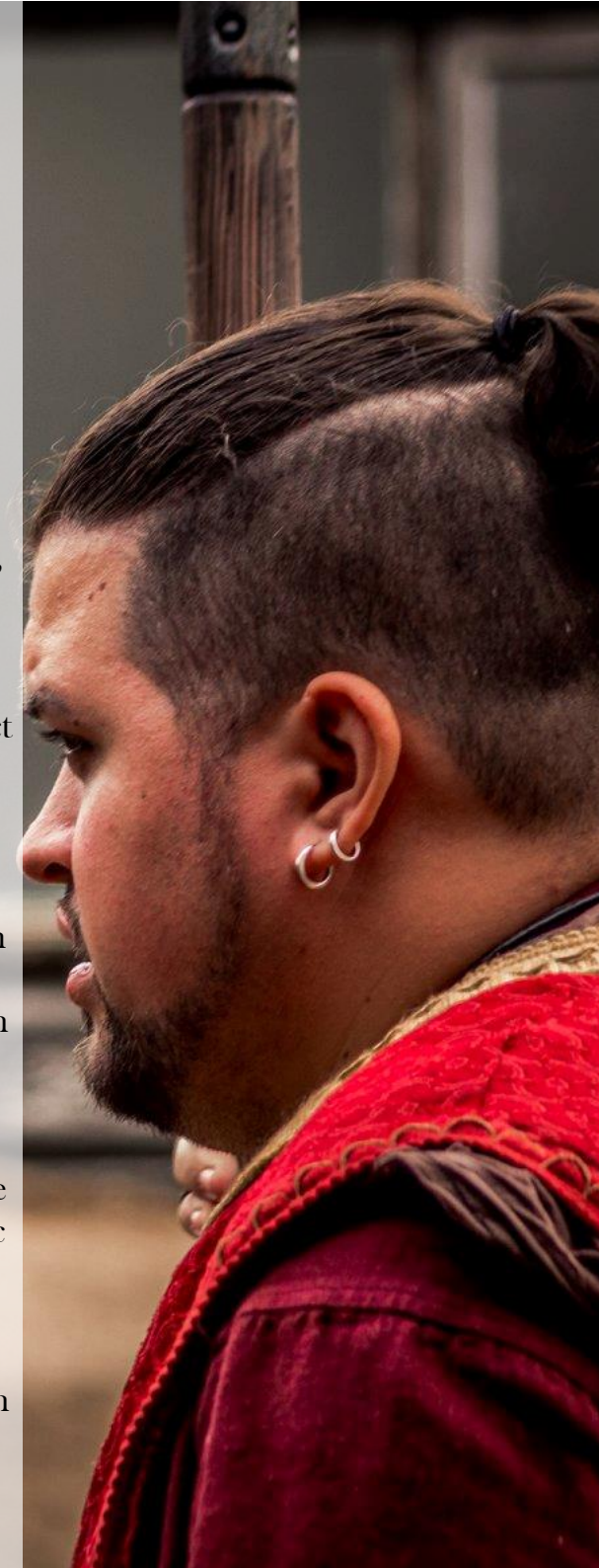
The Wars were characterised by their larger-than-life protagonists; by frequent betrayals and sudden dramatic shifts in the balance of power; and by the brutal and merciless battles fought on foot in plate armour, where armies massacred each other with axe, sword, hammer and bow.

Clothing fashions and weapon styles for Blood Red Roses are loosely inspired from the medieval time period but there is no strict emphasis on historical accuracy. Reasonable interpretations of period pieces across the entirety of the medieval era will be accepted.

The world of Blood Red Roses is a mid-low dark fantasy reflection of our own set in the 'League State' of Algundy. There are many other countries across the League all of which have an influence on the world in some capacity.

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 horrific forms and The Evil moves in from the East, its magical tendrils 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 or play a multitude of incredible characters as part of our Crew team.



Game Culture & Basic Rules

Be Inclusive

Blood Red Roses prides itself on being an inclusive and safe community both face to face and online where respect for each other is of paramount importance. Our Code of Conduct and Equality & Diversity statements exist to protect and maintain the safety of everyone in the community. Take a look at them on our website.

Be Safe

Ultimately you are responsible for your own safety and that of those you encounter. Following the game rules will help you stay safe, however if a situation presents itself where adhering to the rules would oblige you to do something dangerous then employ common sense and put your safety and that of others first. There are 'In Game' calls to support staying safe as well as fire wardens and first aiders (both physical and mental) on site during events.

Get Invested

You will get so much more out of Blood Red Roses if you are willing to engage with the world, explore its resources, practice your combat or hone your skills. We encourage you to actively roleplay wherever you have the chance - "searching" for tracks without looking for any will not yield any results. You don't have to be an experienced fighter or purchase expensive kit, just make a real effort to engage with the game.

Don't Take the P*ss

Follow the rules of fair play and treat others as you would like to be treated. Don't do anything to anyone that would be upsetting to you. This game is not about winning at all costs but about roleplaying in style and in character. If you have a complaint or problem, please let the Ref team know. We really do want feedback and we can only help out if we know about it.





What's Included & What to Bring

What's Included?

Parking - Large carpark with free parking.

Camping - Ample space for pitching any size tent.

Facilities - basic toilet blocks with access to cold water only, sinks, mirror and space to change. One unisex shower cubical - cold water only!

Food - Breakfast on Saturday and Sunday mornings, a hot meal on Saturday night.

Drinks - The site has a well to provide drinking water but many people prefer to bring bottled drinking water. Tea and coffee are provided in the mornings - bring your own mug.

What should I Bring?

There is an extensive list on our website of things you might find useful but here are a few essentials:

- A tent and suitable sleeping/camping equipment.
- Food that isn't provided. Bring dinner for Friday night, lunches for Saturday & Sunday and any other snacks and drinks.
- In terms of Crew costume, the Crew Kit has you covered but please bring a base layer for each day. These can be plain, unbranded trousers in a natural/dark colour (not jeans) and a vest or plain top. You may wish to get your own 'Crew Shirt'.
 - Socks, socks, socks and socks!
- Sensible footwear appropriate for the forest, ideally waterproof and providing ankle support i.e. walking boots. No brightly coloured trainers or welly boots.
- Your own drinking vessel, plate/bowl and cutlery. We recommend that these are wooden to remain in keeping with the feel of the game and ask that you initial them.
- Toiletries such as deodorant, toothbrush & toothpaste, sun cream, insect repellent, antibacterial gel and wet wipes.
- Bin bags for wet kit, towels for muddy boots in tents and a torch.

A woman with long brown hair in a braid, wearing a red patterned dress, is sitting on a wooden bench. She is looking out over a green field with trees in the background. The image is partially obscured by a semi-transparent text box on the right side.

Site Rules

Illegal substances and legal highs are not permitted anywhere on site. Anyone found to be in possession of or using any such substances will be removed from the site.

Real life intoxication e.g. alcohol, during Up Time is not permitted and will not be tolerated. Drinking immediately prior to Time In is also not advised. The decision of the Ref team in these matters is final.

You must be a minimum of 18 years of age to consume alcohol on-site and participate unrestricted.

16 and 17-year-olds can participate in all aspects of the game but require a guardian on-site at all times.

14 and 15-year-olds must be accompanied by an adult guardian at all times. They are not permitted to take part in mass combat but there will be many roleplay opportunities.

14 years of age is the minimum age permitted to attend a Blood Red Roses event.

Dogs are not permitted on site during Up Time.

Fires should only ever be created in designated fire areas. The fire warden must always be informed before any fire is created.

Smoking or vaping is only permitted in outdoor areas. Devices for smoking or vaping must be in character.

All Calls used in game must be acknowledged and acted upon.

The site must be respected - "Leave only footprints, take only memories."

The Blood Red Roses Code of Conduct will be displayed on our website, our Facebook page and also in communal areas at our events.

Game Calls

In an attempt to maintain the atmosphere of our in-game world, calls are kept to a minimum. There are, however a few essential calls that everyone should familiarise themselves with to ensure safety and smooth running of the game.

We have divided the Calls into two categories: Time and Safety and In Game Effects.

Time and Safety Calls

Time In/Time Out - Signals the beginning and the end of the game.

Time Freeze - On hearing this call close your eyes, cover your ears and hum. The referees are about to make a change to your immediate environment.

Stop the Game -If you (not your character) feel that the current situation is too much, raise your hand and use this call. It effects only your immediate environment and will pause events until you are clear of the space. Your character will not avoid harm or other consequences. It is to be used if you are in real-life distress.

Man Down - If you or someone you can see is injured then you must shout 'Man Down'. If you hear a cry of Man Down you should also shout it to ensure the message reaches everyone. Upon shouting the call kneel down if possible so that the first aiders have a clear view of the area. This call is strictly reserved for OOC injuries - find an alternative phrase if a character is hurt.

Have a Care - Open your mouth and cover your ears - Don't plug them. There is about to be a loud noise.



Game Calls Continued

In Game Effects Calls

These calls, when heard, will require your character to act in a certain way. They are designed to add extra excitement and thrill to the game and will very often come from Refs or Crew members. Refs will be watching to ensure that the calls are followed.

Paralysis - This call coupled with a hit to an unarmoured location will render you motionless for 60 seconds.

Fear - Upon hearing this call you must flee for 10 seconds.

Terror - Upon hearing this call you are rendered motionless for 30 seconds and then must flee for 10 seconds.

Strength - A call of Strength implies the use of 'Strength of the Bull' as detailed in the 'Natural Advantages' section.

Subdue - This call, coupled with a mimed blow to the base of the skull with an appropriate weapon or item, will result in the target being rendered unconscious. This call cannot be used in active combat nor by using the blade of a martial weapon. Subdue can be avoided if full neck armour and a suitably long helm is worn as the attack cannot land.

Iron Will - In most cases this call is made using a characterful phrase: "The faith of the Lady protects me!". The purpose of the call is to demonstrate 'Iron Will' as detailed in the 'Natural Advantages' section.

Knockdown - If you are struck with a weapon or item that causes 'Knockdown' your chest or your shoulders must make contact with the ground before you can get back up again. As an example, an Algrundian longbow will cause Knockdown - enjoy roleplaying this!

Knockdown + # - If you are struck with a weapon or item that causes 'Knockdown + #' your chest or your shoulders must make contact with the ground and you must remain there for the number of seconds stated before getting up. As an example, any black powder weapon will cause Knockdown + 10.



The Rules of the Game

General Combat

In Combat we endeavour to keep the excitement balanced with everyone's safety. To achieve this, the following rules are for everyone on site to adhere to. It should be noted that it is perfectly fine to make a non-combatant character; however, everyone should be familiar with the following rules of safe combat.

- ✦ All weapons must be inspected by a Referee before the start of a game. Any that don't meet the safety standards will be stored until the event is over. Please refer to our additional document 'Weapon's Criteria' for more information.
- ✦ All attacks are to be 'pulled'. Full strength attacks are not permitted. Blows are never to be aimed at the head, throat or genitalia.
- ✦ For a hit to count the weapon used must be swung for the full length of the blade. In the case of a stabbing weapon they must travel at least 30cm for the attack to count.
- ✦ Do not stab with a weapon unless it has been confirmed as stab-safe by the Ref team. Stab-safe weapons require extra diligence, please ensure you are trained in their use. Refs are happy to offer training.
- ✦ The use of bow and arrows are permitted during daylight hours. Bows will be a maximum of 30lb draw weight. A Ref will undertake an archery competency check with archers before the game starts. Shots are never to be aimed at the head, throat or genitalia. Archers are responsible for where their arrows land, even if their original target moves. Archers will be expected to use reasonable and relative strength draws depending on the distance of their target i.e. no full draws at close range. Arrows should be checked after each use to ensure they are safe for the next shoot.
- ✦ Combat may occur at night time. In order to ensure epic night fights, we ask that extra precautions are taken, such as slowing the speed of weapons and their attacks, ensuring secure footing and being mindful of light sources.

- ✦ Swung Martial Weapons do one point of damage when swung one handed e.g. dagger, sword, axe etc.
- ✦ Swung Martial Weapons of more than 3 feet in length do two points of damage when swung two handed e.g. polearms, great swords etc.
- ✦ Stab Safe Martial Weapons do one point of damage when thrust (regardless of size) e.g. dagger, spear. Always apply safe stabbing protocol.
- ✦ It is a capital offence In Character, to carry a Martial Weapon in Algundy unless carrying a Writ of Exemption or being of Noble rank. Example Writs can be found on our website.
- ✦ Non-Martial Weapons are those not designed for warfare and as such will only do one point of damage regardless of length. However, when striking any metal armour, they will only do half a point of damage e.g. staff, spade, rolling pin, frying pan etc.
- ✦ All bows will be treated as Algundian longbows (unless otherwise stated) and are powerful enough to punch through all armour except for Bound Shields. Receiving a hit from an Algundian longbow does one point of through-armour damage and enacts 'Knockdown' on its target. A limb hit with an arrow must be treated with appropriate skill before it can be used again. Non-Algundian bows do one point of damage at range with no additional effects.
- ✦ Improper or dangerous use of weapons will see them confiscated for the duration of the event. If the Ref team determines that you are fighting unsafely then you will be asked to leave the game space.

The Bead Bag

- ✦ During the course of the game your character may be required to make a bead draw. This involves selecting a glass bead from a concealed bag. The colour of this bead will determine the outcome of the circumstance your character finds themselves in. A bead draw may be needed relation to things such as skill use, recovery from injury, or involvement with the supernatural.

Black Powder

A recent invention, black powder weapons are loud, messy, unreliable, devastating and inaccurate at distance. Portable black powder weapons do one point of damage and ignore all armour, literally killing an ordinary person if they are shot in the chest and don't receive immediate medical intervention. Even those with multiple hit points will be 'Knocked Down +10' - see 'Calls'. By default, a shot from a black powder weapon will always strike the torso, not a limb.

Black Powder weapons are powered by Caps that are distributed by the referees. Each Cap is individually wrapped in tinfoil to keep it dry and to intentionally slow the reloading process. Unwrapping Caps at any point prior to loading is considered cheating as the unwrapping is part of the task. Caps without a foil wrap should be considered used and discarded. A percentage of Caps will be sabotaged to demonstrate the real unreliable nature of black powder.

An indication of the accuracy of varying black powder weapons

Weapon	Maximum Range
Derringer Style	5 feet
Flintlock Pistol	10 feet
Arquebuse	20 feet
Long Barrel e.g. Pole Cannon *	50 feet
Cannon	250 feet
Bombard	Siege Ranges

- ✂ * Long barrelled guns and pole cannons must be fully braced or upon a stand as they require support in order to be used.
- ✂ In order to use a Black Powder weapon without risk the equipment must be purchased using Character points - see 'Character Creation'.
- ✂ Players with an appropriate weapon start a game with 10 Caps which will be obtained from the referees. Caps may also be found, bought or stolen during the game.
- ✂ In order to produce ammunition for a black powder weapon, a player character needs to have at least grade 2 skill in Alchemy and must be a Master level of the Alchemist's Guild as the recipe is a guild secret - see 'Alchemy' section for more details.
- ✂ 10 caps can be combined by a character with the appropriate Alchemy skill level to produce a grenade.

Armour

Armour adds extra Hit Points to the locations that it covers. Different types of armour can be layered to create a maximum of two layers. The only way of wearing two layers of metal armour (ringmail, maille, brigandine, plate) is to have purchased the 'Plate' equipment cost in Character Creation. Without this only a layer of fabric and a layer of metal can be worn together.

It is possible to wear plate armour for aesthetic reasons but only receive the benefits of maille protection. This is achieved by purchasing 'Maille' in Character Creation. In game reasons for this could be that the plate is of a thin grade or has been hastily made and is less resilient than "full plate".

An indication of Hit Point values for Armour when worn

Armour	Armour Point Value
Gambeson / Thin leather armour	1
Thick leather (5mm minimum)	2
Leather with metal (studs)	2
Ring Mail / Bezainted	3
Maille (chain mail) *	4
Brigandine *	4
Plate *	5

- ✂ * Metal armour that provides 4 armour Points or above has the added advantage that its armour value is doubled against improvised weapons (knives, sticks, tools etc). A suit of maille will act as 8 points of armour against a man with a knife. Against Martial weapons there is no specific advantage.
- ✂ Wearing any armoured head piece will add half of the relevant material armour points (rounded up) to your torso.
- ✂ Armour will inevitably become damaged. It can be restored by seeking a character with the following skills involved with armour repair: *Armourer* or *Leather-Worker*. A *Tailor* could repair cloth armour i.e. a gambeson or arming jack.

Shields

Shields are free to use, i.e. they require no character points. They come under the category of armour and as such anyone of Freefolk status carrying one without a Guild Membership, Writ of Exemption, Letter of Mark risks breaking the law. There are two types of shield:

- ✦ Bound Shield - These are 'bound' in iron or steel, reinforcing their structure. Bound shields are proof against all but the most powerful martial and ranged attacks. Larger black powder weapons can destroy even bound shields, however this is rare. A call of strength with an appropriate Martial weapon will also destroy a bound shield.
- ✦ Unbound Shield - These are made solely of wood or stretched hide. Unbound shields are proof against normal martial attacks but will not stop black powder shot or Algundian Longbow arrows - these will punch through the shield hitting the arm behind, knocking the target down. 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.
- ✦ All shields can be destroyed as mentioned above. For the purposes of repair all shields have 5 armour points. They can be restored by seeking a character with the following skills involved with armour repair: *Armourer*, *Carpenter* or *Leather-Worker*.

Hit Points and Wounds

Hit Points - These are the number of hits that a character or creature can take in any given location before being reduced to zero in that location. A player character begins with 1 Hit Point in each limb and the torso. This means that if hit just once on the arm, its hit points would be reduced to zero and the arm would be useless.

If it is the torso that is reduced to zero then the character is rendered unconscious. Locations at zero do not get worse over time but will need the attention of a herbalist to bring it back to use.

Wounds - Wounds are what happens when a location goes beyond zero. A character is able to take wounds equal to that of their hit points. As soon as a character is wounded in any location they begin bleeding. Wounds get one level worse every 60 seconds unless the character receives care. Once characters reach wounds equal to that of their hit points they have a 60 second countdown before bleeding to death if no care is given.

- ✦ If a 1 hit point character is hit in the torso, they are brought to zero and are rendered unconscious. If they are hit again they receive a wound and are taken to -1 hit points. Their 60 second countdown in which to receive care starts. If they receive no assistance then they will die.
- ✦ If the wound was taken to a limb, the 1 hit point character would be able to staunch the bleeding by applying pressure but would need the help of a Churgeon to close the wound. If at any point there is not pressure on the wound the 60 second countdown to death continues.
- ✦ If a 2 hit point character is hit in the torso twice, they are brought to zero and rendered unconscious. If they are hit again, they take a wound and go to -1 hit points and their bleeding starts. If they are hit again or receive no medical assistance within 60 seconds they go to -2 hit points. Their 60 second countdown to death is then started.
- ✦ With every wounded location a character must make a bead draw to check for complications or infection. If during your 60 second countdown to death you are hit again then this results in certain death.

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 familiarity with the words and gestures required to activate the spell.

A spell requires no magic points – it could be cast a thousand times a day with no loss of power. Instead, whenever a spell is cast, the caster draws a bead to determine the effects of the spell upon themselves. Some beads will have no effect, others might result in temporary effects, some may lead to permanent changes for the caster like mutations that alter appearance or behaviour. The results of the bead draw are considered to be immediate with the exception of physical alterations that require 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 on the gathering of energies and the correct performance of a ritual. Once you have decided to perform a spell please inform a Ref.

Magic is not a precise art or science. On some days the energies will flow easier than others. A certain bead draw on one day could have a better or worse interpretation the following day.



Character Creation

All player characters are created using 100 character points (CPs). There is a range of attributes and skills with varying CP costs that can be used to build a unique character. It is up to the Player to decide whether or not to spend all 100 character points.

Per each event played, Players will receive experience points (XPs) and may use them to buy new skills and abilities for their characters in the future. Experience points will also be received for crewing an event and can be used to build player characters if desired. 1 XP is equivalent to 1 CP.

As part of its creation, and to provide extra material for character development, a character can also have disadvantages which cost minus CP. No more than 20 CP of disadvantages may be taken per character.

A player character begins with the following:

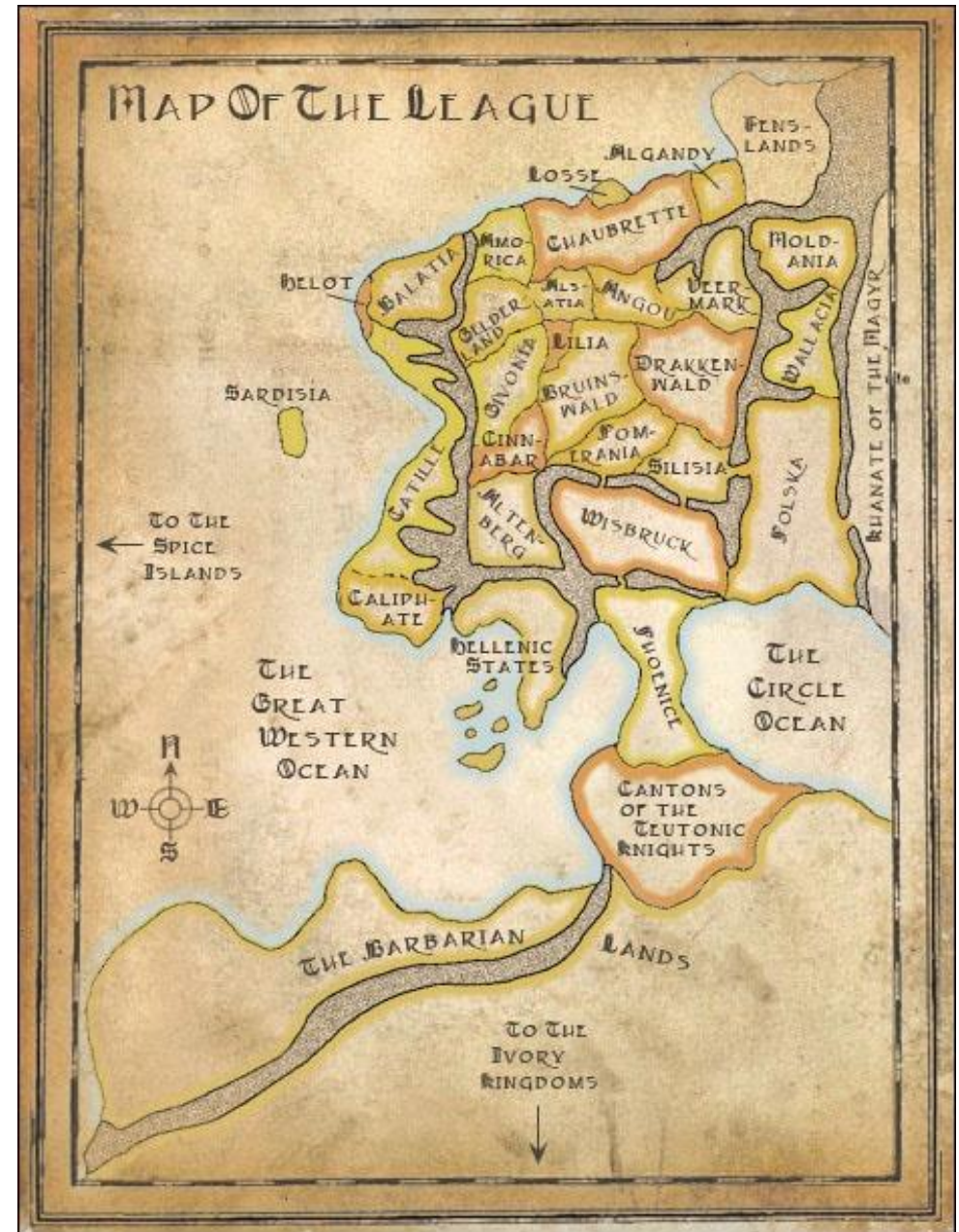
- ✦ An ability to speak Algundian
- ✦ 1 hit point in each limb and 1 hit point in the torso
- ✦ Social status of Level 2 - A freeperson
- ✦ No Skills
- ✦ No Wealth
- ✦ Basic Equipment

The following information will show you how to add to these basic traits in order to build the character that you want to play at Blood Red Roses.

Land of Birth

Players can choose to have characters from different states of the League. Characters born and raised in Algundy have the standard 100 CPs for character creations. Characters from other states create characters with 90 CPs but begin play with a 10 point knowledge package of their home province including; basic geography, culture and contacts. There is more information about the League on our website.

A Map of the League



The League

Blood Red Roses is set in the League state of Algundy. The League is a group of countries that all share a common heritage as part of the Solar Empire, and share a common religion, the Church of The Grey Lady. The ancient Solar Empire was ruled by the Sun Emperor and as a people they worshipped a pantheon of hundreds of Gods. At the time of the Solar Empire's collapse, Algunds had only been worshipping the Grey Lady for 50 years and continue to do so now with a firmly established faith. Those who do not worship The Lady are considered heretics.

Algundy - The Setting for the Game

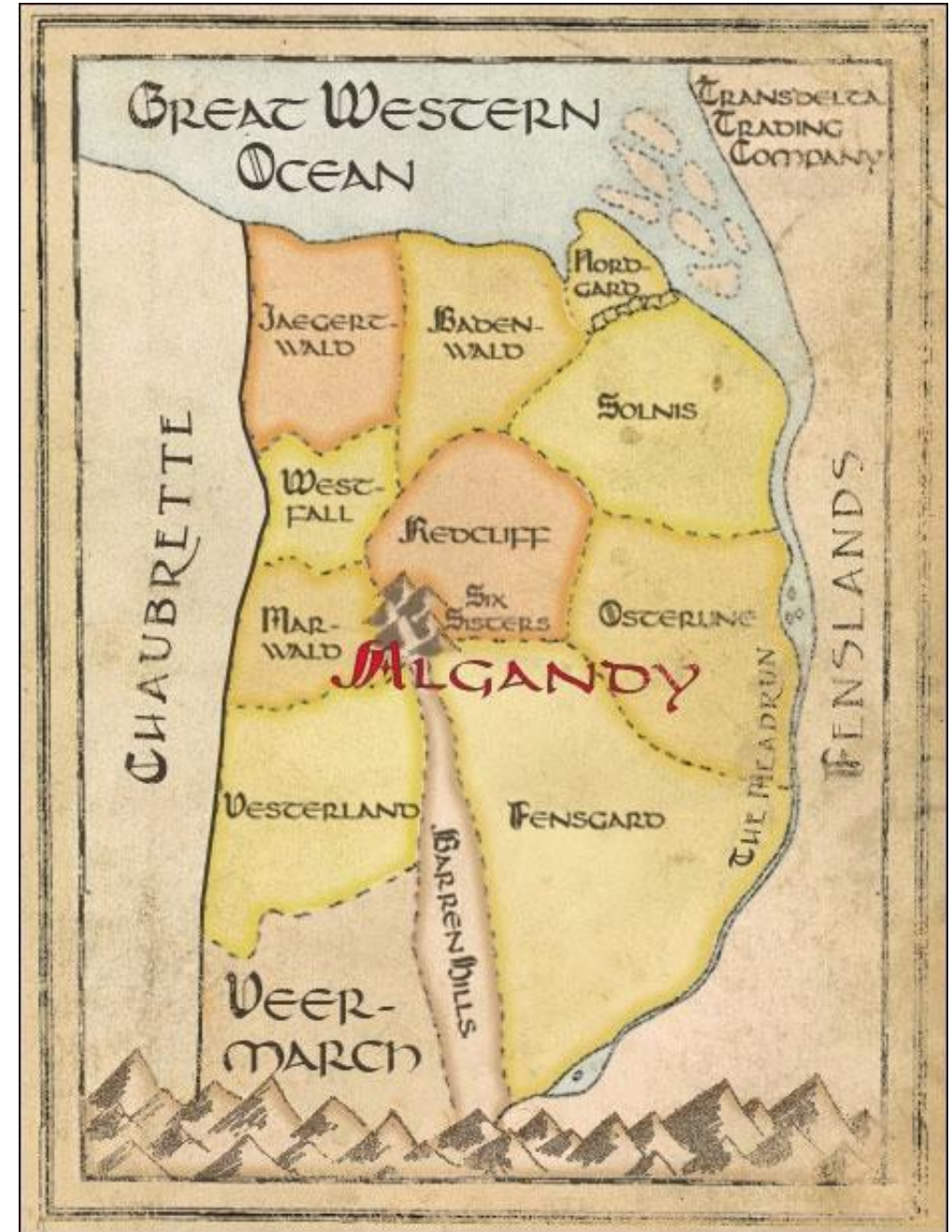
Some might call Algundy uncivilised, some might say it's a beautiful, backwater country. The truth is Algundy is not as technologically, culturally or financially advanced as some other League states. It lies at the very Northern edge of the League, far from the sophisticated southern cities that were born during the Solar Empire and as such, change happens slowly.

Algundy is, and always has been, a buffer zone, a frontier province holding back barbarians and Wild Folk from The Fenslands. The time and efforts of certainly the eastern most counties of Algundy are spent on keeping the borders safe from not only raiders from Fenslands but also holding back the Evil that emanates from the East.

Algundy's religion is that of The Grey Lady, and its Church has power and influence throughout its population with those who don't worship The Grey Lady labelled as heretics.

Algundy is made up of several earldoms, each with their own capital and ruling families. The brief overviews of the earldoms on the website will give you a glimpse into what life is like in each earldom of Algundy.

A Map of Algundy



Social Status

In the world of Blood Red Roses status is everything. You can't lift a sword unless you have the right status or belong to a Guild. Penalties for bearing arms without the right status can be extremely severe. Choosing your character's status can be done using this table:

Level	Cost in CP	Information on Status
0 Slaves	-10	Taking this status counts as a 10-point disadvantage. The character is the property of someone else and has no rights under law. They can own nothing and may not possess a weapon or armour. If given such items they are the property of the owner.
1 Peasants - The Bondi class of Algundy	-5	Taking this status counts as a 5-point disadvantage. The character is the property of a noble but has rights and privileges protected under law. They cannot own land and must ask their noble's permission to marry, move or train in another profession. The character can own objects and a knife with a blade length of less than a foot. No other weapons may be owned,
2 Freefolk	0	The character may join a Guild and may own property. They are free to travel, to marry or to perform business without a noble's permission. They can own objects and a knife with a blade length of less than a foot. No other weapons may be owned unless the character is a member of an appropriate Guild or carries a Writ of Exemption (see Advantages).
3 Gentry - The Carls of Algundy	20	The lowest level of nobility. The character may not join a Guild. They may own land, weapons and armour, they may maintain a heraldic device. They have the right to ask for noble justice rather than common justice. The character gets one free skill at level 1. A martial Carl, or Knight uses the title of Sir, regardless of gender. A non-martial Carl has the right to use the titles of either Sir or Dame. Alternative titles are available, please discuss with the ref team.
4 Low Nobility - An Algundian Landsgrave	50	The character may not join a Guild. They may own land, weapons and armour. They have the right to ask for noble justice rather than common justice. They have the right to use the titles of Landsgrave, Lord or Lady. Included with this package the character has Heraldry skill at level 2, Stewardship at level 2 and an Art skill at level 1. They have an income of 5 Librium a year and two contacts amongst the nobility.
5 Mid Nobility - An Algundian Edda	75	Eddas may not be created without permission of the Ref Team. The character may not join a guild. They may own land, weapons and armour. They have the right to ask for noble justice rather than common justice. They have the right to use the titles of Edda or Lord or Lady. An Edda has Heraldry at level 2, Stewardship at level 2, Politics at level 2, and an Art skill at level 1. They have an income of 10 Librium a year and three contacts amongst the nobility. A retinue would be expected to accompany anyone playing an Edda.
6 High Nobility - Algundian Baron	100	To be discussed on a case by case basis with the referees.
7 - Ruler - An Algundian Earl	200	
8 - High King - The Archduke	1000	

Wealth

Wealth in Algundy was originally measured in silver coins called Pennies. There were 1000 Pennies to the Librium, literally 1lb in weight of silver. As civilisation and trade has developed so too has the currency. There are now three coins; a copper penny, a silver sovereign and a gold crown. As a base rule one copper penny will feed an adult for one day on a basic diet. Three copper pennies a day would add meat, cheese and ale to the diet.

- ✍ 1 silver sovereign is worth 12 copper pennies
- ✍ 1 gold crown is worth 20 silver sovereigns (240 copper pennies)

The Librium of currency now equates to 1000 copper pennies, or in more practical terms that is 83 silver sovereigns and 4 copper pennies or 4 gold crowns, 3 silver sovereigns and 4 copper pennies.

If your character has wealth then you will begin an event with the weekendly stipend for your annual income. If your character has no wealth then they will begin the game with no cash. If your character ends an event with a large amount of cash, above your initial allotment, you will get a point cost reduction on buying the next level of wealth. Discuss this with the Ref team. The following table indicates the costs of purchasing the varying levels of wealth in CP.

Wealth - per year	Pennies per Game	Sovereigns per Game	Crowns per Game	Cost in CP
0	0	0	0	0
500p	5	3	0	5 *
1lb	11	6	0	10
5lb	8	14	1	20
10lb	5	9	3	30
20lb	10	18	6	40
40lb	9	17	13	50
100lb	5	14	34	60
200lb	10	8	69	70

* 500pennies per year is the maximum for a peasant.

Guild Membership

Guild membership carries several rewards and comes in four grades; Apprentice, Journeyman, Master and Grand Master. In addition, membership to an appropriate guild is one way to acquire a skill above level 1 in a restricted skill. Only the level of Grand Master needs to be discussed with the Ref team before purchase. Guild members should carry the appropriate Guild membership Writ. Guild membership packages can be used as an equivalent for other professions such as those within the Church or the Rangers - just speak to a Ref for more details. More information on Guilds and Writs can be found on our website.

Grade of Membership	Cost in CP	Notes
Apprentice	10	Has three craft related skills at level 1 Has Guild membership Has disadvantage 'Serves a Master' (already built into the cost)
Journeyman	25	Has one craft related skills at level 2 Has two craft related skills at level 1 Has Guild membership Has the disadvantage of 'May not settle to practice craft' (already built into the cost)
Master	50	Has one craft related skill at level 3 Has one craft related skill at level 2 Has two craft related skills at level 1 Has two contacts within the same guild Has Guild membership
Grand Master	130	Has one craft related skill at level 4 Has one craft related skill at level 3 Has two craft related skills at level 2 Has politics at level 1 Has three contacts within the guild Has one 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 basic 1 in each location. You can purchase an addition hit point in each location for 30CP. This advantage can be taken multiple times but must be bought concurrently e.g. 3 extra hit points would cost 120 CP as indicated in the table below.

Extra Hit Points	Cost per level	Cost in total
1 st	30	30
2 nd	40	70
3 rd	50	120

It is reasonable to assume that the more hit points a character has the tougher they are to defeat in combat. It is also worth noting that you can choose to play a non-combatant character. Physical combat isn't for everyone and we have extensive provision for both combatant and non-combatant characters.

Contacts

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

Allies

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

Equipment

Certain equipment is rare in Algundy and requires character points for your character to use it in game. The cost includes acquiring the item and appropriate training to use and care for it. So, for example, if an untrained person picked up and fired a flintlock they will have to make a bead draw to determine whether they hit, miss or blows their own hand off.

Should you acquire rare equipment during play you will get a 2 CP reduction on the cost of 'purchasing' that item, otherwise that equipment is lost by the start of the next game.

Slaves and Peasants (Bondi) may not purchase equipment as they are not permitted to have possessions of their own.

Equipment*	Cost in CP	Notes
Ring Mail / Bezainted / Maille / Brigandine armour	10	Ring Mail/Bezainted gives 3 armour points. Maille/Brigandine gives 4 armour points
Plate armour	20	Gives 5 armour points
Flintlock/Arquebuse/ 1 Grenade	10	A Flintlock/Arquebuse gets 10 shot per event
3 Smoke Grenades	5	3 per event
Cannon	20	Speak to the Ref team
A Legendary Weapon	20	
A Saints Relic	10	

*This is not an exhaustive list. Any special equipment not listed here that significantly affects the performance of your character must be discussed with the Ref team and a CP cost set.

Any character wishing to upgrade from other metal armour to Plate can do so by only paying the 10 CP difference.

Natural Advantages

These are the powers that could make a person into a hero.

Advantage	Cost in CP	Details
Artist	15	The character is naturally creative, the value of any object they make is increased by 50%.
Berserk	20	There is Fens blood in your veins, or perhaps you simply have a wild streak. You lose control in combat leaving a trail of destruction behind you. The character ignores all damage for a period of three minutes. If all opponents are killed before the berserk begins to calm down you will attack the nearest perceived threat, a friend, an animal or even an inanimate object. Once the fit is over all hits will immediately affect the character possibly resulting in death if medical attention is not available.
Constitution of an Ox	20	The character never gets ill, wounds never become infected. The character could walk through a village invested with the Grey plague without any risk.
Courage	10	The character is immune to the call of 'fear' and will remain steadfast in the face of a creature that radiates 'fear'. Those with Courage are less effected by creatures who radiate 'terror' and will run away for a period of 10 seconds rather than being frozen for 30 seconds first. Courage should always be demonstrated or verbalised in character in order to take effect - "By the light of the Lady, I stand!"
Exemption	10	This is an extremely important advantage; it allows you to practice skills that would normally 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 the website to view an appropriate Writ.
Forester	15	The character never gets lost in the wilderness, they can find food and water and construct simple shelters.
Iron Will	20	Possession, hypnotism or other forms of unnatural persuasion cannot affect the character. This could be due to mental strength or just plain stubbornness. Iron will should always be demonstrated or verbalised in character to take effect - "The strength of my resolve protects me!"
Mathematician	15	The character has an almost unnatural capacity for mathematics, working out complex equations in their head. All skills that relate to mathematics (artillery, navigation etc) can be bought at half cost.
Mentor	10	The character had a non-guild master that taught them a skill such as Herbalism at advanced levels/ This advantage allows you to take Herbalism above level 1.
Squeamish	20	The character is squeamish and faints at the first sight of their own blood - out cold on their first hit. The crew will ignore that character whilst they remain in the faint and the hit is ignored as it was 'Just a scratch'.
Stomach of the Boar	20	The character can eat anything and not suffer for it. Food could be rancid, mouldy or deliberately poisoned, it doesn't matter as the character will suffer no ill effects.
Strength of the Bull	20	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 doubles the damage of a single blow per use. This ability can be purchased multiple times.
University Educated	10	The character attended one of the Leagues foremost seats of learning. This advantage allows you to take Churgery above level 1 and the Occult skill above level 1. You also know the classics, history, spelling, trivium and mathematics.

Natural Disadvantages

These are not to be taken lightly and will make a difference in the game and could seriously impact your character, so choose carefully. You may make your character as flawed as you wish but you can only receive a maximum of -20 CP back for your disadvantages per character.

Disadvantage	Cost in CP	Details
Bad Rep	-5 per group	One group looks upon your character as bad news; a group could be an order of the church, a guild or a town or community. Work out with the Ref team what your character did and if the reputation is deserved. This disadvantage can be taken multiple times.
Blind	-15	The character is completely blind.
Branded	-10	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 or hide.
Coward	-5	The threat of physical violence terrifies the character. They cannot willingly take any action that would endanger themselves and when confronted by multiple threats they must take the least frightening option.
Cursed	-5	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 Ref team. An extreme curse may be worth -10 CP.
Damned	-20	The character is an agent of Evil, with no chance of redemption, all of their actions should be aimed at the eventual corruption and damning of those around them. The character begins with one random mutation (speak to the Ref team for this) 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	-10	The character is completely deaf.
Debt - Minimum	-5	The character owes someone money but the amount is so minor that it causes no real inconvenience or threat of harm. With regular payments the debt is likely to be paid off within a year.
Debt - Medium	-10	The character owes someone money and the amount is substantial enough that they will struggle to pay it back over their lifetime. There would be serious physical and social repercussions for missing a payment.
Debt - Life	-15	The character owes a debt that will never be financially paid off. The penalties for missing a payment are much more severe. Failure to make payments would almost certainly mean the end of the character's life.
Dullard	-10	The character does not benefit from formal learning, all academically linked skills cost twice as many CPs to purchase.
Enemies	-10	Someone intends your character harm. This advantage can be taken multiple times and each time it is taken you gain 10CP and your enemy has 100CP added to their creation.
Feral	-15	The character was brought up away from contact with civilisation as the League knows it. Perhaps they were raised by animals, or their family were pagans hiding in the woods, or perhaps as a changeling baby you were stolen from your family and switched by faeries or spirits. The character can speak only pidgin Algundian and may have developed no skills that involve instruction, such as reading, astronomy etc. Perfect for primitive characters.

Natural Disadvantages Continued

Disadvantage	Cost in CP	Details
Greed	-5	The character is avaricious to the point of stupidity. They are the type of character that knows the precious gem on the alter is booby trapped but still can't resist taking it.
Heretic	-5	Your family are heretics. Several members of your family have faced the inquisitional flames for their beliefs. The family name may attract the attention of the Church.
Hunted - Minor	-5	Someone or a small group is looking for your character. You could owe them money or they might have a vendetta against you.
Hunted - Major	-10	Your character is wanted. A large bounty is on your head, attracting bounty hunters and the attention of law keepers. There is a certain fame that goes with it, the common folk know your name and will help in your capture, so vile are the charges against you.
Lame	-5	The character has a permanent injury to their leg, possibly a badly set break. The character walks with a distinct limp and can never run, whatever the situation.
Lapsed Membership	-5	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.
Mutant	-5	The character starts with one mutation (speak to the Ref team). The character may be perfectly innocent of Evil but in the eyes of the Church they are a criminal. This can be taken multiple times.
Mute	-10	The character cannot speak.
Oath	-5	The character has taken an oath that somehow restricts their actions. Examples might include, Oaths to always fight a certain enemy or fulfil a certain quest. The repercussions for breaking an Oath or Vow are often very extreme, sometimes resulting in death.
One-Eyed	-5	The character has lost an eye, depth perception is impaired.
One-Handed	-10	The character is missing a hand.
Ravaged	-5	The character has survived the plague, either the Grey plague the Rot or the Archduke's 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	-5	The character is brave to the point of foolhardiness. No matter how big or nasty something it the character will not run. In any situation with an element of danger the character must act in a foolishly courageous manner.
Rival	-5	Your character has a rival. It could be another merchant in the same trade, or another knight striving to become more popular at court. It could be a friendly rival - but it probably isn't.
Revenge	-5	Someone has persecuted your character or their family and loved ones. You must try to do that person harm at every opportunity.

Natural Disadvantages Continued

Disadvantage	Cost in CP	Details
Secret - Minor	-5	The character has a secret that should it be revealed, will cause them public disapproval and possibly lead to their arrest.
Secret - Major	-10	The secret is so bad that should it be revealed the character is a dead person, hunted throughout Algundy and the League.
Servant	-5	Characters with this disadvantage are in debt to another or are paid servants. They must obey the instructions of their master/mistress or risk punishment.
Slave	-10	The character is the property of another with no rights or conditions of treatment under law. They can own nothing and may not possess a weapon or armour. If given such items they are the property of the owner.
Tainted	-10	The call of the Evil is strong in the character's veins. If they die they 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	-5	The character has a hot temper and will react to provocation or baiting.
Unlucky	-10	The character knows that the scales of probability are tipped against them. Any actions with an element of chance involved are more likely to go against the character's wishes.
Vendetta	-10	A non-player character (NPC) at least two social levels above you has done you wrong. Your character is driven to exact justice at every opportunity.
Vow	-10	A more serious version of 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 Vow are very extreme, sometimes resulting in death.



Skills - Overview and General Information

Skills are components of a character that can be purchased using CP or are included within Status or Guild Membership packages. They are important aspects in defining any character.

- ✂ There is no definitive 'Skills List' as there is no intention to limit players in character creation. As such one character could have the skill 'Metalworking' and another might have the skill 'Smithing', both skills are acceptable and both allow the same tasks.
- ✂ There is list of previously used skills on our website for inspiration. This list is ever expanding and not exhaustive.
- ✂ The breadth of a skill should be modelled on the examples in the table. A skill called 'Make' is too broad a definition whereas a skill called 'Make Chairs' is too narrow.
- ✂ In some cases, a skill above Level 1 will be unavailable without the addition of certain backgrounds - these are restricted skills.
- ✂ Some skills may require a bead draw to determine the outcome. The higher your skill level the higher your chances of success.

Examples of Skills		
Lore (Geography)	Lore (History)	Lore (Folklore)
Mining	Tracking	Smithing
Law	Churgery	Leatherworker
Heraldry	Herbalism	Tactics
Craft (Brewing)	Lore (Alchemy)	Etiquette

Skills are rated from Level 1 to Level 5; Level 1 being a basic knowledge of the subject and Level 5 representing an almost supernatural talent for the skill.

Level 1 Skill - Cost 5CP

Represents a basic knowledge of the subject but limits what the character can do. With a language, it represents a knowledge of basic phrases and an ability to count in that language. Level 1 in Herbalism would permit the ability to identify common herbs of the character's homeland and prepare and medically apply fresh herbs.

Level 2 Skill - 15CP

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

Level 3 Skill - 30CP

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. Level 3 in Tailoring would allow the creation of costumes fit for the Archduke, and would allow knowledge of what the latest fashions are and what is likely to become fashionable soon. Level 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.

Level 4 Skill - 90CP

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 Grand Master.

Level 5 Skill - 180CP

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 them that they had sold their soul to Evil, or that the pure notes of their voice could crack stone or make a statue cry. Characters cannot start the game with this level of skill, to get to this level would require the character to buy a skill up to level 4 and then make some discovery during the course of play.

Skill Use:

To successfully use a skill at any level the character must go through the motions of using the skill; roleplaying the skill is essential. For example; to use Churgery the character should go through the motions of performing an operation, preparing instruments and bandages, the actual action of the surgery, followed by stitching up the wound. Another example would be that of the Tracking skill; the character should go through the actions of looking for tracks on the ground, checking for broken vegetation etc. - simply standing in woodland, asking a referee what you see will get the answer of 'mud and trees'.

Skill Stacking:

Where two characters have the same skill and collaborate on a task, their skill level may be treated as being one level higher than it is. For example, two level 2 Leather-workers are working together to complete a large armour repair. Working in this way means their skill level will be treated as a level 3, reducing the repair time. Remember to inform the Refs in play if collaboration occurs and they can detail and confirm the benefits of the skill stack.

Upgrading Skills:

As skills are upgraded during the lifetime of a character, the player only need pay the CP difference between their current level and the next level.

Cost for Upgrading Skills

Skill Level	Purchase Cost (CP)	Upgrade Cost (CP)
1	5	-
2	15	10
3	30	15
4	90	60
5	180	90

Specific Skills - Some skills need a little more detail

Armour Repair

There are various skills involved with Armour Repair: Craft: Armourer and Craft: Leather-worker. The skill of Tailoring will allow the repair of cloth armour.

- ✦ Armourer is a craft skill that covers the repair of metal armours (chain and plate) and Bound Shields.
- ✦ Leather-Worker is a craft skill covering the repair of leather and furs. This may include leather armour and Unbound stretched hide shields. Due to the less complex nature of leather, repair takes half as long as metal repair.
- ✦ A Tailor or character with a Needlework skill would be able to mend cloth or fabric armour such as gambesons or arming jacks.
- ✦ Unbound wooden shields would require the skill of Carpentry to be repaired and again take half the repair time of metal due to simplicity of construction.
- ✦ All shields are considered to have 5 armour points for the purposes of repair.

Armour repair times for all armour and shield types

Skill level of Repairer	Hours per point Metal Armour or Bound Shield	Hours per point Leather Armour Unbound Shield
1	2	1
2	1	0.5
3	0.5	0.25

Healing

Wounds and injuries are the unavoidable consequences of combat. Without assistance, healing is a slow and perilous business where wounds take months to knit closed, bones may set crooked and, most commonly, death occurs from the wound becoming infected resulting in blood poisoning. For these reasons healing with assistance is the path of choice for most people. There are two branches of Healing in BRR; Herbalism, which deals with damage before characters enter minus hit points and Churgery, which deals with wounds that cause characters to enter minus hit points.

Herbalism - Overview & Game Mechanics

The most common form of healing is that practiced by the Herbalist. Every community has someone who has some knowledge of the healing properties of plants. By applying herbs to an injury and bandaging the afflicted 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. Herbalists would be wise to carry an appropriate Writ from their noble stating that they are medical professionals and not traveling poisoners.

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 Herbalism skill effectively the player must apply herbs to an injury 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 injury to heal properly. Any vigorous movement (such as walking) that puts strain on the wounded area will reset the healing time. Herbalists 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 it would heal as they travelled. They could not lift anything or fight with that arm without resetting the healing time. If the wound was on the leg or the torso then whilst the poultice would prevent the injury from becoming more serious, it would not start healing again until the character stopped moving around and got some rest. The healing time would then reset and fresh herbs may need to be applied.

The healing time for a wound is dependent on the level of the Herbalist's skill:

✦ **Level 1 Herbalist**

Healing time is 4 hours per point of damage. Level 1 Herbalists cannot prepare dried herbs and must gather fresh herbs daily.

✦ **Level 2 Herbalist - Restricted unless you have Mentor Advantage.**

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

✦ **Level 3 Herbalist - Restricted unless you have Mentor Advantage.**

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

✦ **Level 4 Herbalist - Restricted unless you have Mentor Advantage.**

Healing time is ½ hour per point of damage. They can prepare dried herbs which will heal as per the level 3 skill (1 hour).

Herbalism Skill Stack

If two Herbalists of the same level cooperate the level of their skill may be treated as one higher than it actually is. For example, two level 2 Herbalists are working on a front-line fighter who has taken severe burns. Working together gives them an effective skill of level 3 and allows them to prepare a salve as a level 3 herbalist would. This is an example of Skill Stacking.

Churgery - Overview & Game Mechanics

Although herbs are amazingly useful in the healing process, they are not able to set bones 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 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 reduce the possibility of any secondary infections. Cleaning a wound carefully is important because the continued presence of shrapnel such as shot, arrowheads or even dirt in a wound can lead to life-long and perhaps life-limiting complications. Churgery has many benefits but is still an emerging science, very much subject to circumstance. Churgeons would be wise to carry an appropriate Guild Writ stating that they are medical professionals and not traveling necromancers.

The tasks that can be successfully performed by a Churgeon are dependent on their skill level:

✦ **Level 1 Churgeon**

Cleaning, treatment and stitching of an injury can occur. They can remove foreign bodies such as shrapnel, arrows and bullets. Without this basic level of Churgery an additional point of damage is caused by removing the item. A bead draw will also occur for the negative hit points associated with an internal injury.

✦ **Level 2 Churgeon*** - Restricted unless you have University Educated Advantage.

Broken bones can be set and dislocated limbs mended as well as removing foreign bodies. The chance of infection is reduced meaning that healing bead draws are one stage better.

✦ **Level 3 Churgeon** - 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.

✦ **Level 4 Churgery** - Restricted unless you have University Educated Advantage.

The almost godlike ability allows the Churgeon to attempt to heal wounds to the head and delicate wounds to the body. The Master Churgeon can almost achieve modern scientific feats due to expertise and infection is eliminated. The Ref team should be consulted in extreme cases.

*It should be noted that without the co-operation of a level 2 (or above) Churgeon, broken bones will begin to set incorrectly leading to lifelong crippling injuries.

The science of Churgery is so new that many of the procedures the player characters will perform may never have been done before. A good living can be made lecturing or publishing once their skill is honed.

Non-physical wounds such as those caused by the uncanny powers of the forces of Evil cannot be treated with Churgery. You can't cut out spiritual corruption with a knife, not that people haven't tried...

Churgery Skill Stack

If two Churgeons of the same level cooperate, the level of their skill may be treated as one higher than it actually is. For example, two journeyman Churgeons collaborate to try and remove a pistol shot from the chest of their companion. They are both level 2 Churgeons but working together gives them an effective level 3 skill, greatly improving their companion's chance of survival. This acts as a Skill Stack.

Alchemy

Alchemy is considered an early form of scientific chemical and physical investigation. The production of black powder and the guns that use it, grenades, acids and non-biological poisons as well as clockwork mechanics, the production of oils and explosives all fall under its remit. Alchemy is in no way a stable science, for example making gunpowder is a dangerous process; a spark or naked flame nearby could cause an explosion at any time.

Making alchemical substances will be accompanied by a bead draw to determine whether or not you have had an accident. Damage from a flashover ranges from lost eyebrows to blindness, so beware!

Alchemy is considered a secretive science. Some branches of the Alchemists Guild believe that only the Masters of the Guild should hold the recipes but there are others who believe the information should be for everyone within the guild. One thing is certain, *anyone* with any alchemical recipes will not share them for free. Imagine if the recipe for black powder was leaked – everyone would be making it!

In order to make shot for a weapon, a character must be a Master level member of the Alchemist Guild and have at least level 2 Alchemy. This is because the recipe for black powder is one of the most closely guarded in the League. Outside of the use of black powder, there are no prescriptive limitations to Alchemy as there can be so many aspects to it e.g. explosives, clockwork, oils, poisons etc. Just speak to the Ref team about how your character would like to use Alchemy.

Here is some guidance on the alchemical skill of preparing shot for weapons:

✍ **Level 2 Alchemist**

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

✍ **Level 3 Alchemist**

At level 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.

✍ **Level 4 Alchemist**

At level 4 the character can produce 4 shots per hour of work at a cost of 1 penny for the raw ingredients.



Character Development

There will be a set number of experience points (XP) that each player will be awarded for playing an event. In addition to this XP there may be other points awards for cunning planning, outstanding bravery, exceptional roleplay and depth of character portrayal at an event.

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, of course, a good bit of roleplay.

Other sections of the character creation rules can be bought using experience points but they require approval from the Ref team and a valid explanation in game as to why a character has developed their new skill or advantage.

Disadvantages can also be 'bought off' with XP on a one for one basis. Speak to the Ref team about this before any points are spent.

Disadvantages acquired during play do not credit a character with points to spend. Advantages gained during play must be paid for to become permanent, though a discount of up to 30% may be levied by the Ref team on a case-by-case basis for roleplay and/or uptime work towards progression.

Each player will receive an extra 10 XP award after their first event. This is a one-time bonus to allow for those little changes they might want to make to their character after their first event. It will not be given after every new character, it cannot be saved and used at a later date and it cannot be transferred to other characters.

Any character development or changes to a character will require the submission of a new character sheet to the Ref team.

Downtime

In-character interactions between characters and the game world that occur outside of Up Time events are known as Downtime. These interactions and storytelling sequences can add to the depth of both the game world and the characters within it. Many members of the community enjoy Downtime but it is most certainly not a requirement for you or your character. Some people use it as a way to document the actions of their characters between events. There is a guide on how to submit Downtime on our website and you can always speak to the Ref team for more details.

Character Creation - An Example

Here is the list of characteristics, attributes and skills for a 'Sergeant Peter Miller', an Algrundian native, Journeyman member of the Guild of Mercenaries, arquebusier.

Characteristic/Attribute/Skill	Cost in CP
Social status - Freefolk	0 Free
Income - 5lb/year	20
Guild - Journeyman	25
Equipment - Arquebuse	10
Ally - Freefolk	10
Advantage - Strength of a Bull	20
Skill - Strategy level 2	15
Skill - Artillery level 1	5
Skill - Etiquette level 1	5
Skill - Craft: Miller level 1	Free - part of Journeyman
Skill - Slight of Hand level 2	Free - part of Journeyman
Skill - Tracking level 1	Free - part of Journeyman
Disadvantage - Lamé	-5
Disadvantage - Oath	-5
	Total: 100 CP

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