

Core Rules

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Key Concepts

Styles and Techniques

The Vale's core rules revolve around a set of abilities known as *styles* and *techniques*. Styles are akin to your broader starting knowledge whereas your learned knowledge, gained from specialising further into these styles are called techniques.

Styles

When a character is created you will have a chance to pick certain styles. These will remain with the character throughout their subsequent career and determine the things that they are capable of. It is not generally possible to gain new styles after character creation.

Techniques

These are special abilities that stem from knowledge of Styles. As you become more skilled at using your styles you gain the ability to use new techniques. Once you have used one of these techniques you cannot use another one until thirty seconds after you have finished using the first technique (even if they are from different styles); you may never use two techniques at the same time. Most techniques (but not all) require some specially crafted item of equipment to be clearly and openly worn or carried in your hands in order to be used.

For example:

A warrior who has trained in sword and shield and two handed styles all their life and is an expert in both would have no time to train in another style and become proficient in it. Such a warrior will, however, have the option to further their knowledge in one or both existing styles, and become even more deadly in them.

Alternatively, a mage of the third circle who is proficient in Mind Magic and has trained in this since apprenticeship would not suddenly be able to cast spells from the Spirit Style. They would instead be able to increase their knowledge of Mind Magic to gain access to new, more powerful spells.

Cool-downs

The general rule is that once you have used a technique, you may not use another until 30 seconds has passed. With most techniques this means that one may be used every 30 seconds, some however, are continuous in which case you must cease to use it for 30 seconds before using another. This makes it imperative that you choose your abilities wisely when in the field and work as a team to achieve your goals.

A Note on Weapon Length

Weapons of less than 22" cannot generally be used for techniques. Normally weapons are limited to a maximum of 36" in one hand (42" with the one handed style), 54" in both hands close together and 84" with two grips so that the hands are two feet apart. Referees have a 2" discretion to account for slight variation in weapon construction to allow for over large pommels which are not held and the like.

Round shields may be up to 40" (1m) diameter; square shields may be up to 40" by 24" (1m by 60cm); and triangular (kite / heater) shields may be up to 48" by 24" (1.2m by 60cm).

Range and Duration

Offensive magic (including firearms and magical effects not generated by spell casting) has a range of 10 meters or 30 feet and a duration of 30 seconds where applicable (some effects are instant).

‘Resist’ and ‘No Effect’

During the course of the game you may be attacked by spells, shot by flintlocks and hit by various LRP safe weapons. If you are immune to the effect for some reason (for example, you are a human targeted with a "Dominate Undead" effect) you must say "No Effect" so that the person calling the effect can hear you. If you have the ability to resist the effect (for example, you have a "Resist" spell active upon you) you must say "Resist".

NPCs, Referees and Marshals

Referees all wear a sash so that you can spot them at a distance. They have responsibility for all aspects of the game and will do their best to resolve your game based issues. If they are busy and unable to quickly resolve your issue they may direct you to the Games Desk or Operations Desk or to another referee better able to help you.

Marshalls carry out of character identification but have no obvious signs of their position. They play characters in the game world that you can interact with normally but they will intervene if necessary particularly to assist with rules disputes and to resolve alleged issues of cheating. In such cases they will identify themselves and show their credentials.

There are some non-player characters in the world of the Vale but very few. Much more common are so called "Cast" characters. These are normal characters who you can interact with exactly as you would all other players but who receive some direction from the games organizers.

The Operations Team will not generally be involved in the game, they are there to deal with real life matters. They wear high vis clothing so you can identify them and they will intervene to assist with issues such as first aid and safety. Please help them by obeying their reasonable instructions. They are completely unable to answer game questions and most of them do not even know the game rules.

Cards in Use by Characters

Each player is given several cards by the games team to use to manage their character. These cards are entirely Out of Character and cannot be stolen etc. however, a referee or marshal may ask to see them at any time as they are important tools that allow you to verify your character to game organisers. Each player character will have at least two cards: a CHARACTER CARD and a SOUL CARD.

Character Card

The character card contains details about your character including your name (real name and character name), number, in character race (human, orc, elf etc.) and your skills and abilities. It also contains details of your essence levels and any special characteristics.

Soul Card

The soul card usually contains simply a number which identifies that the link between the soul and the character and whether you may pass safely through either camp barrier. If your soul is not within your body for some reason, for example: you are undead, possessed by a demon or you have stored it elsewhere, you will not have a soul card as it is where your soul is. If you do not have a soul card on you, you cannot be affected by certain spells, for example: Speak with the Dead.

The Barriers

The Camps and Barriers

Both of the camps have a barrier which will materially affect your character. There is also an out of character area between the two camps. These are very important as they massively impact on your ability to move about in the camps.

The Out of Character Area

Any player may freely enter this area at any time.

This is the clearly marked area between the two camps. It contains the out of character camping field and the game facilities such as the Games Desk and the Operations Desk. It also where all the traders' stalls and food providers are located as well as the main car park. When you are in this area you are out of character and you are yourself not your character. This means that you cannot engage in in game activities like transferring in game possessions (by theft or trade) or combat of any kind.

When you re-enter the in character areas you must do so on the same side as you entered (in other words, you may not use the out of character area to take a shortcut between the two main camps). When you re-enter the in character areas you must not leave in game possessions in the out of character area (in other words it is cheating to safely store your in game items in your car or tent while you are in play), you may carry them with you into the OOC area.

The Duke's Camp

Only those with a SOUL CARD marked as permitting entry may do so.

The Fane of the gods generates a barrier that may not be crossed by characters that have not been through a ceremony which allows passage. This means, in effect, that you may not cross the barrier unless you have generated a character for that camp. You may not be compelled to cross it by magic (such as the dominate spell or a repel effect), you may not be carried across it when disabled by your wounds.

There are ways to cross the barrier but if you manage to do this you will be informed by a referee (who will provide proof of this for you to carry) or it will be noted on your SOUL CARD.

The barrier is clearly marked by a ring of white stones laid out on the ground. It is planned that the Duke's camp will place tents in a ring in this area which will further aid in identifying the barrier.

The Khan's Camp

Only those with a SOUL CARD marked as permitting entry may do so without penalty.

The Black Mirror of the demons generates a barrier that weakens characters who are not allied to them. Any such character loses all their hits temporarily when they cross the barrier (they are recovered when the character leaves provided that the character is not wounded and unable to recover hits). This will not harm a character but will mean that the next hit will wound regardless of armour making the character much weaker in combat. This means, in effect, that any characters from the Duke's Camp will suffer this adverse effect.

There are ways to avoid this effect of the barrier but if you manage to do this you will be informed by a referee (who will provide proof of this for you to carry) or it will be noted on your character card.

The barrier is clearly marked by a ring of short sticks made from twisted willow sunk in the ground. As a guide, it encompasses the entirety of the Khan's in character camp.

The 'Out of Character' band

This is a cloth band which is used to indicate that a person is not currently a game participant. It is used by players to indicate that their character has died and is returning to the out of character area. While wearing it you may not participate in the game. Once a player has put it on that character is dead. They must leave their in game items (such as money, resources and item scrolls) on the ground where they died and return to the Out of Character area. It cannot be used simply to drop out of character temporarily. It is used by referees to indicate that they are present only as a referee and cannot be interacted with In Character.

Age

Due to a combination of factors including the rugged nature of parts of the site and the likelihood of players being able to separate themselves from the main play areas the Vale is only open to players aged 18+

Basics of Combat

Combat may only be undertaken with LRP safe weapons. When you arrive at an event you should have your weapons, shields and metal armour checked by the weapon checkers at the Games Desk. They will confirm that your equipment is suitable. Failure to do this or using an unsafe physrep is a serious infraction because it could potentially bring injury to a participant and will be treated accordingly.

Unarmed combat, tripping, grappling, body checking and other forms of real combat are all completely prohibited for reasons of the safety of the participants. Players may choose to permit each other to make physical contact or simulate fisty cuffs but be completely certain you have consent prior to such action.

Pull your blows, there's never a need to hit people hard.

Use the weapons safely, never stab and only use areas designed as striking surfaces.

Non realistic fighting styles such as 'drum-rolling' or 'feather-dustering' will not be accepted.

Make it look cool and have fun with it.

Armour

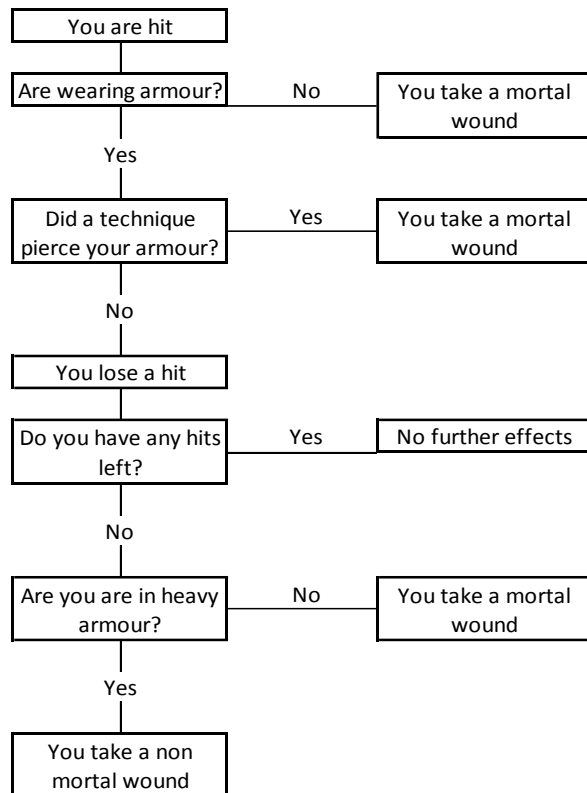
Armour is global. If you wear a physrep which covers enough of you, it is deemed to cover everywhere otherwise it is deemed not to protect you at all. In order to count, you must wear torso armour (front and back) plus cover at least 50% of your limbs (in other words from ankle to above the knee or from waste to below the knee and similar on the arms or complete coverage for either arms or legs). A suitable helm can replace one set of 50% limb cover if desired.

There are two types of armour: light armour which is all types of non-metal armour but does not include modern clothing such as biker style leather jackets or trousers; and heavy armour which is all types of metal armour or armour which appears to be metal armour but does not include so called string mail or other obviously non-metal types. The key is not what the armour actually is made from but what it looks like.

Hits

Each character can take a certain number of hits before becoming wounded. The number of hits you have depends upon your race and combat training, it does not depend upon the armour you wear. In order for you to be able to benefit from your hits your armour must block the blow; because armour is global, all that is required is that you are wearing armour and that it not be pierced by a special call or effect.

Combat Flow Chart



<u>Pierces Light Armour</u>	<u>Pierces Light & Heavy Armour</u>
Cut	Fatal
Repel	Through
Strike Down	Shatter
Stun	

Killing Blow

Any character is able to finish off another character provided they are able to do the following:

- You must be able to take appropriate action roleplaying finishing off your target and you must be armed with a weapon capable of hurting the target which you must role play using;
- This must be such that the player playing the target is fully aware of what you are doing as well as anyone who is able to see you;
- You must continue this action for a minimum of 10 seconds during which time you must state "Killing Blow" at the beginning and end so that the target is able to hear you;
- You may not touch the victim's face or neck (especially you must not strike or cut at the throat or neck);
- During this time if you move from the spot or are struck with a weapon or jostled or the target of a spell or other effect the Killing Blow fails and you must start again;
- Once this is done the victim is treated as if they have bled out from a mortal injury and is deemed to have died;
- Defences that would prevent death or cause the spirit to continue still function.

Injury States

Unharmed - not been injured in any way, completely unharmed.

Hurt - lost some or all of your global hits but has not suffered a wound. You are able to continue to act unaffected. No healing is required, will recover naturally over time.

Mortally Wounded - you have a bleeding wound. You are wounded as above but in addition you must count the number of seconds since you were mortally wounded; when you reach the number equal to your Death Time your character dies. Once treated for bleeding you become wounded.

Wounded – has been wounded and not yet received preliminary treatment. You cannot use the wounded location: a leg wound means that you may not move without aid (another person walking beside you with one hand used only to help you, ie empty, but neither may move faster than a walk); you may not use a wounded arm; you may not move with a chest or head wound but must be moved by two people (they must stand on either side of you neither may have anything in their hands and none of you may move faster than a walk). You are unable to recover hits and remain on zero hits. You may not fight or defend yourself nor cast magic (you are helpless). You will not recover the use of the damaged location(s) without aid.

If you are left alone or only with others in a wounded state, you must wait for ten minutes after which you may walk slowly back to your camp. While walking back, you may not flee (faster than a slow walk), fight (even to defend yourself), cast spells or use any techniques; you are basically helpless.

Incapacitated (Wounded or Mortally Wounded without the benefit of RESILIENT) – you are unable to take any combat actions or use any skills requiring concentration. You are subject to any wounds that you have and also are unable to take any effective action other than stumble about or moan. The aid required will depend upon what caused the state. Often the subject will quickly recover.

Stable – you were wounded but have now received appropriate treatment to stabilize you. While you are in no immediate danger and may use the wounded location once again, you are unable to recover hits and will immediately return to the wounded state if you are hit again. You may move and fight normally but you are unable to use any techniques that you may know. You will recover naturally but very slowly (between events).

Infected – all **Wounds** are automatically also Infected until they have been cleaned by someone using clean water and then bandaged using Barber skill. If left for an hour they automatically become **Necrotic**.

Necrotic – a **Wound** has been left untreated (cleaned and bandaged by someone with the appropriate skill) and has become necrotic. Once a character has the state **Necrotic**, **Wounds** cannot be healed but only made **Stable**. Your hits drop to zero and you will not recover hits until the **Necrotic** location has been treated which will require re-opening the original **Wound**. If untreated the location will soon become gangrenous.

Gangrenous – if a necrotic location has been left untreated overnight it becomes gangrenous. You are **Incapacitated** (see above) until the gangrene has been treated and you will soon die.

Dead – your character has died. You may no longer participate in the game until you have a new character. You must wear the ‘Out of Character’ band openly and clearly visible and return to the Out of Character Area by the most direct route where you may remain for as long as you wish; at some point visit the Games Desk to either create a new character. Undead will be sent from the games desk to the Lich’s Shrine where they may remain (in character) as shades until raised by their necromancer.

Contact Calls

Contact calls are generated by a blow. A contact call denotes a carried attack where the effect results from a blow in combat. Combat blows must hit to take effect, the call must be made as the blow is struck (you may not wait until after contact and then make the call).

- **Cut** - pierces light armour
- **Drop** - if the blow lands upon a weapon or upon the arm of a person holding a weapon (either arm in the case of a two handed weapon), the victim is compelled to drop the weapon struck or held, a shield is not subject to this effect
- **Fatal** – if the blow is parried with a held weapon or a shield it is damaged as described in “SHATTER” below; if it strikes the person or clothing of a target it pierces all armour; it acts as a magic attack; it instantly slays undead (kills but NOT dismisses)
- **Repel** – whether the blow hits the person or clothing of the target or is parried by a shield or weapon, the victim is driven back three paces or may fall to the ground (as if “STRIKE DOWN” as below) at the victim’s option; if it strikes the person or clothing of a target it pierces light armour
- **Shatter** - if the blow lands on a weapon or shield it is damaged so that it may not be used until repaired (which must be done at a forge); if it strikes the person or clothing of a target it pierces light or heavy armour (NB If you are unable to discard a shield or weapon and it is struck again while you are attempting to do so then the blow is treated as a hit to the chest)
- **Strike Down** - whether the blow hits the person or clothing of the target or is parried by a shield or weapon, the victim must fall to the ground so that their torso touches the ground or must place one knee and one hand on the ground (which must be the shield flat on the ground if one is held) for ten seconds; if it strikes the person or clothing of a target it pierces light armour
- **Stun** - if it strikes the person or clothing of a target the victim is rendered unable to attack (including casting any spells, actively using items or calling upon active powers) or move faster than a walk for the duration of a spell effect (the victim may still defend themselves, parrying and dodging, and shift their ground); it also pierces light armour
- **Through** - pierces light and heavy armour

Contact calls can also have a second part indicating that the weapon has special material properties. If this affects you, you will be aware of the effect.

- **Necrosis** - results in immediate necrosis if the blow wounds (i.e. there is no delay while the wound is merely infected)
- **Flame** (such as a flaming weapon created by a fire element specialist)
- **Ice**

- **Lightning**
- **Silver** (or other special property metal)
- **Magic** - a magical attack that may affect certain targets

Two calls from the first may not be combined nor may two calls from the second but one from each be. Thus 'necrosis through' results in the effects of both necrosis and through; but 'shatter through' is meaningless as is 'necrosis flame' only the first call need be taken.

Magic Spells

Magic calls are generated by spell casting, the use of a special power or the use of a magic device, in all cases the effect is the same. They are not delivered by contact so none is required. A magic call denotes a magical attack requiring the caster to speak the verbal component of the spell and indicate the target. Regardless of source, all magic calls are blocked by a 'RESIST or a 'COUNTERMAGIC' effect.

The verbal component depends upon the style of the caster but the target of the spell need only concern themselves with the part of the call which describes the effect which will usually only be one or two words at the end of the casting.

Spell effects which are not instant last for 30 seconds unless you have 'Magic Resistance' ability when they last only 15 seconds (different lengths may be the result of rituals or show me cards).

- (element) **Bolt** - an elemental bolt hits the target as if struck by a magical blow going through light and heavy armour; also has the effect of the element associated with the call as if struck by that element (instant)
- **Charm** - must not attack the caster and must protect them, ends if the caster attacks you
- (element) **Dart** - an elemental dart hits the target as if struck by a magical blow going through light but not heavy armour; also has the effect of the element associated with the call as if struck by that element (instant); it is treated as a technique that requires no special equipment
- **Detect** (thing) - everyone within ten feet of the caster who hears the call must say "PING" in a clear audible voice if they are specified as the thing being detected or (in the case of detect magic) are currently under a magical spell effect or knowingly carrying a ritually created magic item (including a necromantic phylactery)
- **Dismiss** - effects specific targets only (such as undead) instantly killing them if it takes effect (instant). Unusually it is not possible to RESIST this call although COUNTERMAGIC will work.
- **Dominare** - must obey the caster's orders while protecting them (including kill yourself in which case you will make an immediate 'Killing Blow' attempt on yourself (it is assumed you can always do this for example by swallowing your tongue or whatever) NB **the call may not be used to humiliate someone out of character**
- **Drop** – must immediately drop or place on the ground the named item (if dropping it might damage it); it may not be picked up again for the duration of the spell
- **Freeze** - must not move, may remain standing or fall to the ground
- **Fear** - must run away from the caster fighting if necessary to get away (NB Do not body check or grapple either to get away or to stop the victim)

- **Mute** - must not make any voluntary vocal sounds (may still make game calls but not cast spells or activate items)
- **Pact** - must not attack the caster, ends if the caster attacks you
- **Petrify** - must collapse and cower in fear, die when the spell ends
- **Reflect** - causes the effect just called on you to effect the caller instead
- **Repel** –the victim is driven back three paces or may fall to the ground (as if “STRIKE DOWN” as below) at the victim’s option
- **Root** - prevents you from shifting your footing (you may immediately place your feet safely but must then keep them still)
- **Shatter** – the nominated weapon or shield it is damaged so that it may not be used until repaired (which must be done at a forge or with the petty magic “Mend Item”) NB If you are unable to discard a shield or weapon and it is struck again while you are attempting to do so then the blow is treated as a hit to the chest
- (element) **Storm** - a blast of elemental bolts strikes all the characters within 3m of the target (instant)
- **Strike Down** - must fall to the ground so that their torso touches the ground or must place one knee and one hand on the ground (which must be the shield flat on the ground if one is held) for ten seconds
- **Stun** - the victim is rendered unable to attack (including casting any spells, actively using items or calling upon active powers) or move faster than a walk for the duration of a spell effect (the victim may still defend themselves, parrying and dodging, and shift their ground)
- **Terror** - must collapse and cower in fear

Classes of Target

Spells which specify a type of target (such as Dominate **Demon** or Freeze **Undead**) cannot be stopped with a “RESIST” as the target is especially vulnerable to them. They may be countered using the “COUNTERMAGIC” technique.

Spells which cause the “DISMISS” effect (such as Dismiss **Greater Undead**) are even more potent: they cannot be stopped with “RESIST” or “COUNTERMAGIC” which makes them particularly deadly.

In both cases, you are only affected by these type of spells if you belong to the target class which will be specified upon your character card. For example: an undead minion’s character card would state “Subject to spells which affect UNDEAD; Dismissed by any of DISMISS MINION, DISMISS GREATER UNDEAD OR DISMISS LICH and by DISMISS MY SERVANT cast by your necromancer which permanently slays this character.”

Some characters are specifically “VULNERABLE” to certain effects. If a character is vulnerable to a thing, they may not “RESIST” it although they may “COUNTERMAGIC” it. Furthermore, a vulnerable character cannot be given an effect which protects against the vulnerability unless it SPECIFICALLY states that it can be used on a vulnerable target. For example: undead are vulnerable to fire and so cannot benefit from a **Fire Shield**).

If your character is vulnerable to something it is specified on the character card. For example: on an undead character card it specifies “Vulnerable to FIRE – you may not resist fire effects although you may use countermagic nor may you benefit from Fire or Flame spells”).

Area Effect Spells

Some spells affect an area not just a single target. When one of these is cast the caster indicates an arc with their arms and everyone within the arc and within range is affected. Range is, as always, 10 meters / thirty feet but limited to the sound of the caster’s voice. If the caster does not so indicate or if the potential victim does not see the arc then everyone within range in all directions is affected.

A caster trying to cast such a spell must declare the spell loudly and clearly so that people have a reasonable chance to hear you. We recommend shouting out the spell’s verbal component which will be the usual words set out above together with the words “All within sound of my voice”. For example: “All within sound of my voice FEAR”.

We appreciate that spells of this type may be overlooked in the heat of battle but we expect everyone to do their best to take these effects. If in doubt the potential victim should take the effect but similarly the caster must accept that these spells can be unreliable and not criticise those who believe themselves outside the arc or range or who have been turned away and simply not heard the spell. Serious complaints should be addressed to the referees and marshals as always.

In Game Items

Item Scrolls

In the Vale, all special objects are associated with a small magic scroll provided by the games team. These scrolls must be attached to an appropriate physrep as part of a minor ritual that any player knows how to perform. This means that, in game terms, the special object is simply a normal object which has been imbued by special powers and remains so long as the scroll remains attached to it.

This allows the object to look different (the properties enter an existing item); it allows players to know what the object does (it is written on the scroll); it can be stolen or transferred (you just hand over the scroll and when you die it is your scrolls that are left behind); a player may carry many scrolls (although they may only have as many items powered up as they can carry); and finally, you must take good care of your scrolls as they are fragile. We hope that players will find the scrolls (which are really present in the game world) less intrusive than some forms of marker.

The Ritual

A player may select their own method for ritually imbuing objects but they must sit or kneel while they attach the scroll by some means to the object being imbued. The player may be hidden while doing this but it must be obvious to any observe that you are performing a ritual; no sounds are mandatory but visible gestures or the use of props is required. An object may only have one scroll attached at a time. A scroll may be removed at any time and the object immediately uses its special properties.

Coins

The players in the Duke's Camp use the Kingdom currency, we provide the physreps for these coins; the players in the Khan's Camp use tokens which they get from the demons, we provide the physreps for these also. All other currency is in the hands of the players.

Races

Each race has certain characteristics:

	Base Hits	Death Time	Minimum Physrep
Human	3 hits	5 minutes	None
Beastkin	4 hits	8 minutes	Prosthetic snout and ears plus makeup
Orc	4 hits	8 minutes	Facemask and makeup (brown or grey)
Goblin	3 hits	5 minutes	Prosthetic nose and ears plus makeup (green)
Elf	2 hits	5 minutes	Prosthetic ears and visible skin tattoos

Universal Skills

All characters automatically have these skills:

Weapon Skills

Any character may use a weapon of up to 36" total length in one hand but may not carry a weapon in the other hand (may not use a weapon in each hand or a weapon and shield without the appropriate Combat Style).

Any character may use a weapon of up to 54" total length in two hands (they must keep both hands on the weapon whenever in combat, no parrying while only using one hand).

Any character may use a weapon of up to 84" total length in two hands provided that they keep their hands at least two feet apart (they must keep both hands on the weapon whenever in combat, no parrying while only using one hand, and there must be visible holds on the weapon so that the weapon can be seen to be held with hands two feet apart)

A character using weapons due to this rule may not use any techniques with the weapon (this requires the appropriate Combat Style).

Armour Skills

All characters are permitted to use / wear light armour (although this may affect spell casting).

In order to wear heavy armour a character must have the Heavy Armour Style (and wearing heavy armour prevents most spell casting).

Medical Skills

Any character may slow another character's bleeding doubling the remaining time before death (if you are counting out your remaining time, count each number twice while receiving such aid).

In order to do this they must concentrate on the patient and use both hands (they may hold physreps appropriate to first aid but may not hold other objects).

Lore Skills

Any character can read normal script if they wish to.

Any character is able to perform basic maths if they wish to.

Combat Skills

Weapon and Shield

This style lets you use a shield in your off hand. The techniques of the style mainly involve using the shield to defend against special attacks including gun shots and even spells.

Two Handed

This style involves the use of a two handed weapon using both hands. The techniques of the style involve increasingly powerful attacks to cause special effects and smash through armour.

One Handed

This style involves the use of a single weapon in one or both hands. It allows the use of slightly longer weapons in one hand (up to 42 inches not the usual 36 inch limit). Even if you have this style you cannot use a longer weapon with a shield or a second weapon. The techniques of this style involve increasingly powerful attacks to cause special effects and smash through armour.

Paired Weapons

This style involves the use of a weapon in each hand. Without this style you may only use one weapon at a time. The techniques of the style involve minor improvements with these smaller weapons.

Polearms

This style involves the use of a polearm using both hands separated by at least two feet. The techniques of the style involve increasingly powerful attacks to cause special effects and smash through armour.

Bows

This style involves the use of the bow or crossbow. These weapons automatically go “through” even heavy armour so are very useful. You may not use these weapons at all without this style. Anyone wishing to use a bow or crossbow must first see the Games Desk to pass a competency test.

Firearms

This style involves the use of guns. In the world of the Vale guns are magical devices that use special charges prepared by alchemists. The style requires knowledge of magic (at least petty magic). Initially only pistols between 8 inches and 18 inches in size may be used but the style teaches techniques to use different guns.

Heavy Armour

This allows you to wear heavy armour if you wish.

Resilient

This allows you to avoid being *incapacitated* as soon as you suffer any type of *wound*.

Magic Skills

If you choose to have first order magic, you may only use petty magic spells (unless you have chosen to be magic resistant) as well as participate in rituals and use magical items (including guns if you have the weapon style ‘Firearms’).

If you choose to have second or third order magic you also select one of the magic styles. The choice of style determines the spells that you begin your career knowing which in turn leads to the paths of magic you can develop over your career.

Fire Elemental Style

Available to both camps. Fire spells and general magic.

Lightning Elemental Style

Available to both camps. Lightning spells and general magic.

Ice Elemental Style

Available to both camps. Ice spells and general magic.

Mind Style

Available only to the Duke’s camp. Spells of control and fear as well as general magic.

Spirit Style

Available to both camps. Spells of protection and healing as well as general magic.

Necromancy Style

Available only to the undead who qualify to be necromancers and therefore only found in the Khan's camp. Spells that affect the undead as well as general magic.

Conjuring Style

Available only to the Khan's camp. Spells that affect the demons as well as general magic.

Petty Magic

Minor spells of minimal impact and of no effect in combat. Mostly detection and information spells. Also allows you to learn gun style and to use magical items.

Magic Resistance

While you cannot use magical devices and may have trouble with rituals and so forth, it halves the duration of combat spells from 30 seconds to 15 seconds.

Ritual Magic

The ability to lead rituals to create magical effects. Without this skill you may participate in rituals if you have any magic but you may not lead the ritual.

Other Skills

Barber

This allows you to perform minor medical treatments. You may hold a patient stable indefinitely, you may cauterize wounds and you may clean and bandage wounds.

Apothecary

This allows you to use medical treatments. You can use mould potions to treat necrosis and poultices to stabilize wounds.

Surgeon

This allows you to set up and run treatment areas and to perform surgery. You can stitch wounds to close them and treat stable patients so that they will recover. Finally you can manage the long term treatment of patients to recover hits.

Foraging and Prospecting

While anyone may find and recover raw materials from the Vale, these skills make you much more effective and permits you to refine raw materials. Foraging allows you to obtain materials from the plants of the Vale while Prospecting allows you to obtain materials from the veins of ore.

Alchemy

This allows you to refine raw materials into goods that can be used by the other crafters to make special items. It also allows you to make various concoctions, preparations and potions. As the guild develops new formulae you will be able to learn to make more advanced items. Guildsmen have access to formulae not made available to mere members.

Smith Crafting

This allows you to make all kinds of weapons and armour from the special materials found in the Vale with the help of the guild. As the guild develops new formulae you will be able to learn to make more advanced items. Guildsmen have access to formulae not made available to mere members.

Magecrafting

This allows you to make all kinds of magical talismans (including guns) from the special materials found in the Vale with the help of the guild. As the guild develops new formulae you will be able to learn to make more advanced items. Guildsmen have access to formulae not made available to mere members.