

FINAL HAVEN FINAL HAVEN

Core Rulebook

“Chivalry has not died; in the search for the Final Haven, it has merely gone freelance.”

A Live Action Role Playing Game By:

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Final Haven Basics

Final Haven is a live action role playing game that utilizes easy character creation and accelerated initial character advancement. This design allows new characters to feel useful and able to integrate with existing characters almost immediately. Additionally, the Final Haven system incorporates resource management, political intrigue, social advancement, and a wide variety of options for character growth and development.

The purpose of this book is to explain the mechanics that are necessary for character creation and game play. At the conclusion of this text, you should be able to create a character and to understand all of the rules governing that character and you as a player. You should have a vague sense of the world in which the game is played and be ready to start adventuring. This book is only the beginning, a gateway to a larger story that takes center stage at Final Haven. The rules here allow for safe and fair game play, but the larger goal is to create a world rich in story and in character. You will become a vital part of an ever evolving tale, thrust into the action, and may even be the cog that churns particular events.

While this book will allow you to immediately enter the action with a character in hand, there is more information available on the world and the events that have caused the world to be as it is today. At www.finalhavenlarp.com, you can find links to a library of information about the world of Phanterra (where Final Haven takes place), information about previous events, and the forums where many helpful people await to answer additional questions that you may have.

A New Player's Guide to Live Action Role Playing

People who have never before attended a live action role playing game (LARP) may find the experience strange, intimidating, confusing, or maybe even overwhelming. While most of the people who attend a LARP have played other forms of role-playing games such as paper and pencil, or online gaming, this is not a necessity. All that is required is a willingness to suspend disbelief, to imagine worlds and possibilities that are different than what we are used to in every day life, and to partake in a living story filled with interesting characters, epic plots, and political intrigue.

But what exactly does it mean to play a live action role playing game? This section of the book is going to put the rules aside for a moment and concentrate on the things that really matter, having fun. The rules are there to provide players with a standard set of instructions so that everyone is playing the same game, but the purpose of the game is to create a story that people will find enjoyable and crave more of. Instead of curling up on the couch with a good book, we invite you to become a part of the story, to place yourself right into the heart of the epic struggle between good and evil. We do our best to not let our rules get in the way of that goal.

Breaking Down a LARP

Before you are able to fully enjoy a LARP, you need to know exactly what a LARP is and what your role within that setting will be. Whether you are playing our game or another there are commonalities that you need to be aware of. First and foremost, Final Haven is a game and like any game requires players. They are known as player characters, or “PCs” for short. PCs can

play the game as either heroes or villains, but what they all have in common is that they are the driving force behind the story. It will be the players who will predominantly determine the direction that the story goes and how exactly it unfolds, and not the non-playing characters or “NPCs” (the staff who run the game). With that fundamental understanding, let's take a look at the other pieces of a LARP.

Telling a Story

As mentioned earlier, the game of Final Haven is all about creating a rich and dramatic story. Like any good novel, your character will face a variety of plots that you can manipulate. Basically, the NPCs provide the plot twists, and then you along with the other PCs determine where that story will lead if anywhere at all. The general feel that you should have by the end of an event is that you were a part of something grander than yourself as a small part of a greater whole. The hope is that you will feel a part of a dynamic world and get the sense that things are happening around you in many ways and also that you have an opportunity to influence events one way or another. Sometimes those ways are grand adventures, but at other times plots may be secretive and enigmatic. You might ultimately be the difference between a life saved or a life lost, the key piece to defeating a great army, or the insight required to stop a growing plague. In this way, a well-run event is like the live version of a ‘Choose Your Own Adventure’ book.

Playing a Role

A story of course cannot run without interesting personalities to populate the world. Phanterra, the world of Final Haven, is filled with a variety of player character types including rogues, warriors, healers, sages, mages, alchemists, assassins, and many others. This collection of characters will provide the backdrop for every story or plot that occurs, because these are the people that you will interact with the most. Some will be friends, others enemies, but all will help to create a rich and dramatic environment in which to play, heightening the power of every scene, the laughter of every joke, the sorrow of every tragedy. PCs are the engine that allows the game to run.

Creating a World

The world in which the game is played is what determines the type of plots and the type of characters that will be seen. Final Haven is set in a harsh and often unforgiving world struggling to recover from a massive cataclysm where surviving is the main goal. Doing the things necessary to survive, such as gathering food and finding shelter, are key facets of life. Most of the population of Phanterra has been wiped out. Beyond that however there are small societies of humans and other races that endured through the worst of it, and each with distinct beliefs and agendas. Together, along with the beasts and the other burdens, it is our hope that we have created a dynamic and responsive environment in which to play. This means that your actions have greater impact beyond the small group of players you interact with.

Living the Adventure

The plots, characters, and world of Final Haven all serve to attain one goal for its participants... living the adventure. We want you to feel as if you are within a novel or a movie, playing a vital part in the conclusion of the story, and will hang around for the sequels. You can determine how

large a role you want to play. Some want to be on the front lines fighting voraciously for their freedom, while others wait for the warriors to come home so that they may serve them a well deserved drink. Whatever your taste, your role is equally important in creating a living, breathing world that raises the enjoyment of everyone involved. The only question left then is, "Who do you want to be?"

Creating a Character

Prior to stepping foot into a Live Action Role Playing Game, you need to have a good handle on who exactly your character is. This goes beyond playing good or evil. You need to know your character as well if not better than you know yourself. What drives your character? What goals does he/she have? Who do you hate, and why? What happened in your past that made you who you are today? These are just a few of the essential questions that you should ask yourself as you attempt to make a character for the world of Final Haven.

Understanding the World

Final Haven is set in Phanterra after a great magical cataclysm has decimated the lands. Entire civilizations have been destroyed and numbers have been drastically reduced. Plant and animal life have been compromised in many areas, making mere survival an arduous task. Those who have survived have little memory of what came before. Only relics and spared texts have illuminated the mostly lost history

While towns have cropped up and people have attempted to rebuild fallen cities, one area of the world has relatively rich lands suitable for farming and a small civilization has been formed there. This Haven is attractive to many and all sorts have flocked or are flocking to that very location.

When creating a history, for your character, it is important to keep in mind the state of the current lands. While your past may have largely been prior to the cataclysm itself, any recent relocation would have come from "towns" or locations largely in disrepair. Although memories of global affairs have been largely forgotten, feel free to remember as much of your personal history as you would like. Matters of the heart are more stable memories. For more of the information on the world histories that most characters would know, visit the lore pages at www.FinalHavenLarp.com and, at the very least, read the basic guide to Phanterra available there.

Fitting in or Branching Out

Many who partake in a fantasy LARP for the first time may be inclined to ask the question, "Should I be like Strider or Gandolf?" While both of these character types are perfectly acceptable, you should not feel like you have to be one of a handful of character stereotypes. As richly populated as our own world, Phanterra has all types of people, from the quirky to the mundane. What is important is what you are most comfortable with and what will allow you to have the most fun playing the game.

Currently characters exist in Phanterra who have originated from different planes of existence/alternate realities with different histories than the one mentioned above. For example,

there are others who have spent their time on the raging seas either as pirates or army captains, and still others whose racial backgrounds stray to the bizarre. On the flip side, the game also sees more traditional characters such as noble warriors, shifty rogues, helpful bartenders (for the right price of course), and many other characters you might expect to meet along the way. Together, these characters provide countless hours of drama. How might you add to the mix?

Developing a Personality

Perhaps the most difficult thing to do when creating a living breathing character is to find the right personality for that character. If you are new to role-playing, this can be very challenging. You have to think about the type of person you want to play. Start with the very basic question of being a hero or a villain. Once that has been decided, broaden it a bit. What makes your character good or evil? What are the types of tolerances or intolerances your character possesses? Why is that? What do you stand for? What would you do anything to protect? What sets you off? All of these questions can be asked regardless of the good/evil alignment that you had chosen at the beginning. Once those questions have been answered as thoroughly as possible, there is really only one question left. How did you get that way?

Developing a History

Your character's history is very important to your ability to play that character. You need to know where you have come from, and what trials you have already faced, regardless whether you share these stories with anyone in the game or not. They will help you know how to act in certain situations, as you can always fall back on your history in order to know what to do.

Background

The basic background might include your family members, the type of place you grew up in, important figures in your life, any jobs you may have had, etc. It doesn't have to be real detailed, but a basic understanding of who and what was in your past will help you think about what these things might have taught you about life in general. You might start to be able to answer the personality question of how you ended up the way you are today by exploring this very basic part of your history. It will also allow you to have intelligent conversations about your past with other characters should you choose to have them. There is nothing more difficult, especially for people new to role-playing, as coming up with these details on the spot.

The Defining Moment

Something at some point in your character's life had to have happened to get you to where you are today. It doesn't have to be anything as dramatic as a menacing beast slaughtered your village and you vowed to destroy it (though it could be that dramatic). It could be as simple as a conversation with a mentor or even the cataclysm itself could be used to shape your character from something fairly mundane into something potentially dramatic. By now you must be well aware that we like the possibility of dramatic moments as it enhances not only your enjoyment of the game but everyone else's as well as they realize the richness of the characters they are interacting with.

The Journey begins...

Hopefully by now you have a decent idea of who your character is and why that character is starting this journey into Haven. Notice that all of this was done without mentioning a single rule because, as stated earlier, character and story are the focuses of Final Haven. The rules system is meant to be easy to learn so that you can quickly immerse yourself into the setting, the plots, and the other people that make up the game, without having to think too much about doing things correctly or incorrectly. That said, every game must have rules, and Final Haven is no exception.

Final Haven Mechanics

The mechanics of Final Haven are conceptualized as two distinct halves. The first half is the individual character comprised of individual skills/abilities or the physical qualities that make up the person. As in real life, there is only so much any individual can do. You can master a certain skill set and thus be fairly specialized or you can be decent at several different things but be master of nothing. This concept requires a hard cap on the amount of different things you can do, which, in game terms, are acquired through the expenditure of points received on a declining scale for every event that you attend. Whether you play the game for one year or fifty years, you will never be able to learn every skill in the book. The game has been designed that way to reflect reality and enhance playability.

The second half of the game is the individual at a societal level, represented by the socio-economic system. Here there is no cap on the amount of influence your character can have and thus the player who has played for fifty years with the same character may be overwhelmingly influential in this arena. Some character types are designed to excel in politics and others receive a penalty upon their influence based upon their race or their lifestyle, both of which will be explained in detail later. Since the world is predominantly human, human characters are the most influential politically. They can make the most happen. As you proceed through the character creation section of this book, it is important to keep these two halves of the game in mind so that you can better see how your character might fit into the socio-economic milieu of the game, if at all. For some it is important and for others not. Only you can decide what is best for your character.

Character Creation

As described in the pages to come, a character's race, path, lifestyle, and discipline provide the skeleton for that character, awaiting the meat that is provided by the player. It is the character's unique history, personality, quirks, and ideas that differentiate one character from another and that allow a set of simple mechanics to spring forth into a complex, living creature. Keep in mind that while Final Haven sometimes uses suggestive terminology that brings to mind specific pictures of how it should be acted, it is specifically when players deviate from known stereotypes that they produce truly awe-inspiring characters. As one brief example, the term Knight will often bring to mind the image of a noble Warrior bound by a code of honor to protect the innocent. While there is nothing wrong with playing the Knight in this fashion, do not feel compelled into doing so. Equally conceivable is a man of questionable ethics trained as a great fighter but lacking a certain moral fiber that many of us have come to expect.

Final Haven provides a number of races from which players may choose. As in any society, the race does not necessarily dictate absolute personality per se, but certain races tend to act in certain ways and have certain feelings or prejudices toward other races. As in real life, the differences of people within the race are perhaps greater than between races, but each race is influenced by certain traditions and the overall culture of the society. Keep this in mind when choosing a character concept.

Again however, do not let tradition or stereotypes get in the way of a good character concept. There are always misfits, quirky characters, good and evil people, and the whole range of skill levels in any society throughout the world.

Sometimes, players wish to explore a sub-race not described within the rules. For example, although only the elf is mentioned within these rules, some people wish to play dark elves, wild elves, or storm elves. It is possible to play sub-races. All that is required is a creative, in-game reason and GM approval prior to playing.

Some players also desire to play half-breeds, which is also acceptable requiring again a valid and creative reason and GM approval. Costuming and make-up should reflect the fact that you are of two species. To emphasize, both half-breeds and sub-races are dependent upon GM approval.

Some players feel that some Paths and Disciplines do not fit together thematically.

We have found that this is a product of the terminology used and the pictures that those words inspire. For example, the idea of a Sage brings to mind keepers of knowledge who are somewhat older and sophisticated bookworms. Indeed, some Sages are in fact embodiments of that concept. Now, the idea of a Savage will bring to mind a somewhat opposite picture into people's

minds. So how can you have a Savage Sage? It is easy to do so simply by expanding your ideas and making what we write fit into your character concept. A Sage may in fact get information from books, but they might instead get information from stars, visions, spirits, animals, or smelling salts. For this reason, it is best to come up with a character concept first, as described earlier in this book. Do not let yourself be held back because of the language and titles used within this book, or the mechanics described. In the end, it is your choice how to role-play the skills. The more creative you are in your choices, the more fun you will have, the more dynamic the world will be.

Throughout the book, some role-playing examples will be included intended to expand the mind of what is possible within the game. The purpose is to dispose of the idea that certain combinations cannot go together and should be treated merely as a stepping-stone to your unique character idea, not as a blueprint for character creation. Again, these examples are merely provided for some unusual character types that you may not have thought of.

There are five steps in making a starting character, the first of which is choosing a race.

The Races of Phanterra

Below are the starting races allowed in Final Haven. Many other races and creatures exist, many

of them dangerous, and a few friendly. At this time, these other races are only played by NPCs (Non-player-characters), and will be involved in many of the stories you as a character are a part of. Read the full description of the race you choose, as it will guide you on how to role-play your character.

Some of the races will be familiar to you from other games and stories, such as Humans, Elves and Dwarves. Many people know of these through fairy tales and mythology. Others, such as Avyana and Ga'Vin will be new to most players. Please note that all non-Human races have required costuming (appearance) that you must be able to wear by your third event. (Please do not play a non-Human race if you are unable to wear the required costuming.) Age is for both role-playing and mechanical purposes. You should try to dress the age of your character. This will allow others to view your character properly. As for height, it is not necessary to be the exact height of your character, but it can help.

All the races in Phanterra are highly varied, with their own distinct personalities. To play a non-Human race you must act the part. If you feel you are unable to role-play correctly please do not play the race. Extremely bad role-playing of a race will cause your character to morph into a Human at the discretion of the Game's Marshals (GMs), or referees. Note, that even though the Humans are the most varied, they too have a few distinctive quirks. These quirks can be overcome by a character history. To overcome a non-Human quirk you need the permission of a head marshal.

In short, there are lots of reasons for choosing particular races, from racial histories that appeal to your senses to costuming requirements. As for everything, always consider the character concept that you developed and make choices that make sense based upon that.

Avyana

Starting Life: 1

Size: Man Size

Description: The Avyana are a bird-like people who bear sharp pointed features and feathers in place of hair. As a whole they are considered sly, cunning, and quick minded. The Avyana tend to look out for themselves first and others a distant second. However, they are adept survivors, easily capable of avoiding many dangerous situations that would entrap others. Although once persecuted by their own rulers who were jealous of their subjects' freedoms, the Avyana are these days without a homeland and are a lost and wandering people in search of something to believe in. Most have found nothing worthwhile, and as a consequence have developed a very pessimistic outlook on life.

Costume requirements: Players of Avyana must wear at least one of the following features: feathers, a beak, or wings. In the case of feathers, a number of them must be in their hair so that the players are easily identified as being Avyana. The feathers may be of nearly any color, though darker colors are more common among the Avyana seen abroad. Brighter colors were in the past a mark of the upper class, which no longer seems to exist.

Beastman

Starting Life: 1**Size:** Man Size

Description: Beastmen are poor wretched humans who were "Changed" during the cataclysm. They have taken on beastlike traits that keep them from easily reintegrating into society, and thus gather into roving tribes of misfits, scavenging off the leavings of others.

Costume Requirements: Beastmen must first choose an animal type that they resemble. Costuming and make-up must make an effort to convey features of the animal chosen.

Dwarf**Starting Life:** 1**Size:** Small Size

Description: The dwarven people are a stoic race, one that has been around as long as the mountains, and in the case of many mountain ranges in today's Phanterra, longer. Recently, their numbers have dwindled and many of their great cities under the mountains have been destroyed, but yet their spirits have soared with rumors of an ancient and powerful ally awakening in the depths below the surface of the world. The dwarven people are hearty folk, and strong, proud, and staunch allies in combat. They are also stubborn to a fault and are slow to change their minds on any topic. They distrust other races; though they have a number of dealings with them in trade and get along best with Guthries, which the Dwarves seem to view with pity.

Costume requirements: Dwarven skin is weathered and reddened from the forge fires of their homes and thus players must use red to reddish brown face paint. Normally Dwarves are also seen with beards, which are often ornamented with small tokens of precious metals and gemstones. Dwarves without such beards are considered to be disgraced among their own kind. For Dwarves choosing to wear beards, painting the cheeks will do, whereas beardless Dwarves should paint their whole face. Females typically have wispy sideburns and often sport beards as well.

Elf**Starting Life:** 1 life**Size:** Man Size

Description: The Elven people have always been a proud and noble race, and one that was not easily tolerated by the other inhabitants of Phanterra. Considered snobbish, they have kept themselves aloof and rarely interfered with the happenings of the world beyond the borders of their hidden lands. The elves have always been a well-educated people, and even the poor among them have tended to live well by the standards of others. In recent years, they have withdrawn further from the world and strongly discourage dealings with non-Elven outsiders. They will occasionally welcome Gnomes and Guthries into their communities, as these people share the Elven love for knowledge, but the Gnomes and Guthries generally tire of their company and move on again, wearied by the intrigues of Elfish ways. With their long lives, the Elven people commonly amuse themselves with little power struggles of station and status, maneuvering socially. This has diminished somewhat as the large kingdoms are gone, but even in small groups elves tend to jockey for superiority, though largely without violence.

Costume requirements: Elves are required to wear ear extensions. This is the only requirement, but commonly Elves dress in loose and flowing garments, whether they are robes, shirts, or breeches. It is a matter of honor for elves to not hide their ears.

Ga'Vin

Starting life: 1 life

Size: Man Size

Description: The Ga'Vin are a people made for trials. They endure where others fail, flourish where others merely endure. They are hunters, warriors, and conquerors. In their youth they brave the trial of fire, burning their own skin to a scarred mass of flesh, deadened to pain, but quick to heal. Ga'Vin do not like cities, and are most at home in small communities of their own kind deep within the wilderness. They rarely build much in the way of homes or supplies, as they feel they must challenge nature with their stoicism. They are not a people of learning, but a people of doing, and are quick to anger and quick to action. The Ga'Vin commonly keep trophy bones of their enemies, judging status among themselves by the trophies collected. Though the Ga'Vin are not social like Humans or Guthries, this is not to say they are not intelligent. One of the Ga'vin's most useful tools is their knowledge and cunning. They learn rapidly from their mistakes and generally attack with overwhelming force when moved to strike an opponent. In the past they have proven to be treacherous to allies as well as enemies, as the Ga'Vin are quick to capitalize on any opportunity to extend their own power and territory. Dwarves and Elves have a longstanding hatred of the Ga'Vin, which neither will talk about openly. That they do not kill the Ga'Vin on sight is due largely to the fact that Ga'Vin stay out of their sight. The Ga'Vin commonly trade for services such as crafted items, and often will form war bands with Orcs who the Ga'Vin find easy to manipulate with drink and fiery speech.

Costume Requirements: Ga'Vin are required to paint their faces gray to represent the charring of the ritual of fire. Optionally, players may wish to make themselves appear scarred and don slightly pointed ears.

Guthrie

Starting Life: 1 life

Size: Small Size

Description: Light footed, light-fingered, and quick-witted, the Guthrie are a happy people. They travel Phanterra in caravans of their own kind, commonly helping others in need and inquiring into all manners of business in which they do not belong. Often they are found slightly annoying in their eagerness to help and learn, but they are storehouses of knowledge about the happenings of the world, as their travels take them far beyond the reach of most of the other races. Guthries are fearless, but whether this is because of their inquisitive nature, because they have seen it all, or because they have heard stories of much worse than anything they could possibly be facing at the time is still open to debate. As a people the Guthrie are fond of song and story, going to great lengths to memorize new tales and pass them on so that they won't be lost. They are also skilled merchants and barterers, tending to know exactly how far they can push their customer. They are amazingly empathetic to the plight of others. They have wandered homeless for millenniums, and are quite willing to help those in need. They defend

their caravans well and are often skilled with ranged weapons such as knives or bows, and if there is any one insult they will not stand for it is being cooped up or captivated. Some say the only thing that ever truly scares a Guthrie is servitude.

Costume Requirements: Guthries, both male and female, have natural skin tones, large sideburns that come far down their cheeks, and big, bushy eyebrows. They also tend to wear vests, often with a large number of pockets in which they can store useful wares for later distribution, and they are very colorful dressers, as they are often seen in bright silks, much like the dress of the traditional gypsies of the real world.

Human

Starting Life: 1 life

Size: Man Size

Description: Humans were at one time, not too long ago, the dominant race on Phanterra. Now that remains open for debate. Humans were scattered and their kingdoms broken. Now, adrift in a dangerous world, many have fallen to barbarism, piracy and savagery for survival. While bastions of learning and civilization may still exist, their locations are unknown. Few remember how to read and write, fewer still bother passing these skills on to their young. For humanity every day is a trial of will and survival. If they are to rise from the ashes of change, they have a great challenge ahead of them, maybe more than they can handle. Humans have always been adaptable though, and more than anyone else are able to work with all the other races when to their advantage. Perhaps they are not doomed yet.

Costume Requirements: Humans have no costume requirements, other than as their lifestyle dictates.

Orc

Starting Life: 1 life

Size: Large Size

Description: Orcs are strong and brutal, have long served others, have been manipulated by others, and have fought for others. To some extent they resent this, but to some extent they take pride in their fighting ability. They are the first to the field of battle and the last to leave. They are arrogant of their strength and brutish in nature. As a people they are unlearned, unwashed, and unfriendly, but also staunchly loyal to their chosen leader. Often they will follow a leader into a hopeless battle, simply because he is their leader and they could not think of doing otherwise. Though Orcs are strong and well suited for manual labor, they have little patience for skilled work in general, and will construct rude shacks for themselves. Settlements are unplanned and haphazard, more like camps than enduring villages. It is important not to mistake the slow speech of the Orc with pure stupidity. Their large teeth and tusks often cause slurring, but they are quite capable of reason when they choose to apply it, thinking slowly through a problem and coming to a solution. As such, many opponents have been surprised by the failure of a plot in which he thought to outwit the dim Orcs.

Costume Requirements: Orcs must paint their faces green. Tusks or large teeth are common, though not mandatory. They also commonly wear raw skins or hides rather than elaborate clothing.

Tsunotaur

Starting Life: 1 life

Size: Large Size

Description: No one knows where the Tsunotaur came from or how they fit in with the current state of Phanterra. Rumors abound that their origins lie somewhere out past what used to be the Sea of Dust. Others adamantly refute these stories of nomadic beginnings, claiming that they have always been here, and that they should not be held at fault if the rest of the world was too blind to see them. What is known is that they are a race of horned creatures with at least two distinct factions, the Klatu and the Pivo. The former are primitive and unruly, at home in the wilds and friends with Barbarians and especially Orcs. The latter are somewhat more refined, being more inclined to think first and strike later, but both seem to strike eventually. The Pivo prefer the company of Gnomes, Guthries, and Humans, as well as the comfortable living that those civilizations have to offer. Most races view these “newcomers” with suspicion, though the Pivo have been more successful at being accepted.

Costume Requirements: Tsunotaur must wear small horns on the top of their heads. For safety reasons, the horns can be no longer than three inches in length. Optionally, some Tsunotaur may have hooved feet and animalistic features.

Valkyn'Vi

Starting Life: 1 life

Size: Man Size

Description: The Valkyn'Vi are a solitary people, wanderers and loners, in tune with the world around them. They have an almost ethereal otherworldliness and detachment to themselves that other races find somehow disquieting. Among themselves they often refer to their people as the An'Irri, which means ‘the lost people’ for they believe that they were ripped from their ethereal home long ago. They blame the elves and hold a deep-seated resentment for this. Only some of the wisest and eldest among the Valkyn'Vi, through their divinations, know the true nature of their race. The Valkyn'Vi are also known for being widely traveled and worldly in their knowledge. Many of them have taken to recording their journeys in diary form to pass down to their descendants as evidence of the trials which life on Phanterra presents to the solitary people. The society of the Valkyn'Vi is matriarchal, with small groups of women raising children in a clan structure until they are old enough to move on. The children then spend many years wandering before the women settle down with a few members of their own clan and several elders to raise children.

Costume Requirements: The Valkyn'Vi have very pale skin and have traditionally painted their faces in Harlequin style, though not necessarily just black and white. They tend to wear dark and muted clothing that easily blends with the background while traveling.

Other Racial Considerations

There are two other important things to note about races. First, although everyone is familiar with natural life expectancies of humans, other races may need better clarification. This is captured in the chart below.

There are age penalties associated with old age. Time based skills take twice as long to perform, the time it takes to naturally heal takes twice as long, and the amount of damage you can wield is halved, with a minimum of one. In addition to these disadvantages, venerable characters cannot run, and they bleed to death in 30 seconds (as opposed to the standard one minute). You must have GM approval to play a “Venerable” character.

Second, although most of the races (except for Beastmen, Dwarves, and Orcs) have some form of written language, it is not a common trait to be literate. Thus if characters do not have a skill that allows them to read and write, then they cannot do so, even in their native tongue. Players may buy one of the racial languages detailed above (as well as Gnomish) during the starting equipment phase of character creation (detailed on page 65).

AGE

Race	Young Adult	Mature	Middle Age	Old	Venerable
Avyana	18-29	30-74	75-89	90-109	110-120
Beastman	2-3	4-14	15-20	21-23	24-25
Dwarf	12-24	25-64	65-84	85-99	100-110
Elf	50-199	200-399	400-599	600-799	800-1000
Guthrie	40-99	100-199	200-399	400-599	600-800
Ga'Vin	20-34	35-59	60-99	100-149	150-200
Orc	10-19	20-39	40-44	45-49	50-60
Human	15-20	21-34	35-59	60-79	80-120
Tsunotaur	18-29	30-54	55-94	95-129	130-180
Valkyn'Vi	25-39	40-84	85-149	150-199	200-250

Essence Boons

Every character has one ability that they are naturally skilled at, represented by the essence boon. Some boons are more prevalent amongst some races than others. For example, many dwarves are resistant to toxins while many guthries are resistant to fear. Still, within any race you will find many different types of skills and personalities so no boon is restricted based upon your race. Below is a description of each of the boons available. Again, each player may select one of these boons for their character at no cost.

Endurance--Passive

A character with this boon is a naturally sturdy and enduring folk who can survive longer than others after being severely injured. It takes two minutes to bleed to death (See page 88).

Flee

You can spend a life point to Flee. When this skill is used the player must call “Flee” and run away from combat for 5 seconds. They cannot enter combat while using this skill, nor can they

return to combat before finishing the Flee. While fleeing the character is immune to all attacks issued from the rear, including damage, fear, root, taunt, etc. All attacks from the front are taken as normal. The Flee skill may be used while under the effects of "Fear". This skill can be used in conjunction with other Flee effects, and is restricted to Medium armor (See page 93 for armor descriptions).

Knockout

To perform a knockout the player must touch their target in any legal area with a tiny weapon, or a fist phys-rep (A tiny sized weapon used by monks and other brawling type Disciplines), and call "2 Knockout." If the player is not in an active combat situation, they may lightly touch their target with the pommel of a weapon to perform the knockout. See Knockout on page 86 for more information. A five second charge time is required to use this skill. If a character is granted Knockout from another skill through a discipline or path, the boon adds +2 to that knockout call but does not add to the charge time.

Lesser Channel

A character with this boon can summon forth the energy around them and fling it at a target, thereby causing damage. It takes an uninterrupted 10 seconds to charge this skill. Once you begin charging and until the packet is thrown, you must hold the spell packet in the air so others can see what you are doing—it is hard to hide a big ball of energy! Once the skill is charged you can use no other skills nor perform any actions except walking, talking, or running until the skill is used. The damage from this skill is delivered through the use of a "spell packet" (See page 95) and '3 Magic' must be called when the packet hits the target. Lesser channel can be used in conjunction with other Channel skills and is restricted to Light Armor.

Press

You may initiate a defensive or offensive press maneuver by spending a life point. See the "Press" rules on page 87 for more information.

Regenerate—Passive

A character with this boon can regenerate half of any lost Life Points in 4 minutes and may regenerate all lost Life in 8 minutes. To regenerate, you cannot be performing any strenuous activity such as combat or using skills. However, you can walk and talk normally and still regenerate. Note that while regenerating, you can also recover any lost armor points granted through combat reflexes. For every additional skill that grants regeneration, the time is cut in half. (ie. 2 levels = half in 2:00, 3 levels = half in 1:00, etc). The act of regenerating is considered a time based skill.

Resist Disease

When effected by a disease call, a character with this boon may spend a life point to resist the effect. Characters who have the resist disease skill twice become immune to disease.

Resist Fear

When effected by a fear call, a character with this boon may spend a life point to resist the effect. Characters who have the resist fear skill twice become immune to fear.

Resist Poison

When effected by a poison call, a character with this boon may spend a life point to resist the effect. Characters who have the resist poison skill twice become immune to poison.

Support--Passive

This boon negates the racial disadvantage to support points. Your current support points would be equal to that of a human of the same lifestyle. See the chart on page 73.

Paths

After you have chosen a race, you need to pick one of the five Paths: Empath, Healer, Rogue, Sage, or Warrior. Each Path has 3 levels of skills (Basic, Advanced, and Master) that represent advancement and greater knowledge in the character's chosen Path. Sometimes characters choose their own paths. Other times, their path is chosen for them through the culture or the society in which they were raised. Thus, once again, when choosing a Path you will want to consider your character concept. Did you envision a character who studies and gains knowledge or one who goes out into battle lusting for blood? Do not be confined by the race that you chose. Not every Orc is a Warrior and not every Elf is a Sage. There are Orc Sages and Elven Warriors and neither resembles the Orc Warrior or the Elven Sage.

All characters begin with the Basic level of their first Path for free. All skills in the Basic category are available for your character to use. Be aware that some skills necessitate armor restrictions to function properly. People who wear a higher more restrictive category of armor are unable to use skills that require lower armor than they currently have on. For example, if a character wears heavy armor, they could not use skills that requires medium armor or less to function. See the Armor and Shields section on 104 for more information.

In addition, at character creation, a player may swap out any one of their basic path skills for the first skill listed in any other path. This swap is permanent but the lost skill may be bought back for 20 character points and follows the same rules for learning and unlearning as any other secondary path skill. As well, in the path that was used for the skill swap, the second skill is now effectively the first skill for the purposes of learning any further secondary path skills (ie you don't have to purchase the first skill again).

As you progress with your character you will gain character points that you may want to use to buy the Advanced and then Master levels for your chosen path, though it is not required that you do so. As with the basic path, when you buy the advanced and master level *of your chosen path* your character will get all the skills listed under that level. To progress to the advanced level in your chosen path requires 60 points and to progress to the master level requires an additional 90 points.

You may also choose to purchase skills from other paths for your character. Skills from other paths must be bought individually and sequentially as they are listed in the book, starting with

the first skill of the basic level. It costs 20 points to buy one Basic skill under another path, 40 for an advanced skill, and 60 for a master skill.

Quick Reference Skill Chart (Paths)

	<i>Empath (page 20)</i>	<i>Healer (23)</i>	<i>Rogue (26)</i>
Basic	Sense Magic Upkeep Magic Items Lesser Channel Transference	First Aid Healing Extend Life Cure Disease	Spot Critical Strike Basic Knockout Pick Simple Locks
Advanced	Greater Sense magic Fear Channel Concentrate Magic	Awaken Administer Transfusion Cure Poison	Barter Improved Critical Strike Advanced Knockout Create Trap\Disarm trap
Master	Gather Essence Cause Sleep Greater Channel Greatest Channel	Surgery Torture Mass Heal Mend the Vessel	Master Critical Strike Master Knockout Pick Complex Locks Avoid Trap
	<i>Sage (28)</i>	<i>Warrior (31)</i>	<i>Wizard (33)</i>
Basic	Basic Research Read/Write Utilize resource Necropsy	Determination Combat Reflexes Vigor Hold Ground	Special
Advanced	Administrate Augment Tactics Waylay	Endurance Combat Reflexes Defensive Matrix Sure-Footed	Special
Master	Decipher Script Identify Magic Item Recall Mimic	Combat Reflexes Fortitude Parry/Avoid Blow Rage	Special

Empath

Empaths are in tune with the powers of the mind. They understand that energy lurks throughout the world waiting to be harnessed by one with the dedication and strength to do so. The road to perfection is a long and arduous one for the Empath, but it can result in power far beyond the comprehension of the uninitiated.

All abilities are limited to light armor or less, due to the need to move freely.

Basic

Sense Magic

The Empath can sense magic by studying an object for 15 seconds. This does not provide any detailed description of the magic, only that magic is present.

Upkeep Magic Items

Between events the Empath can trade in a mystic resource for 4 magic component tags. These component tags are used by the Empath to upkeep and maintain magical items.

Lesser Channel

Empaths can summon forth the energy around them and fling it at a target, thereby causing damage. It takes an uninterrupted 10 seconds to charge this skill. Once you begin charging and until the packet is thrown, you must hold the spell packet in the air so others can see what you are doing—it is hard to hide a big ball of energy! Once the skill is charged the Empath can use no other skills nor perform any actions except walking, talking, or running until the skill is used. The damage from this skill is delivered through the use of a “spell packet” (See page 95) and ‘5 Magic’ must be called when the packet is thrown at the target.’ A specific target is not needed when charging this skill.

“...is in tune with the powers of the mind...”
The description does not necessarily lend itself to common understandings of the Orc, so how might you have an Orc Empath? “...energy [is] waiting to be harnessed by one with the...strength to do so...” Imagine a more brutish approach to harnessing energy. The Orc sensing the magic and energy around him grabs onto it with such power that he forces it into a concentrated blast and hurls it forth at his enemies. The actual role-playing of the skill is what takes it from words on the page to something more real, more dynamic, and potentially more exciting and frightening.

Transference

Empaths can drain 2 life from a target, even themselves, and give another target one life point in return, up to the character’s maximum life total. This ability takes a 20 count to activate and the Empath must be touching both targets. At any time the Empath takes damage or moves, he/she is considered interrupted and must make the 20 count again. The Empath can only drain positive life from an individual. Thus, once a player hits zero life, they can no longer be drained. However, the Empath can heal targets that are in negative life.

Advanced

Greater Sense Magic

The Empath is keyed into the flows of magic around them. They may take 15 minutes to get a hint on the overall state of the magic in the world around them. This might include hints on powerful magical effects around, if any open rifts in the planes are in the local area, shadowy images of things on the other planes, etc. After the 15 minutes the empath must report to NPC camp for their hint.

Fear

Empaths can spend a life point to summon the energies around them and direct those energies to cause terror in their target. This skill is delivered through the use of a “spell packet” (See page 95) and ‘Magic Fear’ must be called when the packet hits the target.

Channel

Empaths can summon forth the energy around them and fling it at a target, thereby causing damage. It takes an uninterrupted 20 seconds to charge this skill. Once you begin charging and until the packet is thrown, you must hold the spell packet in the air so others can see what you are doing—it is hard to hide a big ball of energy! Once the skill is charged the Empath can use no other skills nor perform any actions except walking, talking, or running until the skill is used. The damage from this skill is delivered through the use of a “spell packet” (See page 95) and ‘10 Magic’ must be called when the packet is thrown at the target. If the Empath feels the need before the twenty seconds are up, he/she can choose to throw a lesser channel, assuming at least ten seconds have passed. A specific target is not needed when charging this skill.

Concentrate Magic

Empaths may gather and release a wave of magical energies from their body causing damage to those around them. To use this skill the Empath spends 1 life point and calls “2 Magic Lash”. This attack affects everyone within a five-foot radius of the Empath but does not affect the Empath themselves.

Master**Gather Essence--Timed**

The Empath can re-insert the essence of life back into a body. This skill can only be used on a body that has been prepared by a healer (see Mend the Vessel on page 26). It takes the Empath fifteen minutes to gather the essence of the departed and push it back into the body. At the completion of the skill, the character is brought back to 0 life points and is considered under the effects of starving (see page 84) for one hour. The Empath may use one other person's life force in this skill by channeling the life force out of them and giving it to the dead person. Upon completion of the skill, the donor is reduced to negative 10 life points and the patient is brought to zero life points but is not under the effects of starvation.

Cause Sleep

Empaths can spend an uninterrupted 30 seconds to summon the energies around them and direct those energies to cause sleep in their target. This skill is delivered through the use of a “spell packet” (See page 95) and “Magic Sleep” must be called when the packet hits the target. While charging, Empaths must hold the spell packet in the air so others can see what they are doing—it is hard to hide a big ball of energy! The Empath may not move after the skill is charged.

Greater Channel

Empaths can summon forth the energy around them and fling it at a target, thereby causing damage. It takes an uninterrupted 30 seconds to charge this skill. Once you begin charging and until the packet is thrown, you must hold the spell packet in the air so others can see what you are doing—it is hard to hide a big ball of energy! Once the skill is charged the Empath can use

no other skills nor perform any actions except walking, talking, or running until the skill is used. The damage from this skill is delivered through the use of a “spell packet” (See page 95) and ‘15 Magic’ must be called when the packet is thrown at the target. A specific target is not needed when charging this skill.

Greatest Channel

An Empath may perform a super-charged channeled energy blast up to an enormous 30 magic damage. This takes Empaths an uninterrupted sixty seconds and they cannot move after charging the skill. Once you begin charging and until the packet is thrown, you must hold the spell packet in the air so others can see what you are doing. The damage from this skill is delivered through the use of a “spell packet” (See page 95) and ‘30 Magic’ must be called when the packet hits the target. If the Empath feels the need before the thirty or sixty seconds are up, he/she can choose to throw a less powerful channel, assuming the minimum time has passed for the lower powered channel. A specific target is not needed when charging this skill.

Healer

Healers are a rare lot in these days of turmoil. They are individuals whose calling has led them to put the well being of others ahead of their own. Healers risk danger, disease, and death to place themselves in harm’s way and aid those who have been trodden down by the dangers of Phanterra. Sometimes this might require an amputation or two, but what is an arm or a leg when you have your life?

See skill description for any armor restrictions.

Basic

First Aid—Timed

With the First Aid skill, the healer may heal the target for up to 3 life points. The First Aid skill can only be used on a target that is in critical life (Below 0 life points) and can never be used to raise the target's life point total beyond 0. First Aid takes one minute to perform during which time the target stops bleeding to death. If at the end of the minute the target is still in critical life, they continue their count to bleed to death where they left off. See page 88 for more information about bleeding to death.

With the First Aid skill, the healer may also assess the condition of a patient that is in negative life. The healer simply touches the target and says "First Aid: What is your current life point total?" This question is considered an out of game question and must be answered truthfully by the patient.

First Aid can also be used to speed up the natural healing process. By spending five minutes with a target, the time it takes them to naturally heal is cut in half. If the target takes any damage during the natural healing time, the effect of first aid is lost and they must naturally heal at the standard rate. See page 88 for more information about Natural Healing. *This skill is restricted to medium armor.*

Healing—Timed

This skill may only be used on targets that have greater than or equal to zero life. It takes 2 uninterrupted minutes to heal half of the damage, rounded down, which was inflicted upon an individual. For example, if a character is five life points below their maximum total, it would take the healer two minutes to heal two of that character's life points (half of five rounded down). If healing is stopped after that time and later resumed on the same character, in two minutes only an additional one point can be healed (half of three rounded down). The healer may choose to spend 4 uninterrupted minutes to heal a target back to their maximum life point total.

This skill is restricted to medium armor.

Extend Life

This skill allows the Healer to temporarily stabilize a target that is in negative life for up to three minutes. The Healer needs to spend a life point and have someone stay with the patient, but not necessarily the Healer himself or herself. The person left with the patient must stay in contact with the patient for the full three minute duration. If the Healer is not involved then he/she must tell the stabilizer that if they cease what they are doing then the patient instantly dies. Unless other treatment is resumed by the time the three minutes are up the injured character dies immediately. *This skill is restricted to medium armor.*

Cure disease—Timed

It takes an uninterrupted five minutes to cure a patient of disease, during which time the healer must be tending to the patient.

Advanced**Awaken**

With this skill the Healer can instantly awaken any target that is unconscious except for themselves or a character in critical life (Below 0 life points) . The Healer simply has to touch the target they want to awaken and call "Awaken".

Administer—Passive

This skill allows the healer to increase the efficiency of any healing potion or salve effect by adding +1 to the total life points healed.

Transfusion

The Healer can transfer life from one target to another. It takes 30 seconds per life point transferred. The receiving target may be in positive or negative life, but the draining target must be in positive life. The Healer cannot drain a target below zero nor can they heal a target beyond their maximum life point total. Both the target who is donating life points and the target receiving life points may not move during the transfer process. The Healer must be present for the transfer to work. *This skill is restricted to medium armor.*

Cure Poison—Timed

It takes an uninterrupted five minutes to cure a patient of poison, during which time the healer must be tending to the patient..

Master

Surgery

The surgery skill only works on a target that is critically injured (below zero life points). Surgery can be used to heal negative life that is at negative 10 or lower. The healer can heal up to 10 life points through the use of this skill. The healer may choose the number of life points healed as long as the total healed does not push the target's total life points above zero. It takes one minute to perform the surgery skill. While surgery is underway the target stops bleeding to death. A Healer can heal an additional 9 life points while performing surgery but there is a risk of death. To heal these additional 9 life points, the healer must first have a "Healer's bag". The healer's bag is an out of game pouch that contains 10 red and white markers or chips. The bag must contain at least one red chip and at least one white chip. For surgery, Chips are taken from the bag at a rate of one per minute. A white chip heals 1 life point while a red chip instantly kills the patient. Up to 2 additional surgeons can assist. When a surgeon assists they can offer their Healer's bag to the injured person. The injured subject must pick the chips from the bag offered to him. The drawing of chips from the healer's bag is meant to simulate the effects of a very critical and delicate surgery. Once a chip is drawn, it is not returned to the bag until the surgery is completed.

Finally, if the surgeon can reach a target within 15 seconds of that target dying, they can resuscitate them. The target will be at -15 life points or the total they were at when they died, whichever is lower. This is true even for those who were given a killing blow.

The surgery skill (in its entirety) can only be performed once on a person in critical life. For example, if a surgeon heals ten life through the surgery skill and an additional nine life through the use of chips, a second surgeon cannot then begin the process again. This skill is restricted to medium armor.

Torture

In order to torture a target, the Healer must spend time equal to five minutes per life point of the target's maximum life point total. Thus a person with a maximum of 3 life points would take 15 minutes to torture. Once the torture is complete, the target is reduced to 0 life points and must give a truthful answer to one question asked by the Healer. If the healer wishes to ask a second question, the entire torture process must be started again from the beginning. Torture may only be used to get answers from beings the Healer is actually capable of communicating with.

Mass Heal—Timed

This skill allows the Healer to heal up to three targets at one time. The targets cannot move or use any other skill, but they can talk. All individuals being healed must be within arms reach of the Healer, and must have a positive life point total. It takes 2 uninterrupted minutes to heal half of the damage each target has sustained (rounded down) and 4 uninterrupted minutes to heal the targets up to their maximum life point total. If one or more targets leave the group of their own accord or are attacked, it does not disrupt the healer performing the Mass Heal, but it does remove that target from the effects of the Mass Heal instantly. This skill is restricted to medium armor.

Mend the Vessel

Sometimes the job of the healer is much more rigorous than making sure people stay alive. Sometimes they may be called upon to mend the body of a person that has had a limb severed, organs removed, been decapitated or even to prepare the dead for resurrection. No matter how skilled the healer there will always be a chance of failure in these endeavors. It takes the healer ten minutes to reattach a limb. The limb must have come from the body it is being reattached to. At the end of the ten minutes, the character receiving the limb must draw two chips from the healer's bag plus one chip for every hour that the limb was disconnected from the body. If a red chip is drawn, the operation is unsuccessful and the limb can never be reattached. If the character receiving the limb is dead, the limb reattachment may be performed before or after the resurrection process. If the character is missing a head or heart, follow the rules for resurrection below.

In order to bring a character back from the dead, the healer must first prepare the body for the reintroduction of the essence. It takes the healer five minutes to prepare a body for resurrection. The Empath then takes over after the body is prepared; however, the healer must stay with the body in order to keep it stabilized for the duration of the resurrection process. After all steps of the resurrection are complete, the patient must draw two chips plus one chip per hour the character has been dead. The chip draw can never be lowered below one. If the healer also has to reattach the patient's head the chip draw is increased by four additional chips. If the heart needs to be reattached, the chip draw is increased by four additional chips. Chip draws by the patient at the conclusion of the resurrection process represent the overall chance of failure and not just the chance of failure on the healer's part.

Rogue

The Rogue is best described as an opportunist, someone who is not necessarily out to get another, but rather is more out to get something for himself out of every situation. The path of the Rogue is well suited to merchants and politicians, and even some justices and constables have been known to follow the path from time to time. The path of the Rogue places expedience and results before morality and means. *All skills are restricted to medium armor except Barter and Spot, which have no armor restrictions.*

Basic***Spot—Passive***

This skill allows the Rogue to reduce the time it takes to find hidden items. It also reduces the time it takes to conduct basic searches by half (see searching on page 78). Some items are visible only with the 'spot' skill. Lastly this skill allows the character to conceal an item on his body, doubling the count it takes a person to conduct a basic search and successfully find the item.

Critical Strike

This skill allows the Rogue to do increased damage when concentrating with a melee weapon or fist. It takes an uninterrupted 5 count to use this skill. Once the count is made the Rogue's next offensive damage call must be the critical strike. If they make another offensive move, or use

another skill, the strike is wasted. Rogues can do 4 points of damage at this level, and simply calls '4' when they strike.

Basic Knockout

With this skill, the Rogue is able to render a target unconscious. To perform a knockout the Rogue must strike a target in any legal target area with a tiny weapon or a fist phys-rep and call the # and knockout. Thus, at this level the call is "4 Knockout." If the characters involved are not in an active combat situation, Rogues may lightly touch their target with the pommel of a weapon to perform the knockout. If the target has four points of armor or less at the time of the knockout, the target falls unconscious for five minutes. See Knockout on page 86 for more information. This skill takes an uninterrupted 10 count to charge.

It is easy to imagine an Avyana or Valkyn'Vi Rogue, but what about a Dwarf? Everything about the Dwarf says honor and it is difficult imagining one sneaking up behind a foe and stabbing them in the back. But perhaps the

Pick simple locks—Timed

This skill allows the Rogue to pick simple locks. All locks will have a tag explaining how much time it takes to pick and if it is a complex or simple lock.

Advanced

Barter—Passive

With Barter, Rogues are able to "acquire" items to help them survive. A rogue with barter receives 1 cloth resource and 1 supplies resource at the beginning of every event at check-in.

Improved Critical Strike

This skill allows the Rogue to do increased damage when concentrating with a melee weapon or fist. It takes an uninterrupted 10 count to use this skill. Once the count is made the Rogue's next offensive damage call must be the critical strike. If they make another offensive move, or use another skill, the strike is wasted. Rogues can do 8 points of damage at this level, and simply calls '8' when they strike.

Advanced Knockout

With this skill, the Rogue is able to render a target unconscious. To perform a knockout the Rogue must strike a target in any legal target area with a tiny weapon or a fist phys-rep and call the # and knockout. Thus, at this level the call is "8 Knockout." If the characters involved are not in an active combat situation, Rogues may lightly touch their target with the pommel of a weapon to perform the knockout. If the target has eight points of armor or less at the time of the knockout, the target falls unconscious for five minutes. See Knockout on page 86 for more information. This skill takes an uninterrupted 20 count to charge.

Create Trap\Disarm trap

The Rogue may create traps. A player creates a trap by using a buzzer device attached to a triggering mechanism such as a tripwire or pressure sensor. All traps must be constructed so they are easy to disarm out of game, detach without damaging any phys-rep/item it is attached to, placed so that their areas of effect do not overlap (No less than ten feet apart from each other),

and attached to their own individual triggering mechanism. All traps do 10 lash damage, must be tagged, and physically represented. It takes one uninterrupted minute to set a trap. No trap may be moved once it is set. Once a trap is triggered, the person closest to the trap inside it's area of effect calls "10 Lash," and it is considered deactivated until the rogue can reset it. See page 98 for instructions on making simple buzzer traps.

A Rogue may also disarm any traps they find. It takes the Rogue 1 minute to disarm the trap after which time, the trap phys-rep should be disarmed and the tag destroyed. If the trap goes off while the rogue is disarming it, they take the damage from the trap (Unless they have the avoid trap skill). The trap phys-rep should be left in place so the owner may collect it at a later time.

Master

Master Critical Strike

This skill allows the Rogue to do increased damage when concentrating with a melee weapon or fist. It takes an uninterrupted 15 count to use this skill. Once the count is made the Rogue's next offensive damage call must be the critical strike. If they make another offensive move, or use another skill, the strike is wasted. Rogues can do 12 points of damage at this level, and simply calls '12' when they strike.

Master Knockout

With this skill, the Rogue is able to render a target unconscious. To perform a knockout the Rogue must strike a target in any legal target area with a tiny weapon or a fist phys-rep and call the # and knockout. Thus, at this level the call is "12 Knockout." If the characters involved are not in an active combat situation, Rogues may lightly touch their target with the pommel of a weapon to perform the knockout. If the target has twelve points of armor or less at the time of the knockout, the target falls unconscious for five minutes. See Knockout on page 86 for more information. This skill takes an uninterrupted 30

Pick complex locks—Timed

This skill allows the Rogue to pick complex locks. All locks will have a tag explaining how much time it takes to pick and if it is a complex or simple lock.

Avoid Trap—passive

Rogues can avoid any trap, and thus do not take damage from traps.

Sage

An individual who follows the path of knowledge has come to understand that 'knowledge is power' and seeks to use this knowledge well. The Sage is well educated, learned not only in the musty facts of tomes, but also in experience garnered through travel and travail. The Sage is an asset to many communities, willing to share knowledge on the time of events, the construction of common buildings, and the defense of the people. They know how to best set value to their works and are often well treated in recompense for what they can contribute. *The Sage has no armor restrictions.*

Basic

Basic research

This ability allows the sage to research legends, lore, and other plot related items in between events. Only one thing can be researched at a time, there are no fixed time costs for research, and the sage is not guaranteed to learn anything.

Read/write

This skill allows the sage to read and write 2 languages.

Utilize resource

The Sage knows how to use the resources around them more effectively and thus they may trade any combination of resources in to meet their living requirements.

Necropsy

The sage has seen it all and done it all, or they've learned from someone who has. Given some time at a crime scene they can discern certain details about the crime. If the sage spends 15 amount of time surveying a crime scene they may learn information such as approximate size and number of people involved and manner of death. Note: this skill will not let you track anyone away from the crime scene.

Advanced

Administer—Passive

This skill allows the Sage to add +1 life point to the effects of any healing potion or salve. This bonus is in addition to any other Administer effects.

Augment—Timed

This skill allows the Sage to Augment a single skill that the target possesses. Augment can only be applied to a single skill that the target already has. The Sage may target themselves with this skill. The Augment skill counts as an empirical enhancement and takes 10 minutes to complete. See page 77 for more information on Enchantments. The effects of this enhancement are determined by the skill and are listed below:

Another Path that seems ill suited for the Orc at first glance. Many players do not look at an Orc and think that here is a person who can read and think. Such assumptions can be dangerous. There are no prohibitions on who can and cannot read and there are many ways to role-play the gathering of knowledge, whether it be through meditation, astronomy, communing with spirits, or hanging around the alchemy lab sniffing the fumes until the visions form

- 1) If applied to vigor, the target gains 1 life point.
- 2) If applied to combat reflexes, the target gains 2 armor that counts as combat reflexes
- 3) If applied to knockout, the target gains +2 knockout
- 4) If applied to Administer, the target is able to further increase the efficiency of any healing potion or salve effect by adding an additional one point to the total life points healed.
- 5) If the target has a timed skill that takes 15 seconds to charge or less they take 2 seconds off the time.

6) If the target has a timed skill that takes 16 to 30 seconds to charge they take 5 seconds off the time.

7) If the target has a timed skill that takes at least 31 seconds to charge they take 10 seconds off the time.

To use this skill the Sage simply explains to the target what skill they are going to augment and then gives them an Empirical Enchantment tag explaining the effect. The Sage should role-play while performing this skill. Empirical Enchantment tags are available in the appendix of this book and sometimes may be acquired from the GM staff. The augmented skill can be used repeatedly for the duration of the event or until another enhancement is placed on the target (See enhancements on page 77 for more information). Also, the Augment only works on the one specific skill that the Sage uses it upon. For example, a player may wish to augment their Greater Channel ability, taking five seconds off the time. This reduction is taken from the final five seconds of the count and may not be used to lessen the time of lower level channeling abilities.

Tactics

The Sage, through study, knows the tactics involved in surviving battle. The Sage gains 2 Combat Reflexes (See Page 77).

Waylay

The Sage, through the study of anatomy, has learned the most vulnerable areas of a target's body and how to exploit those areas in order to render the target unconscious. To perform a knockout the Sage must strike a target in any legal target area with a tiny weapon or a fist phys-rep and call "1 Knockout". If the characters involved are not in an active combat situation, the Sage may lightly touch their target with the pommel of a weapon to perform the knockout. If the target has one point of armor or less at the time of the knockout, the target falls unconscious for five minutes. See Knockout on page 86 for more information. This skill takes an uninterrupted 15 count to charge. The knockout damage from this skill adds to any other knockout skills the Sage may have without increasing the time.

Master

Decipher Script—Timed

A Sage may decipher any written language by spending time studying over the text. The time required will be written out of game on the document itself and will be variable based upon the length and the complexity of the given language. If a document has no time written upon it, it is assumed that the time it takes to decipher is five minutes. Once deciphered the Sage would need to write the translation out on another piece of paper OR the Sage will need to decipher it again the next time they wish to read it.

Identify Magic Item—Timed

The Sage may spend time studying a magic item to learn its properties and how to use it. The amount of time required is dependent upon the complexity of the item being researched and will be listed upon the item tag. If no time is listed on the tag, it is assumed that the Sage must spend time between events to identify the item.

Recall—Timed

A Sage may receive a hint to a plot or puzzle. When a hint is available, it takes the Sage an uninterrupted 15 minutes to receive it. up to three Sages may work collectively, if they all have the recall ability, in order to receive a better hint. After a hint is given, additional time spent will not give any more hints on that specific plot or puzzle.

The out-of-game manor in which hints are received varies. If a GM is mediating the plot/puzzle, the sage may simply ask the GM for the hint. If a hint is required for a plot/puzzle that does not have direct GM mediation, the sage may have to travel to NPC camp or other designated area to receive a hint. Any travel to or from this location is considered IN-GAME. It is up to the sage to justify the in-game travel (i.e. "We need to go ask Elder John, he will no more about this"). In some instances, Sages may receive hints for plots at the beginning of the event.

Mimic

With this skill the Sage may mimic ANY first level Discipline or Basic Path skill except for Craftsman, Alchemy, and Arcane. It takes 5 minutes to receive the skill, but the skill lasts until the Sage mimics a different skill or the end of the event. This skill may not be used between events. Any armor restrictions of the mimicked skill still apply.

Warrior

The Warrior Path is one of physical conflict. Warriors can be strong or quick, friendly or cruel, but they share certain traits in common. They are meant for combat, for the fierce exhilaration of face-to-face conflict and those of the Warrior path generally have an innate distrust for the doings of magic...it just seems like cheating. *The Warrior has no armor restrictions.*

Basic**Determination—Passive**

This skill allows the Warrior to stay conscious when they have fewer than one life point remaining (see death and dying on page 88). Through this skill, the warrior can crawl, speak in a whisper, and drink potions; however, they cannot wield a weapon, use any skills, or defend against any killing blows.

Now, no one can argue that the Orc fits nicely under this Path, but what about the Guthrie? Aren't they better known for telling stories and being merchants and wandering the lands? Aren't they too small to be effective warriors? Although they are better known for the things above and are in fact rather small, every race needs a warrior. The difference is in how you fight. The Avyana may sneak around and attack when the opportunity presents itself, the Orc head-on with fire in her eyes, and the Guthrie may use his size and quickness to take advantage of the opponent.

Combat Reflexes—Passive

Warriors know how to take blows and avoid them, thus making them tougher to defeat in battle. A Warrior receives 2 points of Combat Reflexes from this skill (See Page 77).

Vigor—Passive

The Warrior gains one extra permanent life point. This effect combines with all other life point granting skills.

Hold Ground

When Hold Ground is initiated the warrior gains 10 temporary life points, and all melee attacks delivered to the front side of the warrior that deal damage to the warrior's armor or life points are reduced to 1. This damage is taken off armor first even if the attack is "vorpal" (See pg.84). In addition, Fear, Sleep, Poison, Disease, Knockout, and Press effects from the front do not affect the warrior; instead they take 1 damage, taken from armor first. The warrior also becomes immune to all taunts from the front. Attacks to the rear of the warrior affect the warrior normally. While Hold Ground is active, the warrior cannot use other charged or activated skills except for "resist" skills such as "Resist Magic" or "Resist Poison" and Parry. While Holding Ground warriors cannot move their feet. At the end of Hold Ground, the warrior's life point total is reduced to zero life points or remains at its current total if it is less than zero life points.

Advanced

Endurance—Passive

This skill increases the time it takes a Warrior to bleed to death by one additional minute. See Death and Dying on Page 88 for more information.

Combat Reflexes—Passive

Warriors know how to take blows and avoid them, thus making them tougher to defeat in battle. A Warrior receives 2 points of Combat Reflexes from this skill (See Page 77).

Defensive Matrix

A Warrior may spend 1 life point to activate defensive matrix. While using defensive matrix, a Warrior's offensive damage is reduced to zero and they can use no other skills; however, all incoming frontal melee damage is reduced by 1 point.

Sure-Footed

The warrior may spend 1 LP to resist a movement restriction effect such as slick or root. This skill can only be used in medium or lighter armor.

Master

Combat Reflexes—Passive

Warriors know how to take blows and avoid them, thus making them tougher to defeat in battle. A Warrior receives 2 points of Combat Reflexes from this skill (See Page 77).

Fortitude—Passive

The Warrior gains +2 permanent life points. These life points combine with all other life point granting skills.

Parry/Avoid Blow

A Warrior may spend a life point to reduce the damage delivered from any single frontal melee attack that has a number in the call to 0. This includes knockout, crush, vorpal, poison, etc. In addition, they may also parry frontal disarm attacks.

Rage

This skill allows a character to summon forth their inner rage, which increases the damage dealt with a melee weapon by one. While the character is filled with rage they can NOT do anything else but pursue their enemies and hack them to bits. Thus, they cannot use any skills that have a charge up time or take a life point to activate while raging. In addition, they cannot perform tasks such as searching bodies, carrying people off the field, or drinking potions. To activate rage costs a life point and to turn this skill off a character must make a 5 count. Reactivating this skill requires the expenditure of another life point even if used during the same combat.

Wizard

The wizard has the ability to manipulate the magic inherent in all things in order to create amazing effects. Unlike other paths, the wizard has a choice in the effects that he/she can use. For each level of path that the wizard has, you can choose any four effects listed below. Players wishing to buy individual skills from the wizard path may do so at the normal cost and may do so in any order. *The casting of spells and the brewing of potions can only be done in light armor.*

Basic	Cure Wounds 2	Strength of the Defender	Enchant Weapon	Split Power
	Cleansing Potion	Toughen Skin	Spark of the Spirit	Death Link
	Powerful Body	Camouflage	Slick	Lesser Flame Storm
Advanced	Cure Wounds 3	Undead Transformation	Curse/Remove Curse	Clairvoyance
	Awaken	Strength of the Body	Cry to the Void	Abundance/Plague
	Poison	Strength of the Mind	Animate Corpse	Heroic Stand
Master	Free the Beast	Fortify the Dead	Meteor Shower	Displace Time
	Stone to Flesh	Purify the Body	Empower	Arctic Blast
	Regrow Limb	Skill Mastery	Attack of the Elements	Counter Spell

Below is a description of each of the effects listed in the table above. Not that each effect is either a spell or a potion. For every basic potion you choose you will be able to brew 2 of that specific potion in between events. For every advanced potion or master potion you choose you will be able to brew 1 of that specific potion between events. Potions brewed between events cost nothing and are picked up at game on.

Basic Potions

Cure Wounds 2

Type - Instant

Effect - Cures 2 LP of damage. This may not raise your LP above their maximum.

Cleansing Potion

Type - Instant

Effect - When imbibed the imbiber is considered to be affected by a "Cleanse" call.

Powerful Body

Type - Instant

Effect - After imbibing the potion your next attack must be a melee "8 Crush" attack (enhancements on your weapon will stack with this call). After making the attack you suffer a 10 second Cooldown, and this effect only lasts for one attack.

Strength of the Defender

Type - Transmutation

Effect - The recipient of this potion grows bulky muscles and their bone density increases. All incoming crush damage is instead considered normal damage and the recipient gains the press ability. Due to the reduced range of movement and flexibility caused by the large muscles, the "Vorpal" skill may not be used while under the effects of this potion. This lasts until the end of the current Combat/Scene.

Toughen Skin

Type - Transmutation

Effect - The imbiber gains 4 Combat Reflexes. This lasts until the end of the current Combat/Scene.

Camouflage

Type - Transmutation

Effect - Once Imbibed this potion increases the time it takes to discover someone under the effects of disguise by double the normal time. I.E. a body search must be done for twice as long as normal. This lasts until the end of the current Combat/Scene.

Basic Spells

Enchant Weapon

Type - Talisman

Time to cast - 10 seconds

Effect - The target weapon must now append "Magic" to all swings. This spell lasts until the end

of combat or until the weapon is dropped by the user—either effect will cause the weapon to immediately break.

Spark of the Spirit

Type - Rite

Time to cast - 1 Minute

Effect - The target must be unconscious or in critical life for this spell to be cast. The caster takes on the target's current life point total and the target takes on the casters. Neither the target nor the caster's life points may exceed their normal maximum total. If the spell is disrupted, the party with the highest life point total takes on the life point total of the other. If the target is in critical life, they stop bleeding to death when the ritual is started.

Call: "Your life total is now at "X", or your maximum life total is "X" if your maximum is lower than "X" (where X is the caster's current life total).

Slick

Type - Rite (packet)

Time to cast - Instant (1 LP)

Effect - Spend 1 Life Point, Throw a Spell packet and call "Slick"

Split Power

Type - Talisman

Time to cast - 5 minutes

Effect - This Talisman allows to split a channel in two once charged, applying any damage bonuses before splitting (ie charge a 15 then add the elf bonus to 18, then split to two 9s). If you are holding 30 or more points of damage total, you may not move. Packets must stay in the hand they are split into so you are throwing right and left handed once split. Damage is rounded up.

Death Link

Time to cast 5 minutes

Type: talisman

When this spell is cast you are signing a pact with the wizard and therefore can only be cast on a person who is willing and not under the effects of any charm forcing them to undergo this spell. The wizard marks the person as he she would any talisman. The person gains the press ability and 1 LP, but if the wizard who cast the talisman dies then the person under this talisman will die as well by the end of the event. This does not go the other way. This talisman will deactivate at the end of the event or when the wizard who cast the talisman removes it. A disenchant will not remove this talisman.

Lesser Flame storm

Time to cast: 1 minute

Reload time: 1 minute

1 foot must remain planted, but you can then rotate in any direction. You can throw a packet for 1 damage for as long as you have packets. If you are interrupted you take 1 point of damage. The

wizard may stop this anytime, but when you do then you take 1 LP of damage.

Advanced potions

Cure Wounds 3

Type - Instant

Effect - Cures 3 LP of damage. This may not raise your LP above their maximum.

Awaken

Type - Instant

Effect - The imbiber is instantly awakened from any Sleep or KO effect.

Poison

Type - Instant/Poison

Effect - You have a vial of poison. This may be slipped into drinks or food and if so the person who imbibes the potion, food or drink is affected by the call "Poison". Each vial contains only 1 dose.

Undead Transformation

Type - Transmutation/Poison

Effect - You have 10 LP and 10 Combat reflexes, you may swing "1" with a single weapon or claw Phys-rep, and you are immune to Mind effects (Taunt, Fear, Interrogation, Torture and Charm). Banish does 5 Vorpal to you and Repel acts as Unresistable Fear. While under the effects of this potion you lose all Enhancements, Skills and Item abilities, including armor. You may not drink this potion if your Life points are at 0 (zero) or worse. This lasts until the end of the current Combat/Scene.

Strength of the Body

Type - Transmutation

Effect - Your Maximum Life Points are increased by 2. This lasts until the end of the current Combat/Scene.

Strength of the Mind

Type - Transmutation

Effect - You gain the skill "Immunity to Taunt" and "resist" any charm effect. This lasts until the end of the current Combat/Scene.

Advanced spells

Curse\remove Curse

Type - Rite

Time To Cast: This spell takes 10 minutes to cast to create the item or draw the runes.

Special instruction: This spell is cast by the wizard by going to NPC camp and telling the GM's who they are cursing. The GM's will then later tell the player he/she is cursed and how. The curse can only be removed by the wizard or by killing the wizard.

Cost of curse: The arcane is reduced by 1 LP that cannot be healed.

Fatigue Curse: The target of this spell is reduced to half their base life points, rounded down.

Weariness Curse: The target of this spell no longer has any Combat Reflexes.

Consumption Curse: The target of this spell must now spend twice the number of life points to use any of their life point based skills. Times effects are also Double. Required: a Advanced focus item is required to cast this curse.

Cry to the Void

Type - Rite

Time to Cast - Instant

Effect - This spell must be cast after a body has been "Mended" by a Healer but before the "Gather Essence" skill has been used. Once this spell has been cast the "Gather Essence" skill must be used on the target within 1 Minute or this spell has no effect. Once all conditions are met the effect of this spell is to reduce the targets Resurrection chip draw by 1 (min 1).(A character may only be affected by this spell once per resurrection).

Cooldown - 10 minute.

Animate Corpse

Type - Rite

Time to cast - 5 Minutes + 1 Minute per LP of Undead (Max 10LP)

Effect - This spell will animate 1 corpse into a semblance of life controlled by you. This spell can only be cast at night and the corpse turns to dust at daybreak, or when told to die by the caster. If Repeled or Banished, the corpse will be reduced to 0 life points. If the corpse is brought below zero life points, they will turn to dust in two minutes (All restrictions on living characters in critical life also apply to the undead created with this spell. See the Critical life section on page 88) The corpse may not be healed, use any of their skills, or speak. The caster may give basic commands such as "stop"; "Follow Me"; "This way"; "attack", etc. This animated corpse can swing for "1 disease" with a claw or weapon physrep. This undead are immune to Mind control effects such as sleep, taunt, fear, and torture.

Clairvoyance

Type - talisman

Time to Cast - 10 minutes

Effect - Reduces the scout skill and recall skills to 10 minutes.

Abundance/Plague

Type - Rite

Time to cast: Between events

Effect - Abundance will increase the yield of 2 plots of land between events. You can only increase the yield of food or cloth plots. This spell increases the base number they produce by 1. (This spell may not target the same plot, it must be 2 different plots of land).

Plague has the opposite effect decreasing the yield of 2 plots of land. This decreases the base number the plots produce by 1. (This spell may not target the same plot, it must be 2 different plots of land).

Heroic Stand

Type: Rite

Time to cast: Instant 1 LP

Effect - When you activate this spell you become Immune to all damage and effects, but are unable to move, use skills, or charge/reload abilities. This spell will drain 1 LP every 10 seconds until you reach 1 LP at which point the spell ends. This spell cannot be cast if you are currently at 1 LP.

Master Potions

Free the Beast

Type - Transmutation/Poison

Effect - The recipient of this potion transforms into a hulking man beast. Their forehead extends, their muscles rapidly grow bulky, hair sprouts all over their body and they grow razor sharp claws. You may not wear armor (and any armor worn is reduced to 0 (zero) and must be repaired after the potion as expired) or use any Items, Enhancements or Skills (this includes passive skills). You may not talk, only grunt and growl. You have 30 Combat Reflexes and 1 Life Point. All crush damage done to you is considered normal damage. You may swing 2 with a short claw in each hand. You are also immune to press. (This potion will not work if the target is at zero or worse life). This lasts until the end of the current Combat/Scene.

Stone to Flesh/Flesh to Stone

Type - Transmutation/Poison

Effect - Flesh to Stone - Once Imbibed or affected by this potion the targets body slowly turns to stone over the next 5 minutes. Once the 5 minutes is up the target is pure stone, and is considered dead. If affected by "Cleanse" during the 5 minutes the effects are cancelled. Once turned to stone only a Stone to Flesh potion will restore your body to flesh. The Stone body may be destroyed in an uninterrupted 10 minutes, or by 1 shot from a Heavy siege weapon or 2 shots from a light siege weapon.

Stone to Flesh - May only be used on a target that has been affected by a Flesh to Stone potion within the last 24 hours, it takes 5 Minutes for the body to return to Flesh. The body is dead and is to be considered dead for 4 hours (regardless of actual time).

Regrow Limb

Type - Instant

Effect - This potion causes a missing limb to regrow...most of the time. This potion MUST be administered by someone with the healer's Surgery skill. The potion is applied to the stump of the missing limb. It takes one minute after application to work. During that minute, the target is in extreme pain. After the minute is up, the target must draw 1 chip if the limb to be regrown is a small appendage (such as a finger, toe, ear, nose, etc) and two chips if the limb to be regrown is a major appendage (An arm, leg, tail, etc). If a red chip is drawn, the stump is damaged beyond repair and the limb can never be regrown. Internal organs and a head can not be regrown.

Fortify the Dead

Type - Instant

Effect - When given to a dead body within 1 Minute of being the target of an Empath using the "Gather Essence" skill, it reduces the Resurrection chip draw of that person by 1 (min 1).

Purify the Body

Type - Instant

Effect - This potent mixture cures the Imbiber of any Poison and/or Disease currently afflicting them. The downside is that for the 1 Hour their Life Points may not be healed.

Skill Mastery

Type - Transmutation

Effect - This potion lets you realize your true potential. While imbibed its effects you reduce the time it takes to use any Charge Skill by 5 seconds (to a minimum of 2 seconds). It also lets you Reduce the time it takes to use a Timed skill by 1 Minute (to a minimum of 1 Minute). This lasts until the end of the current Combat/Scene.

Master spells

Meteor Shower

Type: Rite

Time to Cast-1 minute

Effect: Once this spell is cast you can throw packets for "5 magic" for as long as you keep 1 foot planted on the ground. You may pivot around the 1 planted foot. If you are disrupted at any time while casting or using this spell you take "5" damage and must re-load the skill to use it again.

The wizard can end this spell at any time at a cost of 5 damage.

Reload: This spell has a 1 minute reload time.

Empower

Type - Talisman

Time to cast - 1 Minute

Effect - The Caster may infuse their own Life Essence into the target. Upon doing so the target has their Max Lp raised by an amount equal to the Caster's current Base LP, and the target gains

Immunity to Charm. The Caster is at 0 LP and may not be healed beyond that until the Spell is broken. The effect ends at the end of the event or when the Target willingly gives the caster's Essence back, this requires no time but the target must touch the Caster to accomplish this. Disenchant has no effect on this Talisman. If the target of the spell dies, The caster slowly loses his hold on his own essence and dies as well (As soon as he hears about the death of the target). This part could be tricky?

Attack of the Elements

Change: Attack of the Elements

Type - Rite (directional)

Time to cast – 30 seconds, and you must hold both your hands above your head while you cast.

Effect - Call a Game Stop - Hold out your arms (without physreps) and walk in a straight line, anyone within that line takes 10 damage.

Cooldown - 20 Min.

Displace Time

Type - Rite (triangulated)

Time to Cast - 1 Minute

Effect - At the end of the 1 minute charge up time, the caster must spend 1 LP and call a Game Stop, Throws two packets and everyone within the area of these packets is now trapped in time. Any character trapped in time cannot move or be moved and is immune to damage. This effect lasts for 5 Minutes. (You can resist magic to get out of this effect).

Cooldown - 20 Min.

Arctic Blast

Type - Rite (triangulated)

Time to cast - Instant

Effect - The caster calls a Game Stop and throws two packets. Anyone within the triangle created by the packets and the caster takes 2 vorpal and Takes a PRESS effect that pushed them to the ground. It takes a 10 count to get back up.

Cool Down -20 Minutes

Counter Spell

Type – Rite

Time to Cast – Instant

Effect - If a game stop is called for a spell effect you may spend 1 LP during the game stop to counter the effect.

Cool Down - 20 minutes

Alchemy Labs

The Alchemy lab is an item anyone can purchase at game on. The lab has 3 levels, each of which allow you to brew additional potions during the event. These labs must be phys-repped and tagged. When you brew a potion during the game you bring your alchemy tag to NPC camp and get it stamped. Multiple people can utilize the same phys-repped alchemy lab if the owner OK's it, but each person needs their own tag. The alchemy tag must be at the alchemy lab and the brewing of the potions must be done at the lab itself. Once you have brewed your potion you must bring your tag to NPC camp and receive your potion tag.

Destroying a lab: A lab can be destroyed if anyone spends a 1 minute count to do so. A destroyed lab can be repurchased at NPC camp, but this does not yield additional potions.

Basic Alchemy Lab

Cost: Free

Time to brew a basic potion: 5 minutes

Effect: You can brew up to 4 additional basic potions of your choice.

Advanced Alchemy lab:

Cost: 4 magic components

Time to brew an advanced potion: 10 minutes

Effect: You can brew up to 3 additional advanced potions of your choice.

Master Alchemy Lab:

Cost: 8 magic components

Time to brew a master potion: 15 minutes

Effect: You can brew up to 2 additional master potions of your choice

Focus Items

Focus items can be purchased at game on by anyone, but they only work on spells. A focus item to be effective must be wielded in the spell caster's hand. The spell caster may combine the advanced and master focus items into the same item. Craftsmen may combine focus items with a weapon, but it must be evident with decorative details, such as runes, on the phys-rep. The focus item is shatterable even if not a weapon, and if shattered you must spend 1 hour for an advanced and 2 for a master plus the cost and visit NPC camp to receive a new tag. You are only allowed 1 advanced and 1 master focus item in use at one time.

Advanced Focus item: Costs 8 Magic components and 1 hour to create, but can be bought at game on. (Can only be used by the person who purchased it.) While wielded in one hand you may spend 1 LP to throw a packet for "6 magic" damage, but must spend 15 seconds to Re-load this ability. If hit by a Disenchant your Focus item is unusable unless you complete a 10 count (active skill). This Item also allows you to change any packet driven spell into a directional spell or a directional spell into a triangulated spell by spending 1 LP. The use of this ability on a packet driven spell creates a Cooldown of 20 Minutes. If a focus item is used to change the effect of a spell then you must add magic to the call. For example the slick spell would become magic slick. Arctic blast would become magic press and 2 magic vorpall. An Advanced Focus Item

must be a "Small" or larger sized Tagged and Phys-repped item or weapon that you infuse with magical energy each game.

Master Focus Item: Costs 12 Magic components and 2 Hours to create, can be purchased at game on (may only be used by the person who created it). While wielded in one hand you may spend 1 LP to throw a packet for "9 magic" damage, but must spend 20 seconds to Re-load this ability. If hit by a Disenchant your Focus item is unusable unless you charge for 10 seconds. While the Master Focus Item is in your possession all Cooldown and Re-load times on spells are reduced by half. You may also Destroy your Master Focus Item to counter any Spell that causes a Game Stop. A Master Focus Item must be a "Long" or larger sized Tagged and Phys-repped item or weapon that you infuse with magical energy each game.

Lifestyles

After you have chosen a race and a Path, you next choose a lifestyle. There are three basic standards of living for your character for you to choose from. These lifestyles represent the quality of living to which the character has become accustomed while growing up. Those with a lower quality of life while growing up are stronger but less able to function on a social scale, while those with a higher quality of life have mastered the arts of socialization but are weaker in life points since they have had to endure far less than their savage counterparts. Your character's lifestyle can be privileged, common, or savage.

How to Choose a Lifestyle

Character Concept

Again, when choosing a lifestyle you will want to rely on your character concept that you formulated at the beginning. How did your character grow up? Who were their parents or guardians? Was life easy or difficult relative to others of the same race? This is an important concept because the character's race does not dictate their lifestyle. Not all Orcs grow up savages when compared to other Orcs. Some, in fact, might have it quite well as far as lifestyle goes. How well off your character was raised is for you to decide. The character's current lifestyle also might be different now than when he/she grew up. For example, a person who was born a privileged noble may be banished and now be the leader of a tribe of savages, but he could still have a privileged lifestyle for the purposes of character creation.

Life Points Awarded for Lifestyles

Because the idea of the Savage Sage is difficult for many to fathom, here are some more ideas on ways of gathering information:

A mystic who gains knowledge by studying the stars

The Chieftain who communes with beings of great power to bestow her great knowledge.

The Tribal Protector who gains knowledge by going into a dream trance.

The Shaman who can bestow knowledge on another via a mystic touch.

There are many ways of playing a character or a skill: Be creative and have fun.

A character with a privileged lifestyle gains only 1 life point above their racial base, a common lifestyle gains 2, and the savage lifestyle 3. This is to represent the fact that in increasingly harsh environments, it takes a thicker skin to make it out alive. It is true that fewer savages live, but those who do must have that extra endurance to make it.

Lifestyles and Disciplines

Another important factor when deciding a lifestyle is knowing that the lifestyle impacts what Disciplines you can choose for your character. Each Discipline is categorized as Privileged, Common, Savage, or some combination of the three. If the Discipline is not categorized under your character's lifestyle, then you may not choose that Discipline.

Other Bonuses/Negatives Associated with Lifestyles

Characters with a privileged lifestyle receive extra Support Points. This represents their inherent ability to impress or pay others to do their bidding. The exact number of support points received is on the chart on page 73. Characters with a common lifestyle get the greatest variety of Disciplines to choose from, the idea being that they have access to the most options in terms of employment. Privileged characters are encouraged to take a higher standard of living, while savages are limited based upon their abilities, appearance, personality, etc. To represent this inability to function as well in society, savage characters gets a 25% decrease in their support point expenditures total (See Support Points on page 73). However, because they have learned to survive in alternative environments, the Savage may use Hide resources instead of Cloth to survive (See Resources on page 81 and Wealth on Page 84 for more information).

You should wear costuming of a quality appropriate to the lifestyle of your character. A character with a privileged lifestyle should not be wearing rags, and a character with a savage lifestyle should not be wearing silks and velvets.

Disciplines

The fourth step in creating a character is choosing a Discipline. While the Path represents the natural tendencies of the character as well as the urgings of the people in the environment where that character was raised, the Discipline represents the skills the character has learned along the way or the jobs that the character has performed.

As with Paths, starting characters receive the first level of their first Discipline for free. Each new Discipline costs more than the one before it to represent the difficulty of becoming an expert in several areas. The second level of your first Discipline costs 20 points, the third level costs 30 points and the fourth level costs 40 points. The second Discipline you get has the following costs: 20 for first level, 40 for second, 70 for third, and 80 for fourth. Your third Discipline costs: 20 for first, 45 for second, 100 for third, and 125 for fourth. The fourth and subsequent Disciplines cost 30 for first, 55 for second, 100 for third and 125 for fourth. These character point cost numbers are provided on the official Final Haven character sheet at the back of this book in a format that should make the placements easy to understand.

Each Discipline falls under different lifestyles. You can only pick a Discipline that belongs to the lifestyle that you have chosen for your character (see chart below). Each of the four skills of a Discipline comprises the level of that Discipline. Thus, skills must be bought in the order that they appear at the appropriate cost, as explained above.

Quick Reference Chart (Disciplines)

Privileged Disciplines		
Arcanist (Page 44)	Craftsman (Page 51)	Interrogator (Page 45)
Archer (Page 45)	Defender (Page 52)	Knight (Page 58)
Assassin (Page 46)	Diplomat (Page 53)	Spy (Page 61)
Bureaucrat (Page 49)	Grenadiers (Page 55)	Witch Hunter (Page 64)
Captain (Page 50)		
Common Disciplines		
Arcanist (Page 44)	Druid (Page 53)	Pike Man (Page 60)
Archer (Page 45)	Grenadiers (Page 55)	Scout (Page 61)
Assassin (Page 46)	Guardian (Page 56)	Spy (Page 61)
Brawler (Page 49)	Interrogator (Page 56)	Swashbuckler (Page 62)
Craftsman (Page 51)	Man at Arms (Page 58)	Undead Slayer (Page 64)
Diplomat (Page 53)	Monk (Page 59)	Witch Hunter (Page 64)
Savage Disciplines		
Arcanist (Page 44)	Chieftain (Page 51)	Eater of the Dead (Page 54)
Archer (Page 45)	Craftsman (Page 51)	Grenadiers (Page 55)
Barbarian (Page 47)	Dervish (Page 52)	Guardian (Page 56)
Beast Hunter (Page 48)	Druid (Page 53)	Tribal Protector (Page 63)
Brawler (Page 49)		

Arcanist Discipline: The Arcanist is adept at manipulating the magical energies inherent in all things in order to create amazing effects. This is a lesser version of the Wizard path. All restrictions to that path and the effects also apply to the discipline.

Level 1: Basic Wizard Effect

The Arcanist may pick 1 basic Wizard effect.

Level 2: Basic Wizard Effect

The Arcanist may pick 1 basic Wizard effect.

Level 3: Advanced Wizard Effect

The Arcanist may pick 1 advanced Wizard effect.

Level 4: Master Wizard Effective

The Arcanist may pick 1 Master Wizard effect. Alternatively, you may instead choose one advanced and one basic Wizard effect.

Archer—Privileged, Common, Savage

The Archer becomes one with the tool of his trade. It is not just a weapon but a companion carefully cared for and jealously guarded. With it the Archer is deadly, to be feared even by the most heavily armored Knight, for his shafts are undeterred by simple steel.

All abilities are restricted to medium armor.

Level 1: Use Bow

An Archer can use any kind of bow or crossbow. The damage called is “1 vorpal.” Heavy crossbows do +1 damage, but it takes 15 seconds to cock. A player can choose to role-play the 15-second count while actually cocking a crossbow or if they choose not to role-play the cocking of the crossbow, the count begins after the bow is loaded. In addition, an Archer can always make and repair arrows. It takes no time to create arrows and an Archer is always considered to have them as long as the player has the appropriate physical representations (Bow & arrows/Crossbow & bolts). If an archer is out of arrow/bolt physical representations, they are considered to be out of the item and they must retrieve more in-game.

Alternatively, a player may choose to simulate a bow or crossbow with spell packets. Unlike with an actual bow, the player must simulate a drawing time by making a 10 count before each shot. The player may then throw the packet and call "1 vorpal." While simulating a heavy crossbow with packets, the cock time is increased to 25 seconds from 15. While simulating a bow or crossbow with packets, players must still hold an appropriate bow or crossbow physical representation in their hand.

Level 2: Magic Arrow

The Archer may choose to inflict Magic Damage with a bow or crossbow. Magic damage can be used to affect certain creatures that may be immune or resistant to normal damage. When using this skill the player must call ‘# magic vorpal’.

Level 3: True Shot

With true shot the archer can hold off shooting their bow to do more damage. Every 5 count increases the damage by 1 with a maximum increase of 2 (a 10 count). This count is in addition to any drawing or cocking times.

Level 4: Critical Shot

This skill takes 30 seconds to charge but increases the base damage by 5. This skill can be used in conjunction with the True Shot skill, thus making the maximum damage a bow can do 8 and the maximum damage a heavy crossbow can do 9. The charge time for the Critical Shot skill is in addition to any of the weapon's cocking or drawing times.

Assassin—Privileged, Common

Sometimes people need a quiet death. The Assassin gets that done. For a nominal fee of course.

Level 1: Disguise—passive/active while at NPC camp

The Assassin is a master of disguises and can disguise themselves as a non-specific member of any race. While in disguise, no one can recognize the Assassin except upon close inspection—the use of Spot for 2 minutes. Disguising takes one hour to perform. After this time, the player must report to NPC camp (Game Headquarters) for 1 to 5 hours, during which time they will return secretly to the game as their disguised PC.

Level 2: Escape Artist

By spending a Life point, an Assassin may escape any single regular bond or limb restraining device such as shackles or handcuffs (like a magician slipping out of handcuffs). In addition they may spend 5 minutes to escape from the Interrogator's inescapable bonds.

Having difficulty with the idea of a Healer Assassin? Does it seem counterintuitive? Actually it is not at all. Every good assassin needs to know the inner workings of the body to be especially quick and lethal and what is scarier than a “friend” you know to be an assassin leaning over you with bandages trying to “help” with that little wound you have.

The Empath Assassin on the other hand is much more mystical, somewhat like the understanding of a ninja—how exactly did he *do* that?

Any character that has the Escape Artist skill more than one time may escape from regular bonds instantly by spending an uninterrupted five seconds OR spending a life point. Additionally, the character may spend a life point to instantly escape from the Interrogator's inescapable bonds.

Level 3: Utilize Poison

Assassins are adept at coating weapons in poison. Only bladed weapons (sword, dagger, axe, arrow, spear, etc) can be coated in poison. The poison coating a weapon lasts for the duration of combat or until the assassin sheaths or sets down the weapon. A strike from a weapon that is coated in poison has the call “Poison” amended to it. Example: “1” becomes “1 poison” and “1 Vorpal” becomes “1 Vorpal Poison”. It takes 1 minute to coat a weapon with poison and a poison potion is not required to use this skill. Only the Assassin may use a poison coated weapon. This skill can only be used to coat weapons in poison and cannot be used to poison drinks or create poison potions. After application of the poison, this skill becomes passive.

Level 4: Touch of Death

The assassin may append the damage call "vorpal" to their next melee attack that contains a number. For example, an assassin could append "vorpal" to a damage call of "one" making it "one vorpal" or to a call of "1 poison" making it "1 vorpal poison", or even to a call of "3 Knockout" making it "3 vorpal Knockout". Touch of Death takes an uninterrupted 30 count to charge. The charge time for Touch of Death is in addition to any charge time required for the base attack that Touch of Death will be applied to. If the Assassin is hit prior to striking, they lose the charged Touch of Death attack. Touch of Death cannot be used in conjunction with "crush" damage. This skill is limited to light armor or less.

Barbarian—Savage

The Barbarian can be from any race. Each clan can have very different ways of doing things. However, Barbarian clans all seem to have one thing in common, they take what they need when they need it. If an opponent is stronger, they learn what they can from him, gather other clans together, and then take what they want.

Level 1: Regenerate—Passive

A Barbarian can regenerate half of any lost Life Points in 4 minutes and may regenerate all lost Life in 8 minutes. To regenerate, the Barbarian cannot be performing any strenuous activity such as combat or using skills. However, they can walk and talk normally and still regenerate. Note that while regenerating, the Barbarian can also recover any lost armor points granted through combat reflexes. For every additional skill that grants regeneration, the time is cut in half. (ie. 2 levels = half in 2:00, 3 levels = half in 1:00, etc). The act of regenerating is considered a time based skill.

Level 2: Combat Reflexes—Passive

A Barbarian knows how to take blows and avoid them, thus making them tougher to defeat in battle. A Barbarian receives 2 points of Combat Reflexes from this skill (See Page 77).

The Rogue Barbarian will “take what they need when they need it” any way they can.

Level 3: Fear

Barbarians inspire fear in those around them. The Barbarian may spend a life point and hit their target with a weapon or spell packet and call “fear.” See page 86 for more information about “Fear”.

Characters who invest in the Fear skill twice (by purchasing it both as a Beast Hunter and a Barbarian) may spend one life point to swing Fear twice in the same combat. If combat ends prior to using the second Fear, it is lost and a life point will have to be spent the next time Fear is used.

Level 4: Crush

The Barbarian may swing a blunt weapon with crushing force. The Barbarian spends a life point to begin swinging for “Crush” damage. This combat style makes all damage done to the Barbarian Vorpall damage. This conversion takes place after any damage reduction or altering effects the character may have and is unchangeable afterwards. The Barbarian cannot use any skills that have a charge up time or take a life point to activate except for the Fear skill and the Rage skill. However, this skill may not be used in conjunction with the Rage skill unless the Barbarian is only using a single weapon (including fists) phys-rep and is not carrying a shield. Note, that before the Barbarian may pick up their shield or other weapon again, they must make the 5 count to deactivate Rage (See Page 33). To turn Crush off a character must also make a 5 count. These counts may be made at the same time.

Beast Hunter—Savage

The Beast Hunter is a brave defender of his people, a Warrior who braves the wilds in order to keep his village safe with nothing but his own strength and cunning to preserve him. As such his weapons of choice generally place the largest distance possible between himself and his opponent.

Level 1: Wilderness Survival—Passive

This skill allows for more rapid travel through the wilderness (1/2 time), the finding of food, and a lower chance of dangerous encounters in-between events. Players with this skill get one free food resource tag and one free hide resource tag per event at check-in. These resource tags can be traded as normal.

Level 2: Resist Fear

A Beast Hunter may spend a life point to ignore any call with the word “Fear” in it. Characters who invest in Resist Fear from two separate disciplines gain an immunity to fear.

Level 3: Fear

Beast Hunters inspire fear in those around them. The Beast Hunter may spend a life point and hit their target with a weapon or spell packet and call “fear.” See page 86 for more information about “Fear”.

Characters who invest in the Fear skill twice (by purchasing it both as a Beast Hunter and a Barbarian) may spend one life point to swing Fear twice in the same combat. If combat ends prior to using the second Fear, it is lost and a life point will have to be spent the next time Fear is used.

Level 4: Weapon Focus—Pole Arm—Passive

The Beast Hunter gains +1 to damage with spears, pikes, poleaxes, and catchers. This skill may not be used in conjunction with the rage skill unless the Beast Hunter is only using a single weapon (this includes holding a fist phys-rep in the other hand) and the character is not carrying a shield. For example: Lothar has weapon focus and carries a

shield. He can swing for 2 damage. When faced with a mighty foe, Lothar drops his shield and activates the rage skill, increasing his damage to 3. Before he may pick up his shield again he must make the 5 count to deactivate the rage skill (See page 33). If Lothar wishes to use the rage skill again he will need to drop his shield and then reactivate rage.

Brawler—Common, Savage

There are times when combat gets up close and personal. The brawler excels during these times and is just as deadly with his fists as the common warrior is with a sword.

Level 1: Ambidexterity—Passive

With Ambidexterity a Brawler may fight with a fist phys-rep in each hand. As well, the brawler may call “1” damage while wielding fists. Characters who invest in two disciplines with the Ambidexterity skill may dual wield a fist and a small sized weapon.

Level 2: Iron Fists—Passive

The Brawler may now block melee weapons with a fist phys-rep (as a weapon). Characters who invest in the Iron Fists skill twice (by taking it both as a Brawler and a Monk) gain the “Knockout” skill. To perform a knockout the player must touch their target in any legal area with a tiny weapon, or a fist phys-rep and call ”2 Knockout”. If the player is not in an active combat situation, they may lightly touch their target with the pommel of a weapon to perform the knockout. See Knockout on page 86 for more information. A five second charge time is required to use this skill. If a character is granted Knockout from another skill through a discipline or path, the Brawler adds +2 to that knockout call but does not add to the charge time.

Level 3: Improved Combat Reflexes—Passive

A Brawler knows how to take blows and avoid them, thus making them tougher to defeat in battle. A Brawler receives 3 points of Combat Reflexes from this skill (See Page 77).

Level 4: Knockout Blow

The Brawler adds five points onto any Knockout skill they have. Characters without knockout gain a five (5) Knockout for a 10 second count. To perform a knockout and get the +5 bonus the Brawler must hit their opponent in any legal target area with a fist phys rep and call the # and knockout. If the target has armor points equal to or less than the knockout number called at the time of the knockout, that character falls unconscious for five minutes. See Knockout on page 86 for more information.

Bureaucrat—Privileged

In this time of shifting allegiances and power the wise man is one who is able to negotiate with his more powerful neighbors and use his weaker ones to his advantage. The Bureaucrat knows this and makes an effort to turn every situation to his advantage, and that of whomever he is working for, of course.

Level 1: Allegiance

The Warrior Bureaucrat is one primed for Royalty, an expert in leading his people both in times of war and times of peace.

The Bureaucrat gains a 25% increase to their personal support point total that combines with other skills or effects that increase support points. Thus, if the common human had 20 support points, the common human Bureaucrat of the same level would have 25, 25% more than 20. This bonus is NOT applied to any support points given to the Bureaucrat by other characters.

Level 2: Leadership

Bureaucrats pay 25% less than other players when spending money/resources within the political system (i.e production sources, commodities, military points, etc.)

Level 3: Support

Bureaucrats can manage an additional 2 production sources with no penalty

Level 4: Manipulation

The Bureaucrat is able to get people working more efficiently and more effectively. Production sources produce, on average, 25% more resources. Military points get a 25% increase to their power level.

Captain—Privileged

Level 1: Allegiance

The Captain gains a 25% increase to their personal support point total that combines with other skills or effects that increase support points. Thus, if the common human had 20 support points, the common human Captain of the same level would have 25, 25% more than 20.

Level 2: Florentine—Passive

This skill allows a Captain to wield a weapon in one hand and a smaller sized weapon in the other. If the primary weapon is of 'short' size or smaller, both weapons may be of equal size. The character may choose to use a light shield in one hand instead of a weapon without receiving a penalty to their armor category. This shield cannot have an area greater than 350 square inches or a side longer than 18 inches. (For more about shields see page 94.)

Level 3: Improved Combat Reflexes —Passive

A Captain knows how to take blows and avoid them, thus making them tougher to defeat in battle. The Captain receives 3 points of Combat Reflexes from this skill (See Page 77).

Level 4: Leadership

Troops bought/hired through support points cost 50% less, cannot be bribed to betray you, and will attempt to inform you if they are under duress to do so; if able. You may only purchase up to 50 power levels of troops with this discount maximum. If the Captain also has the Warrior's Noble Reputation skill this stacks the power level to a maximum of 100, but does not further reduce cost to hire them or upkeep them.

Chieftain—Savage

Every tribe has a leader and that person is usually the strongest, smartest, and loudest among them. Of course, if all else is equal, the strongest will do.

Level 1: Political Mind

This skill increases the Chieftain's personal support total by 25%, thereby counteracting the savage penalty.

Level 2: Respect of the Tribe

Chieftains pay 25% less than other players when spending money/resources within the political system (i.e production sources, commodities, military points, etc.)

Level 3: Combat Reflexes—Passive

A Chieftain knows how to take blows and avoid them, thus making them tougher to defeat in battle. A Chieftain receives 3 points of Combat Reflexes from this skill (See Page 77).

Level 4: Resist Mind Effects

The Chieftain's mental fortitude is stronger than those serving beneath him. Because of this, the Chieftain may spend a life point to ignore any call with of any of the following words: Fear, Taunt, Interrogate, or Torture.

Craftsman—Privileged, Common, Savage

The Craftsman is an expert in his field, capable of works of great beauty and strength, and with the right materials can produce amazing results.

Level 1: Repair armor—Timed

The Craftsman can repair armor. It takes the Craftsman five minutes to repair a suit of armor back to its full armor point value. Armor phys-reps do not need to be removed before repairing.

Level 2: Upkeep Items

This skill allows the Craftsman to purchase upkeep tags during game break. These upkeep tags are used to upkeep items in the game. At level 2 the Craftsman can only upkeep items

Level 3: Create Basic Items

The Craftsman can create weapons and armor. Please see the Craftsman section on page 67 for an explanation on item creation. To create any items beyond those listed in the Craftsman section a player will need to have a GM approved in-game recipe for how to create that item.

Level 4: Create Exotic Items

The Craftsman can create fantastic items. Please see the Craftsman section on page 67 for an explanation on item creation. To create any items beyond those listed in the Craftsman

section a player will need to have a GM approved in-game recipe for how to create that item.

Defender—Privileged

Level 1: Use Shield—Passive

All characters may use a shield on one arm to block incoming blows, but unless the character possesses the 'Use Shield' skill they cannot perform any action that produces any effect with greater than zero damage while wielding a shield. If using a shield, the character may not hold a weapon in the same hand as the hand/arm that has the shield.

Level 2: Mind Games

Defenders know exactly the buttons to push in an opponent, as well as how to control their own emotions. Defenders may now Taunt an opponent. To do so, they must make an uninterrupted 5 count and then hit the target with a weapon or spell packet and call, "taunt." The target must direct all actions towards the Interrogator until the target is struck by another character (Damage does not have to be dealt), the Defenders dies, the Defenders turns his/her back, or the Defenders leaves the line of sight of the target.

In addition, the Defenders may spend one life point to resist the effects of Taunt. If the Defenders also possesses the Taunt skill, then he/she gains an immunity to Taunt.

Level 3: Disarm

A Defender may spend a life point to disarm an opponent's weapon. The Defender must hit their target with a weapon (this attack is considered crush) and call, "disarm."

Level 4: Resist Shatter

The Defender may spend 1 life point to resist 'shatter.' This does not stop an item from being destroyed by massive damage.

Dervish—Savage

This Discipline is restricted to light armor

Level 1: Throw Dagger

The Dervish may throw a packet (Or coreless physrep) for "1 Vorpal." This does not combine with the archer or grenadier. This skill has a 10 second reload.

Level 2: Dual Wield—Passive

This skill allows a player to wield a weapon in one hand and a smaller sized weapon in the other. If the primary weapon is of 'short' size or smaller, both weapons may be of equal size.

Level 3: Mojo bag

The Dervish may select a small number of potions or spells from the Wizard's optional effects list. This can be either two basic effects or one advanced ability.

Level 4: Dagger Pin

The Dervish may throw a packet for '2 Vorpal Root.' This skill has a 15 second reload.

Diplomat—Privileged, Common

The Diplomat is called upon to diffuse tension, to come to terms with an enemy, and will often use any tactic necessary to do so.

Level 1: Read/Write

The Diplomat gains two additional languages.

Level 2: Acquire

The diplomat receives 1 supplies and 1 secondary resource of their choice at the start of each event at check-in.

Level 3: Entourage

Diplomats can manage an additional 2 production sources with no penalty

Level 4: Negotiate

The Diplomat is a master of negotiations and manipulation. The Diplomat may modify the stability of one production source (their own or that of another group) up or down by 50%. This modification is not permanent. The Diplomat must maintain any modifications every event. A stability rating cannot be raised above 100% and cannot be lowered below 0%.

Druid—Common, Savage

The Druid is in tune with the savage and wild world. The plants and animals are his allies and his source of knowledge. He is at home in the wild, so much so that it is sometimes difficult to tell him a part from one of the beasts that roam the woods.

Level 1: Scout —Timed

A character can spend 15 minutes scouting in the wilderness to receive information about a specific plot, puzzle, or general information about wilderness activity in the area. The character is not guaranteed to find information. Up to three characters with the scout skill may work together to receive a better piece of information. After the fifteen minutes of scouting is up, the character(s) must go to NPC camp to receive their information. If more than one character is scouting as a group, they must all come to NPC camp together.

Level 2: Resist Poison

A Druid may spend a life point to ignore any call or attack with the word “Poison” in it. Players who invest in the Resist Poison skill twice gain an immunity to poison.

Level 3: Magic Root

The Druid is able to summon the natural energies around them and direct it at a target rendering them immobile for a short period of time. It takes the Druid an uninterrupted 15 seconds to charge this skill. While charging, Druids must hold the spell packet in the air so others can see what they are doing. Once the skill is charged the Druid can use no other skills nor perform any actions except walking, talking, or running until the skill is used. This skill is delivered through the use of a “spell packet” (See page 96) and ‘Magic Root’ must be called when the packet is thrown at a target.

Level 4: Mimic Totem—Timed

With this skill the Druid may mimic characteristics of different animals as described below. This ability takes 5 minutes to commune with the chosen Totem creature to initiate. The ability gained lasts until the end of the event or until another totem is mimicked and does not count as an enchantment. The following skills are available to mimic:

Combat Reflexes (bulls, rhinos, etc) A Druid receives 3 points of Combat Reflexes from this skill (See Page 77).

Mystic Heal (Unicorns, Phoenix, etc) The Druid may spend a life point to heal a target by 1 life point. This skill requires an uninterrupted 15 count to use. If the Druid has the Transference or Surgery skill, the time to activate the Mystic Heal skill is reduced to zero. The Druid may spend multiple life points but the required count applies to each life point spent.

Missile Avoidance (birds, rabbits, etc) Druids are immune to damage from ranged attacks delivered to the front of their body. The druid takes no damage from attacks delivered by arrows, thrown weapons, or packets as long as the damage call contains "Vorpal", "Crush", or is simply a number such as "1". For example: The druid would be immune to a call of "1" from a thrown dagger as well as the call "1 crush", and the call "1 Magic Crush". The druid would not be immune to "1 magic."

Crush (Bears, wolves, etc) The Druid can hit a target for 5 crush. This skill takes 15 seconds to charge. This skill may not be used in conjunction with the “Vorpal” and “Poison” calls.

No Movement Restrictions (Snakes, Mice, etc) The Druid cannot be slowed by any effect that hampers movement, such as root, slick, etc.

Eater of the Dead—Savage

A few have come to believe that they can gain the memories and powers of their enemies through the substance of their flesh. Though many revile the Eaters of the Dead, they are also feared, for it is true they often possess unnatural strength and powers.

Level 1: Resist Disease

The Eater of the Dead is used to consuming putrid things and has built up quite the immune system because of it. When effected by a disease call, a character with this skill may spend a life point to resist the effect.

Characters who have the resist disease skill twice become immune to disease.

The Eater of the Dead Healer is similar to a Witch Doctor, the Sage like a Necromancer in that he seeks knowledge by any means, and the Rogue, like the Grim Reaper, will even steal your soul.

Level 2: Consume Brain

Upon eating the brain of a target that is already dead, the Eater of the Dead can ask the target one yes or no question that the target **MUST** answer truthfully.

Level 3: Consume Flesh—Timed

The Eater of the Dead can feed on the dead to heal lost life points. They can heal half of their lost life points and armor points in two minutes and all of their lost life points and armor points in four minutes. The Eater of the Dead must be feasting on the flesh for the full four minutes to heal all of their lost life points; otherwise only half are regained, rounded down.

Level 4: Consume Heart

The Eater of the Dead can consume the heart of a humanoid victim and gain either their racial ability or their highest-level Discipline ability. It takes the Eater of the Dead an uninterrupted minute to remove and consume the heart. The body of the victim must currently be physically represented or a GM must be present in order for this skill to be used. The ability gained lasts until the end of the event or until another heart is eaten and does not count as an enchantment.

Grenadier—Privileged, Common, Savage

The Grenadier is adept at throwing weapons with great skill whether it is a rock or a dagger. *All skills are restricted to medium armor.*

Level 1: Throw weapons—Passive

The Grenadier may throw a legal Final Haven Safe coreless weapon for “1” damage. The Grenadier may also throw Spell Packets (See page 96) to simulate rocks for “1” damage.

Level 2: Magic Item

Grenadiers may charge the weapon they are throwing with magical energies by concentrating for 5 seconds before throwing it. The Grenadier then appends the call

“Magic” to their next attack with a thrown weapon. For example, the damage from a thrown dagger becomes “1 Magic” instead of simply “1”.

Level 3: Aim—Passive

The Grenadier may throw a legal Final Haven Safe coreless weapon for “2” damage. The Grenadier may also throw Spell Packets (See page 96) to simulate rocks for “2” damage. This skill may not be used in conjunction with the Wield Fist skill.

Level 4: Critical Shot

The Grenadier may throw a weapon with deadly precision and speed. The Grenadier must first charge this skill for 15 seconds and then may throw a packet or legal Final Haven Safe coreless weapon and call “5 Crush”

Guardian—Common, Savage

Level 1: Use Shield—Passive

All characters may use a shield on one arm to block incoming blows, but unless the character possesses the 'Use Shield' skill they cannot perform any action that produces any effect with greater than zero damage while wielding a shield. If using a shield, the character may not hold a weapon in the same hand as the hand/arm that has the shield.

Level 2: Combat Reflexes—Passive

Guardians know how to take blows and avoid them, thus making them tougher to defeat in battle. A Guardian receives 2 points of Combat Reflexes from this skill (See Page 77).

Level 3: Immovable

The Guardian is immune to press.

Level 4: Take the Burden

The Guardian may choose to assist a healer when they are healing an injured character by sharing their pain and suffering; taking it upon themselves. While the Guardian is assisting the healer any red chips drawn from a surgery bag remove a permanent life point from the Guardian, but do not effect the patient. The red chip is then placed back in the back before the next draw.

Interrogator—Privileged, Common

Sometimes the truth can be a powerful thing, but getting at it is like pulling teeth, or fingernails, or toenails, or slowly cutting through the.... Well you get the point. The Interrogator serves a needed purpose, but not always a pleasant one.

Level 1: Inescapable Bonds

The Interrogator can tie people up so thoroughly that they cannot escape their bonds without outside help. It takes three minutes to use this skill and the Interrogator must inform their target that he/she is bound with inescapable bonds.

Level 2: Mind Games

Interrogators know exactly the buttons to push in an opponent, as well as how to control their own emotions. Interrogators may now Taunt an opponent. To do so, they must make an uninterrupted 5 count and then hit the target with a weapon or spell packet and call, "taunt." The target must direct all actions towards the Interrogator until the target is struck by another character (Damage does not have to be dealt), the Interrogator dies, the Interrogator turns his/her back, or the Interrogator leaves the line of sight of the target.

In addition, the Interrogator may spend one life point to resist the effects of Taunt. If the Interrogator also possesses the Taunt skill, then he/she gains an immunity to Taunt.

Level 3: Interrogate—Timed

It takes 5 minutes per life point the target has in order to interrogate a person or monster. The Interrogator must spend time equal to the max life point total of the target, not the current total. Thus a target with a maximum of 4 life points would take 20 minutes to interrogate. At this point the target is at 0 life points but is fully conscious. The interrogator may determine if any statements the target makes while they are in this state are true or false. The target is not required to talk while in this state, however, the Interrogator may compel them to answer one question truthfully. If the Interrogator wishes to ask a second question, the entire interrogation process must be started again from the beginning. Interrogate may only be used to get answers from beings the Interrogator is actually capable of communicating with. If the Interrogator has the Healer's Torture skill, it takes only 1 minute per life point to interrogate a target.

Level 4: Plant suggestion

The Interrogator can implant orders in a target without their knowledge (i.e. they do not remember who planted the suggestion) to carry out a task. In order to use this skill, the Interrogator must perform the interrogation skill on the target. While the target is at zero life points, a command can be implanted. A command must be accompanied with a trigger of some kind. For example, an Interrogator could command a person: "At midnight, go into the inn and kill yourself." At midnight is the trigger for the command to kill yourself. The suggestion lasts until the command is completed or until it is replaced with another command. There can only be one trigger and one action. Thus, an Interrogator cannot command a target to answer all questions truthfully but could command a target to truthfully answer the next question asked. A target can only have one suggestion planted in them at a time.

The Interrogator can also find out if someone is under the effects of an implanted suggestion. In order to use this portion of the skill, the Interrogator must perform the

interrogation skill on the target. While the target is at zero life points, the Interrogator may determine if they have a suggestion implanted. If the Interrogator wishes to determine who planted the suggestion, the entire interrogation process must be started again from the beginning. Once the target is again at zero life points, the Interrogator may determine who implanted the suggestion.

Knight—Privileged

Knights come in a variety of forms and allegiances, some good and some not so good. Few have ties to noble masters any longer, but instead support themselves and their followers through their own hard work and the fruits of their labors. Some have fallen from the path and support darker causes. Others do the noble work that needs doing in a place where so many dangers wait to trap the unwary. All Knights have great pride in the duties they perform. Some seek out power for themselves, and others seek to empower others. Chivalry has not died; in the search for the Final Haven, it has merely gone freelance.

Level 1: Vigor—Passive

The Knight gains one additional permanent life point.

Level 2: Resist Fear

A Knight may spend a life point to ignore any call with the word “Fear” in it. Players who invest in the resist fear skill twice gain an immunity to fear.

Level 3: Improved Combat Reflexes—Passive

A Knight knows how to take blows and avoid them, thus making them tougher to defeat in battle. The Knight receives 3 points of Combat Reflexes from this skill (See Page 77).

Level 4: Weapon Focus—Blades—Passive

The Knight gains +1 to damage with swords and non-throwing daggers. This skill may not be used in conjunction with the rage skill unless the Knight is only using a single weapon (this includes holding a fist phys-rep in the other hand) and the character is not carrying a shield. For example: Faelin has weapon focus and carries a shield. He can swing for 2 damage. When faced with a mighty foe, Faelin drops his shield and activates the rage skill, increasing his damage to 3. Before he may pick up his shield again he must make the 5 count to deactivate the rage skill (See page 33). If Faelin wishes to use the rage skill again he will need to drop his shield and then reactivate rage.

Man at Arms—Common

Men at Arms are the guardsmen, the constables, the watchmen and the foot soldiers of the world we inhabit. These men train in the ways of conflict so that they may preserve the peace. They are far

The Empath Man-at-Arms is like a mystical Warrior, the Sage Man-at-Arms is like a Samurai (the thinking man’s warrior), and the Healer Man-at-Arms is like the benevolent Paladin.

more at home inside the bounds of civilization, dealing with the conflicts of men, than with the beasts of the wild, but should danger threaten their homes they will be the first to respond.

Level 1: Press

A Man at Arms can press offensively and defensively by spending a life point. Please see Press on page 87.

Level 2: Resist Fear

A Man at Arms may spend a life point to ignore any call with the word “Fear” in it. Players who invest in the resist fear skill twice gain an immunity to fear.

Level 3: Shield—Passive

A Man At Arms doubles the strength of his shield when wielding it. IE. A heavy shield has a strength of 30, and a light shield would have a strength of 10.

Level 4: Duty Calls

A Man at Arms may spend a life point to ignore any call with the word “Sleep” or “Knockout” in it.

Monk—Common

The Monk’s Discipline is that of contemplation, meditation, and study, but the world is a dangerous place, and the Monk can preserve his place in it. Monks are skilled in hand-to-hand combat but rarely become gripped by the battle fury that marks so many Warriors in this day and age.

Level 1: Ambidexterity—Passive

With Ambidexterity a Brawler may fight with a fist phys-rep in each hand. As well, the brawler may call “1” damage while wielding fists. Characters who invest in two disciplines with the Ambidexterity skill may dual wield a fist and a small sized weapon.

Level 2: Iron Fists—Passive

The Monk may now block melee weapons with a fist phys-rep (as a weapon). Characters who invest in the Iron Fists skill twice (by taking it both as a Brawler and a Monk) gain the “Knockout” skill. To perform a knockout the player must touch their target in any legal area with a tiny weapon, or a fist phys-rep and call ”2 Knockout”. If the player is not in an active combat situation, they may lightly touch their target with the pommel of a weapon to perform the knockout. See Knockout on page 86 for more information. A five second charge time is required to use this skill. If a character is granted Knockout from another skill through a discipline or path, the Monk adds +2 to that knockout call but does not add to the charge time.

Level 3: Ranged Block—Passive

Monks are immune to damage from ranged attacks delivered to the front of their body. The monk takes no damage from attacks delivered by arrows, thrown weapons, or packets as long as the damage call contains "Vorpal", "Crush", or is simply a number such as "1". For example: The monk would be immune to a call of "1" from a thrown

dagger as well as the call "1 crush", and the call "1 Magic Crush". The Monk would not be immune to "1 magic." *This skill is limited to medium armor.*

Level 4: Meditate—Timed

This ability allows the Monk to go into suspended animation. While in suspended Animation the Monk cannot bleed to death. The Monk can heal a life point every 15 minutes as long as they stay still and meditate but may not heal Poison or Disease. If a Monk also has the Regenerate skill, his or her healing speed is increased. With one level of Regenerate, a Monk heals 5 life every 5 minutes. If a Monk has two levels of Regenerate, he or she may heal 1 life every minute. Further levels increase the life healed at a rate of 1 life per level. Monks in meditation are aware of their surroundings, will be detected as dead by all means of detection, and can choose to speak, but cannot move. This skill may be activated if the Monk is below zero life. This skill is limited to medium armor.

Pike Man—Common

Perhaps the slowest to turn and flee from the onrush of a charging army, the Pike Men are known for their steadfast and loyal behavior. Of course, courage is easy to find behind a large pointy stick.

Level 1: Press

A Pike Man can press offensively and defensively by spending a life point. See Press on page 87 for more information.

Level 2: Vigor—Passive

The Pike Man gains an additional permanent life point.

Level 3: Impale

When using a pike, the Pike Man may make a single strike against a target and call "5 Vorpal". This skill takes 15 seconds to charge. The Pikeman may not use this skill when carrying a shield in their hands or on their arms.

Level 4: Weapon Focus—Pole Arm—Passive

The Pike Man gains +1 to damage with pole spears, pikes, poleaxes, and catchers. This skill may not be used in conjunction with the rage skill unless the Pikeman is only using a single weapon (this includes holding a fist phys-rep in the other hand) and the character is not carrying a shield. For example: Drexler has weapon focus and carries a shield. He can swing for 2 damage. When faced with a mighty foe, Drexler drops his shield and activates the rage skill, increasing his damage to 3. Before he may pick up his shield again he must make the 5 count to deactivate the rage skill (See page 33). If Drexler wishes to use the rage skill again he will need to drop his shield and then reactivate rage.

Scout—Common

The Scout seeks to preserve the boundary between the wild and the civilized. He hunts the beasts that wander too close to inhabited lands and guides those who wish to travel between settlements. Cunning is the strength of the Scout, for many a creature is both stronger and faster, but few know the wilds better.

Level 1: Scout

A character can spend 15 minutes scouting in the wilderness to receive information about a specific plot, puzzle, or general information about wilderness activity in the area. The character is not guaranteed to find information. Up to three characters with the scout skill may work together to receive a better piece of information. After the fifteen minutes of scouting is up, the character(s) must go to NPC camp to receive their information. If more than one character is scouting as a group, they must all come to NPC camp together.

Level 2: Combat Reflexes—Passive

A Scout knows how to take blows and avoid them, thus making them tougher to defeat in battle. A Chieftain receives 2 points of Combat Reflexes from this skill (See Page 77).

Level 3: Flee

A Scout can spend a life point to Flee. When this skill is used the player must call "Flee" and run away from combat for 5 seconds. They cannot enter combat while using this skill, nor can they return to combat before finishing the Flee. While fleeing the character is immune to all attacks issued from the rear, including damage, fear, root, taunt, etc. All attacks from the front are taken as normal. The Flee skill may be used while under the effects of "Fear". This skill can be used in conjunction with other Flee effects, and is restricted to Medium armor (See page 93 for armor descriptions).

Level 4: Haven—Timed

Given enough time the scout can create a safe haven in the wilderness. Once in the haven the scout is free from attack. The scout cannot fight while standing in the haven nor can other characters find the scout or their haven. Creating a haven takes fifteen minutes and can be incorporated into the time it takes to set up the physical representation. For game purposes no matter what the size of the physical representation, it may only hide the Scout, one other person, and their immediate gear. Havens must be physically represented by a tent, lean-to, or similar structure. Once the Haven is completed, this becomes a passive skill

Spy—Privileged, Common

The Spy is a person of political intrigue, capable of getting into and out of difficult situations. They can watch you from afar or even up close without your knowledge. They are an open ear in the bar, an open eye in the wild, and maybe, just maybe, that dark shadow in the corner that has been following you all evening.

Level 1: Investigation

The spy can discover the amount of money another character makes, and how that character is spending their money within the political system. They can learn worker assignments within a territory, military strength, etc.

The Warrior Spy has a heck of a cover, a physical presence on the outside, a sneak on the inside.

Level 2: Escape Artist

By spending a Life point, a spy may escape any single regular bond or limb restraining device such as shackles or handcuffs (like a magician slipping out of handcuffs). In addition they may spend 5 minutes to escape from the Interrogator's inescapable bonds.

Level 3: Total Confidence

The spy has learned to have total faith in his abilities of misdirection, and may project this calm with surgical precision. This allows him to mask the ticks and tells of his conscience whenever lying. The spy is immune to the effects of torture and interrogation. When being tortured, however, the spy still loses Life Points as per the torture and interrogate skills.

Level 4: Slander

The Spy can use their total support points to reduce the support points of other people effecting their money. When a person is slandered you need to come up with what you are saying as this will be told to the player base as a rumor. Anyone who is in control of a territory could have their stability effected. Note Multiple people can slander the same person.

Swashbuckler—Common

The Swashbuckler makes his way through life by relying on his talent and wit. The Swashbuckler is known for bold words and rash actions, in times when they are called for and in times when they are not. *All abilities are restricted to light armor except Taunt.*

Level 1: Taunt

The target must direct all actions towards the Swashbuckler until the target is struck by another character (Damage does not have to be dealt), the Swashbuckler dies, the Swashbuckler turns their back, or the Swashbuckler leaves the line of sight of the target. Taunt takes an uninterrupted 5 count in order to use. To use this ability, the Swashbuckler must hit the target with a weapon or spell packet and call, “taunt.” There is no armor restriction for this skill.

If the Swashbuckler also possesses the Mind Games skill, then he/she gains an immunity to Taunt.

Level 2: Florentine—Passive

This skill allows a Swashbuckler to wield a weapon in one hand and a smaller sized weapon in the other. If the primary weapon is of ‘short’ size or smaller, both weapons

may be of equal size. The character may choose to use a light shield in one hand instead of a weapon without receiving a penalty to their armor category. This shield cannot have an area greater than 350 square inches or a side longer than 18 inches. (For more about shields see page 94.)

Level 3: Disarm

A Swashbuckler may spend a life point to disarm an opponent's weapon. The Swashbuckler must hit their target with a weapon (this attack is considered crush) and call, "disarm."

Level 4: Vorpall

A Swashbuckler may spend a life point to begin swinging "Vorpall" damage. When swinging Vorpall, all incoming attacks are considered Crush. The Swashbuckler cannot use any skills that have a charge up time or take a life point to activate except for the Rage skill. However, this skill may not be used in conjunction with the Rage skill unless the Swashbuckler is only using a single weapon phys-rep (including fists) and is not carrying a shield. Note, that before the character may pick up their shield or other weapon again, they must make the 5 count to deactivate Rage. The Vorpall skill may not be used with a blunt, headed weapon, or fist phys-rep. To turn Vorpall off a character must also make a 5 count. These counts may be made at the same time.

Tribal Protector—Savage

The Tribal Protector knows the ways of magic and how to destroy its dark creations.

Level 1: Enchant Weapon

The character can shroud their weapon in magic causing it to deal magical damage. To do this the character simply needs to spend a life point. The effect lasts until the weapon is set down or sheathed or for the duration of combat. During the duration of the skill the character must append "Magic" to any damage calls made with that weapon. For example: "1" becomes "1 magic" and "1 crush" becomes "1 Magic Crush". Once the life point is spent to activate this skill it is considered a passive skill for its duration.

Level 2: Resist Fear

A Tribal Protector may spend a life point to ignore any call with the word "Fear" in it. Characters who invest in Resist Fear from two separate disciplines gain an immunity to fear.

Level 3: Banish

This skill takes a 15 count to charge. Once charged the next hit will be a 'banish.' This skill effects undead and some other mystical creatures and will most likely destroy them. Even if it fails to destroy the opponent it will cause them great harm, reducing their strength and powers.

Level 4: Resist Magic

A Tribal Protector may spend a life point to ignore any call with the word “Magic” in it.

Undead Slayer—Common

Undead creatures are a walking plague, and many common men and women have sworn over their lives to end this curse which the more affluent Knights and merchants seem to ignore in favor of more glorious conflicts and the treasure that comes from them.

Level 1: Enchant Weapon

The character can shroud their weapon in magic causing it to deal magical damage. To do this the character simply needs to spend a life point. The effect lasts until the weapon is set down or sheathed or for the duration of combat. During the duration of the skill the character must append “Magic” to any damage calls made with that weapon. For example: “1” becomes “1 magic” and “1 crush” becomes “1 Magic Crush”. Once the life point is spent to activate this skill it is considered a passive skill for its duration.

Characters who invest in two disciplines with the Enchant Weapon skill may choose to use the skill as normal or may instead charge for five seconds without spending a life point.

Level 2: Repel Undead

Undead Slayers can summon inner strength and repel undead. They simply hit the undead with a spell packet or weapon and call "Repel". This skill costs a life point to use and may not affect more powerful undead creatures.

Level 3: Banish

This skill takes a 15 count to charge. Once charged the next hit will be a ‘banish.’ This skill effects undead and some other mystical creatures and will most likely destroy them. Even if it fails to destroy the opponent it will cause them great harm, reducing their strength and powers.

Level 4: Weapon Focus—Headed—Passive

The Undead Slayer gains +1 to damage with axes and maces. This skill may not be used in conjunction with the rage skill unless the Undead Slayer is only using a single weapon (this includes holding a fist phys-rep in the other hand) and the character is not carrying a shield. For example: Drexler has weapon focus and carries a shield. He can swing for 2 damage. When faced with a mighty foe, Drexler drops his shield and activates the rage skill, increasing his damage to 3. Before he may pick up his shield again he must make the 5 count to deactivate the rage skill (See page 33). If Drexler wishes to use the rage skill again he will need to drop his shield and then reactivate rage.

Witch Hunter—Privileged, Common

A cult derived from the Witch Hunters of old, they were the enforcement arm of the mages guild, but now many have taken to persecuting all magic users.

Level 1: Enchant Weapon

The character can shroud their weapon in magic causing it to deal magical damage. To do this the character simply needs to spend a life point. The effect lasts until the weapon is set down or sheathed or for the duration of combat. During the duration of the skill the character must append “Magic” to any damage calls made with that weapon. For example: “1” becomes “1 magic” and “1 crush” becomes “1 Magic Crush”. Once the life point is spent to activate this skill it is considered a passive skill for its duration.

Characters who invest in two disciplines with the Enchant Weapon skill may choose to use the skill as normal or may instead charge for five seconds without spending a life point.

Level 2: Vigor—Passive

The Witch Hunter gains an additional 1 life point.

Level 3: Disenchant

Witch Hunters can disenchant all enchantments on a target by striking them with their weapon. This skill takes an uninterrupted 15 count to charge. Once the Witch Hunter’s weapon is charged he/she must strike the target with a weapon and call “Disenchant”. This has no effect on magic items the target may be carrying.

Level 4: Resist Magic

The Witch Hunter can spend a life point to ignore any magical effect with the word “Magic” in the call..

Starting Equipment

The last step in creating a character is buying starting equipment. Each character receives 20 points with which they can buy starting equipment. The starting equipment available is listed below. Unused points cannot be spent later. Once a character has entered the game, all of their additional equipment must be bought in game.

Final Haven has an upkeep system for some equipment and even for characters, see pages 71 and 84. All new players will receive a buffer of 1 event where they will not need upkeep for any of their items or their person. In the list below "upkeep" is one of the items that may be purchased. Upkeep is attached to weapon and armor tags and it is recommended you purchase enough upkeep for 1 year. Below is an example of suggested items to consider buying:

- 1) Armor (1 full suit, including helmet)—8 points
- 2) Weapon—2 points
- 3) 15 upkeep tags (1 year)—3 points
- 4) 3 food, 2 Supplies, 1 cloth (1 event’s worth of resources for survival)—6 points
- 5) 1 point remaining

Starting Equipment List

Item	Cost
Resources	
Food	1
Cloth	1
Supplies	1
Steel	3
Hide	3
Mystic	5
Weapons\Armor	
Armor tag	2/location
Weapon tag	2
Shield	2
Upkeep/Components	
5 Upkeep Tags	1
2 Components	1
Skills/Special	
Spell	2/level
Potion	2/level
Read/write	10

Note: For Read/Write, players may choose to know the written language of Gnomes and any player race except for Beastmen, Dwarves, and Orcs (who do not have written languages). Other languages that a player might wish to know need GM approval.

Character Advancement

Characters begin at 0th level. Thus they start with only a Basic level in their chosen Path, and a First Level Discipline. Each event/game session a player will gain levels to be applied to the character they played at the event. Assuming there are three to four events a year and a full weekend's participation a character will generally gain 4 levels—this number may vary based on the duration of the event, the number of events a year, or the local chapter. At each level a character will gain a set number of character points they can then use toward buying skills in Paths and Disciplines. These skills do not have to be learned in-game by way of a teacher (Unless they are hidden paths or disciplines) but are simply acquired through the expenditure of these points. Skills must be learned in the order that they appear in the book for any given Path or Discipline. The number of points gained per level declines as a character advances. Be sure to pick Paths and Disciplines carefully with your points.

Later on, a player may discover they have progressed their character down a Discipline that they do not plan to follow. A player can choose to have their character *unlearn* a **single** skill per event by not using it at all, and regain the points spent on that skill to spend on other skills. The points

will not be available until the *following* event. Characters must unlearn their highest-level skill in the Discipline before unlearning more beginning skills. Thus, a character may never have higher-level skills without having the beginning skills. Only Disciplines can be unlearned, not Paths.

In addition to character points a character also gains hero points and support points. Both of these concepts are covered on pages 80 and 73 respectively. After level twenty characters will receive one character point for every two levels of advancement. The chart below details the number of character points gained at each level. The number in parenthesis is the total number of character points a character of the given level should have.

Character Points Gained Per Level			
Level	Points Gained (Cumulative)	Level	Points Gained (Cumulative)
1	50 (50)	11	8 (313)
2	45 (95)	12	6 (319)
3	40 (135)	13	4 (323)
4	35 (170)	14	4 (327)
5	30 (200)	15	3 (330)
6	30 (230)	16	2 (332)
7	30 (260)	17	1 (333)
8	20 (280)	18	1 (334)
9	15 (295)	19	1 (335)
10	10 (305)	20	0 (335)

Additional Rules for the Craftsman Discipline

Craftsmen are skilled workers who are able to create items from the mundane to the fantastic. They are relied upon by society to maintain what has already been created and to devise new ways of making life easier. In the fantasy setting, they are the equivalent of carpenters, blacksmiths, engineers, and project managers. In Final Haven, creating and maintaining items is done through the use of time and resources with normal items costing less than exotic ones. Whenever a craftsman is working on crafting he cannot be disrupted, and any count can be put on hold indefinitely, or resumed by another craftsman of equal level. If the count is forgotten or not recorded then the craftsman must begin again.

Creating Basic Items

Basic items are those common items used by the people inhabiting the land. Whether it be shields, weapons, or armor, the item will represent the hard work of the maker, and his/her continued success as a Craftsman, as the owner must return to upkeep its performance and function. All items must be accompanied with an item tag. New item tags must include the date of creation. The chart below represents the Basic items a Craftsman can make.

Item	Time	Cost
------	------	------

Simple Locks	See Below	3 steel
Complex Locks	See Below	3 steel
Heavy Armor	1 hour*	3 steel*
Medium Armor	1 hour*	1 hide and 2 steel*
Leather Armor	1 hour*	3 Hide*
Weapons	1 hour	2 Steel
Shields	See Below	see description

*The time and cost are based on 1 location, i.e. a helmet takes 1 hour and a breastplate takes another hour.

Locks

All locks will have an arbitrary identifier on the tag; such as a number or word. In order to open these locks without picking them you must possess a crafted key tag with the same identifier and physically touch the tags together. All crafted locks get one key for free at the time they are crafted. Craftsman may make spare keys at NPC camp at the cost of 2 copper, but they MUST have a key tag with the same identifier or also be a rogue with the required pick locks level to pick it, forgery, and the lock itself.

If a door has a lock tag on it and a player accidentally runs through without properly touching a key to it, then anything chasing them may treat this door as if it were not locked in the effort to pursue the fleeing character.

Simple Locks

The time it takes to create simple locks is a function of the time it takes to pick the lock. It takes 1 hour of craft time per 5 minutes of pick time.

Complex Locks

It takes 1 hour of crafting time per 2 minutes of pick time.

Weapons

All Weapons take 1 steel to make and 1 hour of crafting time.

Normal armor

Normal armor is classified as either light, medium, or heavy. Please see the armor section on page 93 for more information on armor.

Shields

A Shield can be light, medium, or heavy. A light shield costs 3 supplies and 2 hide, a medium shield costs 3 hide and 2 steel, and a heavy shield costs 5 steel. The time it takes to craft a shield is 30 minutes, 1 hour and 2 hours respectively. Please see the shield section on page 94 for more information.

Creating Exotic Items

The Craftsman is gifted with the ability to create fantastic items that have certain qualities that set them above the mundane. These items all require commodities that must be created in-game by RROs or found on plots. There are five types of commodities: focusing materials (FM), rarefied herbs and spices (RH), brewed liquids (BL), written works (WW), and refined materials (RM). All items must be accompanied with an item tag. New item tags must include the date of creation. The chart below details the exotic items a Craftsman can make. There may be other exotic items that one would wish to produce. How to make these items, including the time and cost may be found in game or be researched by a Craftsman with the research skill. If the craftsman does not have the research skill, they may be assisted by a Sage who does have the skill.

Item	Time	Cost	Maintenance
Quality armor	2 hours* ⁺	1 RM* ⁺	2 Basic* ⁺
Quality Shield	2 hours*	4 RM*	No Maintenance
Locking Gauntlets	3 hours	2 RM & 2RH	1 RH & 1 RM
Form Fitting Armor	2 hours* ⁺	2 RM & 2 RH* ⁺	1 RH* ⁺
Tourniquet	30 minutes	1 RH	No Maintenance
Healer kit	2 hours	2 RH	1 RH
Balanced Armor	2 hours*	1 RH* ⁺	1 BL* ⁺
Curved Dagger	2 hours*	2 BL*	1 BL*
Balanced Blade	2 hours*	2 BL*	1 BL*
Surgery Kit	3 hours	2 RH	1 RH
Lock picks	2 hours	2 BL	1 BL
Channel Crystal	3 hours	2 FM	1 FM
Focus Item	3 hours	3 FM	1 FM
Codex	3 hours	2 WW	1 WW
Sap	2 hours	2 BL	1 BL

* Cost, time, or maintenance is in addition to the base cost of the item

+ This is per location

Quality armor

This armor can either add plus 1 armor point per location or lower the category of the armor by 1. This armor is created from scratch. Thus, you cannot take an existing suit of armor and turn it into a quality suit. It takes 3 hours per armor location and 1 refined material beyond the base cost to create. For example, a normal breastplate costs 2 steel. A quality breastplate then would cost 2 steel and 1 refined materials.

Quality Shield

A quality shield adds an additional 1 damage it can take before being destroyed.

Locking gauntlets

This allows a person to resist the effects of a disarm. This is a painful process though and to resist the effects of a disarm costs 1 life point.

Form-Fitting armor

This armor is tight fitting and sealed allowing a person who is critically injured to last a bit longer. This armor adds 15 seconds per location to the time it takes its wearer to bleed to death. The cost is per location and is in addition to the cost of making normal armor.

Tourniquet

A tourniquet may be used to extend the time a person has to bleed to death by 1 minute. Only 1 tourniquet may be used at one time.

Healer kit

The Kit grants a bonus when using the “First Aid” skill. A Healer may now heal 4 life instead of 3.

Balanced armor

This armor grants a bonus to Warriors holding ground. The Warrior will get an additional 3 life points per location when holding ground. The cost of this armor is based on location and is added to the cost of the regular armor.

Curved dagger

This dagger grants a plus 2 critical strike. The cost of this dagger is in addition to the base cost for a dagger.

Balanced blade

This blade takes 3 seconds off the charge time for a critical strike. The cost of this dagger is in addition to the base cost for a dagger.

Surgery kit

Surgery kits grant those with surgery 15 chips in their healer’s bag instead of 10.

Lock Picks

Lock picks reduce the time to pick a lock by half.

Channel Crystal

A channel crystal adds 2 damage onto channels.

Focus Item

A focus item takes 3 seconds off the time to cast a channel. If this is built into a weapon then the

focus item creation time is added into the base time for creating the weapon.

Codex

The Codex grants a bonus when using the “Recall” skill. A Sage now gets 2 hints instead of 1.

Sap

Saps Add +2 to Knockout attacks.

Maintaining Items

In addition to creating wonderful objects, the Craftsman is responsible for up keeping all non-magical items. To do this, Craftsmen of at least second level can take the item requiring maintenance and its tag. They then must spend the required resources and place those resource tags in the designated upkeep area (usually a bucket of some sort). A hole punch will be provided to mark the item tag, signifying that the item had been up kept. While each item has a designated cost in terms of resources needed to maintain, the craftsman in game can charge the players any amount that they see fit, as long as the appropriate number of resources are placed in the upkeep bucket.

Note that basic items do not need to be maintained. However items often fall into multiple categories and will need to be up kept accordingly. For example, a balanced suit of armor is both a normal item (armor) and an exotic item (quality). Upkeeping this armor would require brewed liquids. A magical suit of balanced armor would also require magic upkeep, which must be done by an Empath.

Any item, whether exotic or magical that is not up kept is rendered useless until the appropriate upkeep cost is paid. Any item that has not been up kept for four events is destroyed or rendered inactive.

Recycling Items

A craftsman may convert any non magical basic or exotic item into 1 basic upkeep. This destroys the item.

Creating Buildings

There are several buildings that can be created in game. Most of the building types are built off stage and are used to alter trade in the game (See the Socioeconomic Supplement). Any building that is built on site must be physically represented and there should be some attempt at making the building "look" as it is suppose to look.

Building Types

Stone Buildings

Stone Buildings can be created in game, but must be represented by a believable physical representation. This means you can use an existing cabin structure, a portable pavilion, or tent. It is recommended that people use custom pavilions that can be made to look like stone.

A stone building cannot be destroyed, save by siege weapons and magic.

A stone building costs 10 supplies and 2 steel for each 10 square feet of space to create. A stone building costs 2 basic upkeep per event. It takes a fourth level craftsman three months to build a stone building.

Wood buildings

Wood Buildings can be created in game, but must be represented by a believable physical representation. This means you can use an existing cabin structure, a portable pavilion or tent. It is recommended that people use custom pavilions that can be made to look like wood.

An In-Game wood building can be burned to the ground. A torch must be highly visible and the act of burning must be made overly apparent to both those inside and outside of the building. It takes 4 people 10 minutes of uninterrupted time to torch a wood structure. If any of them are disrupted then the count must be restarted. No amount of extra people will decrease the torching time and no partial damage will be done. It will be assumed those inside the wood structure are actively trying to put the fire out and it will only completely go up after 10 minutes. After 10 Minutes the people who have set flames to the building must place Flame Tags on each side of the building to represent that it is on fire. At this time all who are inside the building die instantly and are consumed in the flame. Also, any items in the building are destroyed. Under no circumstances should real flames be used to represent the building burning or the torches used to burn the building.

A wooden building may also be destroyed by pure force. It takes 4 characters with headed weapons 15 uninterrupted minutes to destroy the building. If any of them are disrupted then the count must be restarted. No amount of extra people will decrease the time and no partial damage will be done. The act of destroying a building must be made overly apparent to both those inside and outside of the building.

Wood buildings cost 5 supplies and 1 steel per 10 square feet to create. Upkeep is 1 basic per event for the entire building. It takes a fourth level craftsman one month to build a wooden building.

Doors

A door must have a tag that signifies how many minutes it takes 4 people with a battering ram to knock the door down. Doors that are tag-less can be destroyed in 5 minutes by a character with a headed weapon. If the person is interrupted the count must be restarted and no partial damage will be assessed. Wooden doors cost 2 supplies and 2 hide for every thirty seconds it takes to batter the door down. Steel Doors cost 4 supplies and 4 steel for each minute it takes to batter the door down.

Locks

A locking mechanism can be placed on any door or opening. This locking mechanism must be physically represented and tagged by using an actual lock. This lock only symbolizes a locking mechanism and not what the mechanism looks like. A door with no locking mechanism is

assumed to be locked by sliding a bar which can be slid open in no time by a person on the inside or if no one is inside, then the door is assumed to be unbarred.

Creating Siege Weapons

Master Craftsmen can also create siege weapons. Due to the necessary precision involved in their creation, Craftsmen must spend five uninterrupted hours in game creating them. These items must be physically represented and the phys-reps must be approved by a GM before use. Below are the siege weapons that can be created.

Battering Ram—Wood

A craftsman may make a battering ram in ten minutes with no cost. It takes four people to use a battering ram.

Ballista

Cost: 8 Steel, 4 Supplies

Upkeep: 3 Steel

A Ballista takes 5 hours to make. It deals a base damage of 5 vorpal and has a load count of 30 seconds. It can be used by the craftsman, or in conjunction with an archer to increase damage, as per a ranged missile weapon.

Light Catapult/Trebuchet:

Cost: 8 Supplies, 4 Steel

Upkeep: 4 Supplies

A light catapult/trebuchet takes 5 hours to make. It deals a base damage of 5 crush and has a load count of 15 seconds. The light catapult/trebuchet requires a crew of two people, one of which must be either a craftsman or a grenadier. The grenadier may increase the damage to 10 crush (for a 30 count) but only a single packet may be thrown. Alternatively, the grenadier may choose to throw up to 5 packets at a time instead of increasing damage.

40 direct hits from a light catapult/trebuchet throwing a single projectile will destroy a wooden building and 80 direct hits will destroy a stone building

Heavy Catapult/Trebuchet:

Cost: 16 Supplies, 8 Steel

Upkeep: 4 Supplies

A Heavy catapult/trebuchet takes 5 hours to make. It deals a base damage of 5 crush but can be loaded with multiple projectiles - up to 10. It takes a 60 count to load and requires a crew of three people (one of which must be either a craftsman or a grenadier). The Grenadier can add an extra 5 projectiles.

5 direct hits from a heavy catapult/trebuchet throwing a single projectile will destroy a wooden building and 10 direct hits will destroy a stone building.

The Socioeconomic System

The socioeconomic system is designed to be both easy and dynamic. As a character goes up in levels they will gain “Support Points” (See Support Points Chart below and note that each 20 level segment follows the same pattern). These points represent the amount of money that the character earns between events, with each point equaling one copper. How this money is earned is up to the player to decide.

Level	Savage Non-Human	Non-Human	Privileged Non-Human	Savage Human	Human	Privileged Human
1					1	1
2		1	1	1	1	1
3			1	1	1	1
4	1	1	1	1	1	2
5					1	1
6	1	1	1	1	1	1
7			1	1	1	1
8	1	1	1	1	1	2
9					1	1
10		1	1	1	1	1
11			1	1	1	1
12	1	1	1	1	1	2
13					1	1
14	1	1	1	1	1	1
15			1	1	1	1
16	1	1	1	1	1	2
17					1	1
18		1	1	1	1	1
19				1	1	1
20	1	1	1	1	1	2
Total	7	10	14	15	20	25

For a more intricate Socio-Economic System, see the *Heroes and Villains* Expansion.

Playing the Game

The Basics

Skills

Final Haven is a skill-based system. If you are reading the book sequentially, you have already seen that character creation includes the selection of different types of skills that are there to provide mechanical ways of performing tasks or accomplishing feats that may not be possible without the mechanic. There are basically four types of skills, described below.

Passive Skills

Passive skills are those in which a character has at all times without having to do something special to use them. For example, the Warrior gains combat reflexes that act as armor to represent the notion that Warriors can utilize armor better than other types of characters. It is simply a part of who they are. Because of this fact, passive skills are always considered to be in use and thus can be used with all other types of skills at all times. Skills are active unless the skill states otherwise.

Life Point Skills

Some types of skills are so difficult that they require an act of sheer will and take a physical toll upon the character that uses them. These skills require the expenditure of a life point to use. You can only ever use one life point skill at a time and you cannot use them in conjunction with charge-up skills (described below).

Charge-up Skills

Some types of skills require intense amounts of concentration to use properly. These skills have a set amount of time that the character must spend either studying the intended target or summoning the energy forth in order to use them, during which time the character must remain still and not move. Because of the needed concentration, being struck by a weapon, fist or packet or intentionally prodded in some other manner while charging or prior to using the skill causes the skill to be lost and the charge-up time to reset. Also, performing actions that are obviously not related to the task at hand such as sleeping, eating, lying down, etc will also disrupt a skill. These skills cannot be used in conjunction with other charge-up skills or life point skills. While charge times for skills can be modified through items, magical effects, and empirical sage enhancements, normal charge times can not be cumulatively reduced below a two second charge time.

Time Based Skills

Some types of skills require large amounts of time to complete. These skills usually require long periods of contact with another player or device to heal, repair, or discover hidden info about it/them. Skills in this category all take over one minute to complete before time reductions are applied. The minimum time for these skills is still 2 second, same as Charge-up skills. These skills are disrupted in the same fashion as Charge-ups skills plus any additional ways noted in the skill itself. Some also have additional requirements of when and how they can be disrupted (ie brewing time for potions cannot be disrupted by hitting the player, but rather the alchemy lab

itself). Any player may be the target of as many of these skills as they wish as long as none of the skills specifically prevent casual interaction without being disrupted, but the player may not perform any strenuous action or move beyond sitting/standing, role playing gestures, or talking (i.e. no combat). If the target does not do this, or is struck, he/she disrupts all the skills targeting them at the time. The target may not be carried by others without disrupting the skill(s) being used on them. If you are performing a skill on a target (the lock, trap or the person being healed) that you must stay within roughly two feet, or weapons reach, of the target. If you have to take an action to avoid being disrupted you are disrupted.

For example: Fafnir is critically wounded and at -5 life. Cid comes upon him and calls for help. While help is on the way, Cid performs First Aid to bring Fafnir up to -2 life. He then begins Extend Life to give the party more time to arrive. Ramza arrives and has Mystic heal and begins giving Fafnir 3 more life to heal him. At this point, Cid begins Healing and Ramza begins Armor Repair, and Fafnir recovers his Combat Reflexes.

Reload Times

The use of some active skills require a character to re-focus themselves before being able to use that skill again in addition to any normal activation costs that skill may require. Re-loading a skill closely follows the mechanics of a charged skill. You must remain immobile for a set duration resting for the stated reload duration, and this must be done separately for each skill that must be re-loaded. If you perform any other action or are struck the reload is disrupted, and you must begin again. You do not need to immediately re-load a skill after use, but may not use that specific skill again until the appropriate time has been spent to re-load it.

Cool-down Times

The use of some skills are extremely taxing and require the character to rest for a period of time before being able to use any of their skills again. When any skill with a Cool-down time is used it causes the character to be in "Cool-down fatigue." During this time no Active skills may be used until the "Cool-down" process is complete. The Cool-down process may also be interrupted as would a Charge or Timed skill and if so the Cool-down count starts again. The character may move normally during the Cool-down process.

Skill Cost Negation

Any skill or item that makes you suffer a disadvantage as part of the cost can NOT be negated or made null through any other means or combination. For example, using the crush skill causes all incoming damage to be considered vorpal. Having a skill or an item that turns vorpal damage into normal damage can not be used to mitigate this disadvantage.

Soak

Soak is the total amount of damage that a person can take before dying. It is made up of the natural life points a person has, the armor that he/she wears, and the combat reflexes that he/she possesses. Damage is first taken from combat reflexes, then armor, and then life points. Vorpal damage always goes straight to life effecting bonus life first and then regular life.

Life Points

The world of Final Haven is a violent place, a place that has recently undergone a cataclysmic upheaval. As such it is a dangerous world to live in, and a character is easily injured or even killed (in a game sense only—no physical harm is ever intended to occur to the player during the playing of Final Haven). To measure these injuries a character has **Life Points**. Life Points are a measure of health, endurance, and resistance to physical pain. A character's starting life point total is determined by their race and lifestyle (as described on pages 11 and 42 respectively). In addition, a character receives an additional Life Point at levels 20, 40, 80, 160, and 320. When a character's life points are reduced below zero they are considered to be in "Critical Life" (See Death and Dying on page 88).

Armor Points

Characters may also protect themselves by donning armor. Armor will add points above the life point total and will help protect the character from damage, but it can also be loud or restrictive of movement, and thus it will prevent the use of certain skills. Please see the Armor and Shields section on page 93 for more information.

Combat Reflexes—Passive, Active (Time Based Skill) during recharge

Combat reflexes are a representation of a character's ability to avoid some damage from blows before they begin doing life point damage. After some or all of a character's Combat Reflexes are lost, they can be regained if a character rests for 5 minutes. While resting, no other skills can be used and no strenuous actions or activities can be performed. (i.e. No combat).

The Golden Rules

In order to keep the numbers of the game at a reasonable level so as to make it possible to keep track of everything, there are parameters to the amount of damage and soak that can be dealt/accumulated. These are summarized below. No PC skill, item, or combination will let you go beyond these numbers.

The Max Soak (Life Points and Armor combined)	45
Max non-active skill related single weapon melee damage	5
Max non-active skill related dual weapon melee damage	3
Max active skill related melee damage	35
Max active skill related thrown packet/missile damage	35
Max non-active skill related thrown packet/missile damage	4
Max (non-trap related) Lash attack	5

The game also allows for multiple damage calls through the combination of skills. For example, someone may be able to combine a vorpal skill with a poison skill to call "Vorpal Poison." What

is not allowed at any time is combining vorpal and crush damage in a single attack.

Magical, Chemical, and Empirical Enhancements

There are also certain magical (arcane talismans), chemical (alchemy transmutations), and empirical (sagely knowledge) effects that can bolster defenses, but a character can only have one enhancement upon them at any given time. For example, if your character has a magical enhancement, they cannot also receive chemical or empirical ones. When an enhancement is placed upon a character, the effect lasts until the event is over, a character is cleansed or disenchanting (for magical and chemical enhancements), a character dies, the effect ends as in the description (alchemical effects end at the end of a scene for example) or, in the case of the empirical, another enhancement replaces it.

In order to obtain an enhancement, one must spend time with a Sage, have a spell cast upon them or drink a potion by/from a Wizard or Arcanist. Because many times the Wizard/Arcanist will not be present when the potion is consumed, a tag system is used to describe the potion. All potions, on the inside of the tag, will describe the effect of the potion. For easy reference, all chemical enhancements will have a triangle symbol upon them and all poisons an X. Because all chemical enhancements are considered transmutations, it is important to know that these changes take 15-30 seconds to take place, during which time the player should read the effect of the potion carefully.

Cleansing is the one of the ways to get rid of a chemical enhancement (known as Transmutations). To do this, a Cleansing Potion must be administered, after which a new enhancement may be placed upon the character. Empirical enhancements need no such cleansing. Instead they last until the event is over or until another enhancement (magical, chemical, or empirical) replaces it.

Special Actions Available to All Character Types

Normal Bonds

It takes 1 minute to place a person into normal bonds. Hands and feet are now bound, and the target can no longer fight back for purposes of skills and death blows or deal damage with a weapon or fist. This is an obvious action and the target must be informed when the count is begun.

Escape Bonds

Any character may spend 5 minutes to escape from regular bonds (NOT the Interrogator's Inescapable Bonds). During those five minutes, the character must actively try to escape, i.e. squirm and fidget.

Searching and Stealing

When it becomes necessary to steal from or search a person there are rules that must be followed exactly. First, no one may steal any out-of-game item for any reason! Second, when an item is

stolen, the physical representation *must* be given back to the person named on the tag or taken to N.P.C. camp within 30 minutes. The person who stole the item, however, keeps the tag. If the item does not have a tag, presume the item is out-of-game and is not usable. If you take an item but do not know who the actual owner is you have half an hour to return the item to N.P.C. camp. This is not an option. We will assume you are actually trying to steal out of game and you will be dealt with accordingly if the item is not returned. This includes any items lying about. Food, candles, and costume components are always considered out-of-game items and should be treated as such.

To search a body takes one minute and you can find anything on the body, except concealed items. Finding concealed items (a Rogue skill) takes two minutes. If you wish to search an N.P.C. you must tell that N.P.C. that you are searching him or her. You may not search an N.P.C. once they have left the scene unless otherwise stated by a GM

Drink Potion

All potions must have a tag stating what the potion is and what it does. To use a potion you must do a 5count to simulate drinking a potion and then read the tag. Only then does the potion take effect. If you have a phys-rep of the potion that is more than the tag, you only need to mimic the act of drinking a potion and then read the tag to have the potion take effect. Only 1 potion can be used at a time.

Wield Fist

Everyone can swing 0 damage with a single fist phys-rep. Fists cannot be disarmed but cannot be used to block blows (ie getting hit in the fist phys-rep is counted as damage). Skills and hero points can be used to increase a fist's damage. Packet driven skills may also be delivered via a fist unless stated otherwise in the skill. Any packet driven skill used in this manner is still considered ranged for any skills the wielder may have to alter the skill, however is considered melee for the defender. Fists may not be the target of any skill or spell which would destroy a weapon nor are they affected by shatter. Fists are considered 'Tiny' weapons for purposes of construction and should be made white with no hilt. Please see page 96 for information on how to make a Final Haven Safe Fist Phys-rep.

Killing Blows

A killing blow is an attack against a target that causes them to die instantly rather than slowly bleeding to death. If a target is unconscious (due to a negative life point total or being forced unconscious in some manner), forced unable to fight back (tied up, unable to move limbs for some reason), or chooses not to fight back (Feigning sleep or death) a player may touch them with a weapon or fist phys-rep and declare "I am killing you/ slitting your throat/ choking you/ etc." They then make a 5 count and say, "You are dead." The target is then considered dead.

At some point, it may be necessary to remove a limb from another character or creature. If a target is unconscious (due to a negative life point total or being forced unconscious in some manner), forced unable to fight back (tied up, unable to move limbs for some reason), or chooses

not to fight back (Feigning sleep or death) a player may touch them with a weapon and declare "I am removing your (insert name of body part)." They then wait one minute and say "I have removed your (insert name of body part)." Heads and internal organs can be removed in the same manor. An uninterrupted one minute must be spent per limb or organ removed. The removal of the head or an internal organ constitutes a "Killing blow" and the character is considered dead at the end of the one minute.

Carrying Another Character

Due to safety issues a player is NOT allowed to physically carry another player (except, of course, during an out of game emergency). Instead, a player whose character is being carried simply needs to put both hands on the shoulder of the player whose character is carrying them. When carrying someone, a player may not move faster than a walk.

Hero Points

As you level your character or through plots in game you will gain hero points. Hero points represent the ability of people to rise to the occasion in desperate moments and perform beyond what they would normally be able to do. These may be used at any time unless your character is dead, including positive life, negative life, poisoned, diseased (unless the disease states otherwise), slept, etc.

Hero Points can be used to do any of the following things:

- 1) Reduce the time required to activate a skill, cast a ritual or create an item. You can subtract three seconds from every five seconds of activation time. Multiple hero points may be spent to reduce time.
- 2) Gain 5 temporary life points for a battle or scene. At the end of the scene, your character returns to the maximum total life that you possess or maintain the current life level, whichever is lower. Multiple Hero Points may be used in this fashion to stack additional temporary life points. For example, A Sage with eight life points is caught out in the woods alone by a pack of Beastmen. He calls for help, but knows he won't survive long enough to be rescued as is. He spends two Hero Points to raise his life points temporarily to 18. By the time his friends arrive and deal with the Beastmen, the Sage has been reduced to 10 life points. The combat is over, so his remaining temporary life vanishes, returning him to his maximum of eight life points. Had he been damaged for 14 points during the fighting, he would remain at four life points after the combat, as this level is below his maximum life point total.
- 3) Increase your damage by 1 point for a battle or scene. Multiple Hero Points may not be spent in this fashion to stack additional damage. This affects all forms of damage your character can deliver.
- 4) Resist the effects of Torture.

Special Attacks

Anyone, even those without the skills, can use a “Parry” or make a single strike with the added call of “Vorpal” or “Crush”. This can only be done with man-made, melee weapons. Headed or blunt weapons (excluding pole arms) must be used when adding “Crush”, and edged, pointed weapons (i.e. swords) must be used when adding “Vorpal”. In order to perform such a feat, however, you have to spend a life point, and upon completing the task, your weapon is destroyed. If this sounds like a desperate act, well, most of the time it is, but it just may save your life.

Actions That Take Place In Between Events

In between Final Haven events your character is allowed to do any number of activities from learning skills, gathering information about an item, earning money, to just hanging out. Your character can do as little or as much as you want them to (within reason and your abilities). *Only characters with the research skill and the relevant Discipline may research items, spells, potions, etc.* Thus, only a Craftsman with the research skill may research new items to create.

Anything you wish for your character to do between events must be submitted at least one week before the next scheduled event that you will be attending. Information that is needed is your name, your character’s name, and exactly what you would like for your character to do, including what your character will be doing if your original plans fall through. Any in-game resources that are spent between events must be turned in at the beginning of the next event that you attend.

A Fight for Survival

Because the game of Final Haven takes place in a violent world after a cataclysm, a large part of the game is focused on surviving in this unfriendly world. This includes gathering the essentials (food, cloth, and other supplies) that are necessary to survive, as well as combating the variety of dangerous beasts and enemies, like a rampaging Slog Monster or that guy in the corner you thought was a friend.

Resources

In Phanterra, resources, from the simple such as steel, cloth, and hides, to the exotic like glass, silver, and spices are difficult to come by because of recent disruptions of the supply routes. As such one of the key tasks for characters in the Final Haven campaign setting will be the control of sufficient resources to protect themselves and prosper.

In addition to needing them to survive, resources can be converted by Craftsmen into items or can be traded for other valuable resources. In this day and age, currency is often described as having something that somebody else wants. Resources are brought into game by the trade routes established by formed RGOs. Otherwise, they are extremely difficult to come by. See Craftsman on page 67 for the amount of resources needed to make certain items. Physical representations of resources should be appropriate so that identification is easy. For example, a unit of steel should be represented by a rod (either wood or plastic) about two feet long and one inch in diameter.

Unless otherwise stated within skill descriptions, a character needs at least 3 food, 2 Supplies,

and 1 cloth in order to avoid falling into poverty (See Wealth on page 84 for more information). Some skills or lifestyles may allow for the substitution of some resources for another and some skills give resources to the player each event, lowering the burden.

In addition, most items that a character may possess require regular maintenance or upkeep. Normal items such as armor and weapons are up kept by a Craftsman (see page 67) whereas magical items are up kept by an Empath (see page 21). Any item that is not up kept is rendered useless until the appropriate upkeep cost is paid. Any item that has not been up kept for four events is destroyed.

Resources can be bought during the starting equipment stage of character creation. Additionally, resources can be brought into game through the formation of Trade Routes (See Socioeconomic Supplement). Finally, resources can be found in plots and adventures during game play. There are three classes of resources: Primary, Secondary, and Mystical.

Primary Resources

Primary resources are those necessary for survival (Food, Cloth, and Supplies). A character must maintain a certain amount of food, cloth and supplies in order to preserve his chosen level of wealth (See Wealth on page 84).

Food

Grain is the primary source of food for most people. Grain crops include wheat, corn, rice, and barley. These crops can also be transformed into a variety of fermented beverages by people with the right knowledge. A unit of grain is a sack of roughly one square foot in size.

Cloth

Cloth can be used to weave clothing, blankets, rugs, or tapestries, and is made from flocks of animals, which provide wool. A unit of cloth is one square yard.

Supplies

In addition to food and clothing, there are a number of other supplies that characters need in order to survive, whether that is water, hunting equipment, tools, etc. What the actual supplies are may be determined by the player as is appropriate for their chosen Race, Path, Lifestyle, and Discipline.

Secondary Resources

Secondary resources are those used in creating the everyday items that people use. The secondary resources are steel and hide.

Steel

Steel is primarily used in weapons making. Though it has a number of uses in construction, such as hinges, pots, nails, and chains, it is often now too hard to come by to use in these items. A single unit of steel is represented by a plastic or wooden rod about 2 feet long and 1 inch in diameter.

Hide

Skin can be used for clothing or armor, and an armor smith must have hides to make leather armor.

Mystical Resources

Mystical resources are used in the creation and maintenance of magical items and as components in spells and potions. Commonly mystical resources take the form of gems.

Carrying Resources

While the game uses tags to represent resources a player should remember that one tag is actually a good deal of material for a character to carry around at one time. For example: three food tags is enough food for an entire month and is probably composed of fruits, vegetables, breads, and broadly ranging dietary staples depending on race. Because of the difference in the size of a tag versus the item it is meant to represent, a character may carry a maximum of three resources on their person. This does not include upkeep tags.

For example: Thor the mighty carries three steel, while Grumsh Everhungry carries three food. A more normal individual, Farmer Joe, may carry two food and one supplies.

Any resources not carried must be left in the open or stored in a container. There are four classes of containers available (See the list below). The class the container belongs to determines the number of people required to carry a fully loaded container of that type. A class one container requires one person, a class two container requires two people, and so on. All containers above class one require a craftsman to build and some also cost resources. All containers must be physically represented with a suitable prop that fits the style of the game.

Class one, up to 6 items

Class two, up to 25 items

Class three, up to 75 items

Class four, up to 225 items

Class one containers only require one person to move and are free for anyone to build. Some examples of these containers are satchels, backpacks, and burlap sacks. A class one container must be at least 12" on its smallest side or 1 cubic foot.

Class two containers require two people to move and cost the craftsman 2 supplies to craft. It takes 30 minutes to craft a class two container. Some examples are chests, Large Sacks, wheelbarrows, travois, and canoes. A class two container must be a minimum of 24" on its smallest side or 8 cubic feet.

Class three containers require three people to move and cost the craftsman 2 supplies and 1 steel to craft. It takes 30 minutes to craft a class three container and requires 1 upkeep per event to maintain. Some examples are carts, rickshaws, sleds, and crates. A class three container must be

at least 36" on its smallest side or 27 cubic feet.

Class four containers require four people to move and cost the craftsman 4 supplies and 2 steel. It takes 120 minutes to craft a class four container and requires 2 upkeep per event to maintain. Some examples are wagons, large carts, and skiffs. A class four container must be at least 48" on its smallest side or 64 cubic feet

****Special Item:** Wheelbarrow – 1 refined materials, 2 supplies, 1 steel, and 1 hour to craft; plus 1 upkeep per event: This is a Class 2 container designed to be transported by a single user instead of 2 users.

Some players participate in multiple chapters of Final Haven. Characters are only allowed to travel between chapters ONCE between events, and thus you can only bring the number of resources you can legally carry (i.e. three without a container) to the other chapter.

Wealth

A person's wealth is a measure of the amount of the three basic resources (food, supplies, and clothing) that a person possesses at the end of an event (See Resources on page 81). Note that a character's current wealth is not synonymous with Lifestyle as described above. The lifestyle is determined by your character's situation during youth, while wealth is a representation of the character's current ability to take care of him/herself. The three basic resources are represented by tokens or tags, and a player can fall into one of seven categories of status (see below). The number of required tokens or tags is not synonymous with the quantity of a particular resource (3 food tokens does not mean three meals, 6 cloth tokens do not mean six outfits) but rather the overall quality of the resource (wealthy people eat and dress better than common folk and have better supplies).

The advantages of being of a higher wealth level, as well as the requirements to achieve the level, are listed in the chart below. All bonuses gained are cumulative with the levels below it. Thus a wealthy character would gain +1 combat reflexes, +1 life point, +25% support points, and a floating hero point.

Status	Food	Supplies	Cloth	Bonus
Common	3	2	1	None
Well Off	6	4	2	+1 Combat Reflexes (See Page 77)
Middle Class	9	5	3	+10% Total Support
Upper Middle	12	8	4	+1 Life Point
Upper Class	15	10	5	+15% Total Support
Wealthy	18	12	6	1 Floating Hero Point (See Supplement)

Players must possess the minimum requirements for a common status (see chart above), or they are considered to be starving. Starving characters are at a maximum of half life points (rounded

down), charged and time-based skills take twice as long to perform, reload and cool-down times are doubled, life point skills (those skills that take life to initiate) are twice as costly (i.e. Those skills that took one life to initiate now take two), and all damage the character deals is halved, rounded down with a minimum of one *for the duration of the event*. Poverty is assessed at the end of each event and takes effect at the beginning of the following event.

Combat

Dealing Damage with a Weapon

To deal damage you must first have an appropriate physical representation of a weapon. Second, you must say the amount of damage your weapon does. All weapons do one point of damage per strike unless otherwise noted. The skill of the individual character wielding the weapon may improve this; however, in general damage is a call of ‘one.’ There is no need to call anything besides the number of the damage being done unless a special effect such as magic, crush, or vorpal is also being used. You do not have to call the full amount of damage, but you may never call more. For example, if you are a character who can swing for two points of damage per strike, you can call either “two” or “one.” Sometimes you will come across a special weapon that deals special damage, such as magic. In this case, using the same example, you would have to call “two magic” to distinguish it from other non-magical attacks.

Damage Calls You Have to Know

In Final Haven it is inevitable that your character will be damaged in their adventuring career. It is important to know how to count this damage. First, every character has a certain amount of natural life points and armor points. When damage is dealt to your character, the points are first subtracted from the character’s armor points and then life points. The only exception to this is vorpal damage, which is subtracted directly from the character’s life points.

The chart below describes special types of damage and how to keep track of it.

Damage Calls	
DAMAGE TYPE	RULE
(Buzzer)	When a buzzer goes off it signifies a trap has been sprung. The person who sprung the trap must call "10 Vorpal Lash." If it cannot be determined who sprung the trap, all people in the general area of a buzzer take 10 Vorpal damage. The general area is approximately 5 feet from the origin of the buzzer. Once a trap is sprung it no longer causes damage.
Charm	A charm call will be accompanied by a command, an example of which is, 'Charm; Attack the Barkeep after I leave'. The suggestion lasts until the command is completed or until it is replaced with another command. Usually, the Charm will only be one sentence long, and will only have one trigger and one action. Additionally a character can only have one hypnotic suggestion at a time, so if

	you are currently under a suggestion, the charm will replace the previous suggestion.
Cleanse	When your character is struck with a cleanse, any alchemical transmutation that you are currently under the effects of is immediately removed
Crush	Count the damage if it hits any part of you, including shields or weapons you are holding. Attacks that do not cause damage, such as sleep or fear or any attack that does not have a number associated with it are considered to be crush and are to be taken accordingly.
Disarm	If any part of your character, including equipment and shields is hit with a disarm, you must throw the weapon you are currently carrying at least two feet to the right or left of your body. If you are wielding more than one weapon, the weapon in your main hand is disarmed.
Disease	When your character is affected by a disease you must seek out a member of the plot team to determine the effects of the disease. In the absence of such a description, your character is considered to be Starving (See Page 84)
Disenchant	When hit with a disenchant it immediately removes any active arcane or alchemy effect such as talismans or transmutations. It will also disrupt magic item(s) making it unusable until the user makes a 10 second count per item to reactivate them.
Fear	While under the effects of Fear, no skills or abilities, except for Flee, may be used. Any charged or charging abilities are immediately interrupted and lost and any abilities that required a life point to activate are temporarily suspended for the duration of the fear effect. A Feared character can neither attack nor defend - any strike on his or her person, weapons, or carried equipment counts as a hit. The Feared character may still move, talk, manipulate objects, etc, but should role-play the Fear appropriately. Some examples of appropriate role-playing are running, cowering in a corner, hiding behind friends, standing and screaming, etc. The fear effect lasts for ten seconds.
Knockout	When you are hit with a knockout your current armor including combat reflexes and enhancements needs to be greater than the number called to resist being knocked unconscious for 5 minutes. If your character's current armor total is equal to or less than the number called then the character is knocked out. This call is delivered by a number followed by the word "knockout". For example, Robert the everlasting is in combat with 20 armor points, 8 of which come from combat reflexes while 12 come from regular armor. Robert is hit with a 9 knockout, but because his current total of armor points is greater than 9 Robert resists the attack. Later on Robert has taken 11 points of damage making his total armor points 9 and is again hit with a 9 knockout. This time Robert falls unconscious for 5 minutes because his current armor total is equal to or lower than the number called.
Lash	Anyone within a five-foot radius takes the amount of damage called. You cannot

	block, parry, or use defensive matrix to counter these effects.
Magical	This type of damage will affect certain creatures and by pass some magical protections.
(Number)	This is regular damage. A person may say “One” and you would take one point of damage if it is a legal hit—this damage comes off the armor first.
Poison	When your character is affected by a poison you can no longer activate any charged skills, timed skills, or skills that use a life point. In addition if your character is using such a skill it is dropped.
Press	Please see Press on page 87
Resist	Any time you have an ability that allows you to ignore an incoming call, you should call 'Resist.' This allows the attacker to see that the attempted attack was ineffectual.
Root	This effect pins your feet to the ground making them immobile. It takes ten seconds to free yourself from a root.
Shatter	These attacks destroy weapons, armor and shields. If the weapon or shield is hit with the shatter call it is destroyed. If you are hit anywhere else, your armor is destroyed. This call does not damage light armor. Shattered items cannot be repaired. If shatter is preceded by a number and that number is reduced to zero, the shatter portion has no effect.
Sleep	When hit by a sleep attack, your character is unconscious for five minutes. Getting hit does not awaken a character suffering from a sleep effect.
Slick	When hit with 'Slick' you must walk heel to toe for ten seconds.
Taunt	The target must direct all actions towards the Taunter until the target is struck by another character (Damage does not have to be dealt), the Taunter dies, the Taunter turns his/her back, or the Taunter leaves the line of sight of the target.
Vorpal	Armor cannot protect against vorpal damage. This type of damage by passes armor and the character is affected by any other effects attached to the call. Generally this is only a number call so if a character was hit for “9 vorpal” any armor would be by passed and 9 points would be subtracted from the character’s life point total. If a character was hit with a “9 vorpal Knockout” attack, the attack would by pass armor and the knockout effect would be applied, and thus the character would fall unconscious for 5 minutes.

Understanding Special Damage Calls

Certain skills allow players to perform special actions. For example, the Barbarian can cause fear. When you are hit with any attack that is not preceded by a number (i.e. "Fear" as opposed to "10 magic") then you are affected by that attack if it hits any part of you, your weapon, or your shield. On the other hand, weapon attacks preceded by a number can be blocked by a weapon or a shield, and packet driven attacks preceded by a number can be blocked by a shield. In addition, any secondary effects caused by the special call (i.e. Fear, Poison, Sleep, Disease, etc) when preceded by a number will not take effect unless this damage hits your life points.

Press

There is no physical contact allowed in combat but at times you will need to get someone out of your way. This is simulated by doing a Press maneuver. Those whose racial boons and/or disciplines allow may make or defend against one Press per life point spent. If a character is granted a Press maneuver from more than one source (i.e. one from a racial boon and one from a discipline skill) they may perform two consecutive Presses per life point but still may only resist one Press per life point. To deliver a Press, hit any part of the target's body, weapon, or shield with your weapon and call "Press." The character you are pressing can counter your Press by using his or her Press skill. If a person chooses not to or is unable to counter then they must take two or more steps in the direction you designate and let you pass. They cannot jump back in front of you before you pass.

Healing

Aside from being cared for by a Healer, damage inflicted upon a person will heal naturally over a long period of time. It will take 4 hours of rest to regain half of your character's natural life points. It takes 8 hours to heal all of your character's natural life points. This time can be cut in half by a person with first aid.

Death and Dying

Unfortunately, a character only has so much life to work with. When a character's life points reach zero and below, they become incapacitated; they can talk but cannot move or perform any actions. When a character has negative life points they are dying, and will bleed to death in one minute. In Negative life points, also referred to as 'critical' life/condition, all their skills are unusable unless they specifically state otherwise; this includes Passive skills. Another character must save them by bringing their life point total to at least zero to end their bleeding count. This can be done through the use of any skills or items. If their Life Point total drops lower than -9, then normal healing skills, potions, and items are useless, and you may only use skills or items that specifically state they may be used below -9. Once a character is stable they can heal normally. If their bleed count expires, or if they draw a red chip, the character is dead. A character can only have first aid performed on them once while their life point total is less than zero. Once healed into positive life, the next time the character takes damage and falls below zero life they can be healed through the first aid skill once again.

Safety

The primary concern during all combat in Final Haven is safety. The key rule to follow is: take a second and think, "What can happen if I do this?" or "Can I or anyone else get hurt by this action?" This may seem to be a bit much, but no one has fun getting hurt.

Safe Swings

When fighting, your weapon must be gripped properly so that you have full and safe control of your weapon, and only the safely padded area may be used for attacking and blocking (as even blocking can lead to accidents). Also, no pommel attacks are allowed in combat.

When using a staff or spear, if there is an area for gripping that isn't fully padded it must be within the middle area of the staff with adequate padded areas on both ends of the staff and may be no larger than 18 inches. If there is no thinly padded grip area, then the entire staff may be used to strike and block. Players must pad as much of a staff/spear as possible for safety.

As much fun as it would be to take a long club and wind it up like a baseball bat, that is simply too much force. Final Haven is contact only and all players must check their swings safely. If someone says 'ouch' at all then you're swinging too hard.

To keep things safe, we ask that you swing your arm no further than ninety degrees, but at least forty-five degrees. The 90/45 Rule is intended to reduce the amount of space that you can use to get the weapon moving with too much force; while at the same time keeping the feel of real sword battle from degenerating to 'Tap fights.' Swinging your weapon above your head and straight down inevitably leads to an illegal head hit, and should not be done.

We also ask that stronger players control the force of their swing so as not to risk injuring anyone. In the heat of the battle it can be easy to forget. Stay safe and think of others first.

Players should only call damage when a blow is struck, not when a swing is made, and slow enough that all calls can be spoken and understood clearly in order to avoid confusion by all parties. For role-playing purposes larger weapons are encouraged to be swung slower to show the weight of the weapon.

Shield Safety

At no point may a shield be used for striking in combat. The shield may not be swung and any contact with the body of another player is to be avoided. The rim of the shield must have sufficient enough padding that the shield rim cannot be felt through it. The face of a shield may not have any protrusions. Any shield bosses used must be rounded and contain no rough edges.

An oversized shield can also cause safety issues on the field. A shield may never be so large that it covers the user's complete body. A legal target area must be presented when the shield is held in the ready position in a combat stance. The head and feet are not legal target areas. As a good guideline, the shield can be no taller than the owner's shoulders when they are kneeling, and no wider than their shoulders with their arms at their sides. A shield that is of legal size for one user may not be for another. At any time a player is using an oversized shield they will be warned and

told to drop the shield immediately.

Charging

At any given time during combat there must be at least 2 feet of distance between you and your opponent's bodies AND at least one of your weapons/shield must be between your body and theirs. Any violation of this rule is considered charging. If someone is coming at you and you continuously back away, they are not considered to be charging. It will become charging if at any point you stop backing away and the other person continues to move towards you and breaks the two foot rule. Any instances of charging should be reported to a safety marshal. A player who is reported as charging excessively may be asked to become a non-combatant or be suspended from play.

Going to Town

During combat, it is perfectly acceptable to get involved, get the heart rate up, and so on. What is not acceptable is to lose control and "go to town" so to speak. This is the fastest way to get yourself removed from combat. If you are involved in combat with another player and that player is going out of control please tell him or her to calm down. Should they refuse to calm down, call a game stop. If this fails to calm the individual, a marshal will remove the offender from the scene.

Grappling

The Final Haven combat system is structured to focus on melee combat, not hand-to-hand combat, grappling, or wrestling. During the course of combat, grappling, wrestling, or hand-to-hand fighting is not allowed. Therefore, there is no reason to move any closer to your opponent than an arm's length away. Please be very aware of this when fighting with a shield. You are not allowed to hit another person with a shield. Pinning weapons is also not allowed. There is almost no way to free your weapon without grappling.

Illegal Hits

Head, groin, hand, and foot hits do not count. If you are hit in these sensitive areas, you are allowed to call a game stop and take a moment to recover. We know this is not enough time to really recover after a good smack, but you do not have the hour or two that it usually takes to recover. Head hits do not count for obvious reasons. If you are concerned about being hit in the groin or face, you may bring eye and/or groin protection. Other areas that do not count when hit are the hands, wrists, and feet. This is to keep players from aiming for the hands in an attempt to disarm a character (while that was a common tactic during the period, the possibility of a serious injury from a hand hit is too great) or the feet due to the safety concerns with bending down and exposing your head to incoming attacks.

The Three Safety Calls and Why You Need to Know Them

Because Final Haven is both a role playing game and a game of physical contact, there is always the possibility of injuries. Whether it is physical or emotional, there needs to be a way to communicate when a scene has become uncomfortable (for whatever reason) or life threatening. Yelling "Help" for example because you have injured yourself running through the woods is

indistinguishable from the same call by a person role playing his/her fake injury. For this reason, there are three calls you need to know so that in case you need them and in case you hear them, you will now how to respond.

Apple

The word Apple signifies that a scene is getting uncomfortable for whatever reason and that you or the player who made the call would like the scene to ease up a bit. For example, a player may feel bothered when encountered with an overly flirtatious individual or with someone who is angry and in his/her face. In either of these situations, the call of Apple should signify to the offender that they need to back it off and tone it down.

Orange

A step above Apple, the call of Orange indicates that the scene is very uncomfortable and needs to end immediately. If you are involved with, watching, or in the vicinity of a scene that culminates in the Orange call, everyone should turn and walk away. All parties involved should gather themselves and reenter game at their convenience. This is not to say that the scene should be continued when all feel better. On the contrary, you should reenter game at a future point after that scene has ended. A GM should be notified and the situation explained if the orange call is used.

Starfish

Starfish is used to denote serious physical injury. Anyone hearing this call should yell “Game Stop,” and immediate assistance should be given to the injured person. Safety is always our primary concern. The game will not continue until that person has been cared for.

Additional Rules

Staying in Character

During an event it is very important to stay in character. This allows for the suspension of disbelief, both for yourself and for the others around you. In a table-top role-playing game you can state “I am going to follow my friend out the back door of the bar and guard the door while he speaks to the local Rogue, in case of a set up.” This is where live-action and tabletop role-playing diverge the most because in a live action setting you must actually slip out that door and guard it, all the while standing there with the point of your sword in the dirt, trying to look intimidating. Is he falling for it? Or is he simply waiting for you to let your guard down so he can spring his trap? Will you live through this encounter or are your days numbered? These are the things running through your head as you stand there ready to protect your friend because it is you standing there. You are a member of this medieval history and if things go wrong you will pay the price. Now imagine that very setting again, only this time imagine that there is a radio playing in the background, and your friend is asking him how to beat the next level of the video game that he is playing, while you slump against the side of the building in your anachronistic T-shirt. Not so epic anymore, is it?

It is understandable that you will go out of character every once in a while, but please try to keep

out of character behavior to a minimum. Remember, every time you are out of character you bring those around you out of character. Also, acting or conversing out of character is not an excuse for dodging a hit. For example, if someone comes up from behind and kills you while you are talking to your friend about the cool date you had last night, saying you are not in character is no excuse—you are still dead. However, if you are discussing in-game information while out-of-game, that information may be used in game by anyone who chooses to use it. (This prevents people from trying to cheat and pass on information 'out of game'). The only exception is information that was overheard while in or around N.P.C. camp or information that came from an out-of-game N.P.C. (N.P.C. or non-player-characters are those people who are running the game, playing multiple roles, and setting up plots for you to enjoy. Therefore if you listen in you only ruin the experience for yourself!) If you just cannot resist leaving character for an extended period of time, please go to an area not being used by people in character as a courtesy to them.

Playing Multiple Characters

The playing of multiple characters at an event can disrupt the flow and continuity of the storyline. It can also give an unfair mechanical advantage to a player and/or organization. For these reasons, a player is encouraged to play only one character per event. A player may play two characters per event but to do this they must declare at check-in that they will be switching characters. This is an attempt to eliminate the switching of characters based on event contingencies. A player may decide not to switch characters if they declare, but they may not switch if they do not declare.

To switch characters the player must report to a GM at the time designated at check-in. At this time the player will "check-out" with their current character and "check-in" with their new character. The switch will take 1 hour. During that time the player may NPC or simply wait at NPC Camp. During this time if any NPC or PC is looking for the player's first character they will be found and the player will be forced to continue playing the first character for the remainder of the event. Once a character has been checked out and the 1-hour wait period has passed, the first character is considered out of the area. A checked out character cannot be used in any way during the current event.

Both characters are required to pay upkeep costs; however, only one character will receive levels for the event. Both characters may submit downtime activities; however, only one character will be able to conduct in between event research. In addition, only one character is allowed to award support, give negative support, or count as a member of an organization.

Any perceived conflicts of interest that occur due to a player playing multiple characters will result in disciplinary action. Proper disciplinary action will be determined by the GM staff and may include the player's right to play multiple characters being revoked or, in the case of blatant abuses, the player being ejected from the game.

Costume

Costumes are an essential part of the atmosphere of the game. As you progress through levels in

your chosen Paths and Disciplines, we hope that you will develop a sense of the style of the era. Each little piece of the game will shape what you become. Your Lifestyle, Race, Path, Discipline, Wealth, and even the Guilds and Houses to which you belong will help shape your character concept, which will better inform your costume.

Wearing medieval fantasy clothing is not required, but it is encouraged and rewarded. A character may receive up to an additional two life points based on how visible any modern clothes are and how authentic your costume is. At the very least, we ask that you wear sweat pants and a tabard.

Armor and Shields

The protection that armor offers in battle is simulated through "Armor Points". Armor points are depleted in combat before life points and are regained through repairing the armor. For more information about repairing armor, see the Craftsman Discipline on page 51.

Just because a player may have armor doesn't mean the character has it. In-game armor must be purchased or acquired during the starting equipment phase of character creation described below or through the course of game play. In general, armor is made through the Craftsman Discipline. Physical representations of armor should not be worn by a player unless the character has armor.

Armor Types and Locations

There are three types of armor: heavy, medium, and light. Heavy armor provides three (3) armor points per location it covers and requires three (3) basic upkeep per location per event. Medium armor provides two (2) armor points per location covered and requires three (2) basic upkeep per location per event. Light armor provides one (1) armor point per location covered and requires one (1) basic upkeep per location per event. The armor locations are the head, the torso, the arms, and the legs. Both arms together constitute only one location. The same holds true for the legs.

Armor Categories

Another important aspect of armor is the armor category. Armor categories are used to represent the amount of encumbrance the armor being worn inflicts on the character. It is important to know what armor category you fall into because certain skills have restrictions that prevent their use based on armor category. Armor categories are based on the maximum total armor points received from the armor a character is wearing; thus, your armor category does not decrease as your armor points are depleted in combat. The only way to reduce your armor category is to remove the physical representation of your armor. Note: Quality, magical, chemical, empirical bonuses do not add to your armor category unless stated otherwise on the tag.

Suits or partial suits of armor that provide between one (1) and four (4) armor points are considered to be in the "Light" category, between five (5) and seven (7) armor points is considered to be in the "Medium" armor category, and finally, suits of armor that provide eight

(or more points are in the Heavy category.

For example, Rogar is wearing a steel breastplate and hardened leather legs. The breastplate is heavy armor and provides Rogar with 3 armor points. The legs are medium armor and provide Rogar with 2 armor points. Rogar has five armor points total which puts him in the medium armor category. Rogar has the "Touch of Death" skill which is limited to light armor. Knowing that he will be using this skill soon he removes his leg armor which reduces his armor points to 3, thus putting him in the light armor category.

Physical Representations

In order to gain armor points, a physical representation of armor must be worn by the player. It is not required to wear real "period" armor to gain these points; however, it is required that all Armor is in keeping with the overall Aesthetics of the game. Armor that does not fit the "Medieval Fantasy" setting will be rejected by the GMs. Armor can be made from materials such as steel, leather, wood, or bone as well as alternative materials such as ABS plastic, foam, sports pads, and aluminum. For more information about making armor, ask fellow players or the GM staff for guidance.

A player's armor physical representation will be judged by the GM staff or a certified armor marshall. The aesthetic quality, encumbrance, and weight of the phys-rep will be evaluated and free upkeep tags will be given to the player based on the results. Heavy armor represented by Chain Mail, Plate Mail, Coat of Plates, Scale Mail with Metal Scales, etc. will be granted up to three (3) free upkeep per location covered. Medium armor represented by hardened leather, leather scale, leather lamelle, brigandine, chain mail, wood or bone armor, etc. and will be granted up to two (2) basic upkeep per location covered. Finally, light armor is represented by padded cloth, light leather, furs, etc. and will be granted up to one (1) free basic upkeep per location covered.

Armor can also be made from alternative materials such as ABS plastic, foam, sports pads, and aluminum. Armor of this type will be assigned free upkeep primarily on its Aesthetic quality and either its weight OR encumbrance. Rewards for a full suit of plate armor made out of ABS plastic, for example, will be less than the rewards gained for wearing a full suit of steel plate armor.

Armor Location Phys-reps

In order to receive free upkeep for the torso area at least 50% or more of the front and back of the torso must be covered by armor. To receive free upkeep for the legs or arms, they must be covered by a piece of armor that crosses a joint such as the shoulder, elbow, or knee OR cover at least 50% of the front and back of BOTH limbs.

Armor that does not meet the full criteria listed above will be considered half armor in terms of the torso and quarter armor in terms of a leg or an arm. If an individual can get enough fractions to count as a whole piece then they will receive the free upkeep for 1 location. For example, 2 steel bracers and 2 steel shin plates would constitute 4 quarters granting the wearer 1 location of heavy Armor. If the armor types do not match, the armor will provide points based on the

judging GM or Marshal's discretion.

Shields

The use of a shield is an effective defensive tactic. They can be used to block most melee and ranged weapon attacks as well as some magical attacks. The protection of a shield comes with a draw back. Shields are often heavy and awkward to use; therefore, if a character is using a shield their armor category is increased by 1. Thus if they are wearing light armor and carrying a shield, they are considered to be in the medium armor category. Armor points are still awarded based solely on the light armor actually worn (See the Armor section on Page 93).

All characters may use a shield on one arm to block incoming blows, but unless the character possesses the 'Use Shield' skill they cannot perform any action that produces any effect with greater than zero damage while wielding a shield. If using a shield, the character may not hold a weapon in the same hand as the hand/arm that has the shield.

Shield Destruction

Shields are not indestructible. The amount of damage a shield can take is dependent upon the material it is made from, not necessarily its size. The three types of shields are light, medium, and Heavy. The materials and time required for the Craftsman to make shields is located on page 68. A light shield can take one 5 damage attack and is then destroyed. Anything less than five damage does not destroy the shield. Light shields are made from hide, wood, or steel and may be of any safe size (see below). Medium shields can take one 10 damage attack before they are destroyed. Anything less than 10 damage does not destroy the shield. Medium shields are made from wood or steel and can be of any safe size (see below). Heavy shields can take 15 damage before they are destroyed. Anything less than 15 damage does nothing to the shield. A heavy shield is made from steel or wood. Heavy shields may be of any safe size (see below). Damage done to shields is not cumulative, meaning that any shield can take unlimited hits from damage that is less than its destruction number (5 for light, 10 for medium, 15 for heavy). All destroyed shields must be discarded. If the shield cannot be discarded then all attacks that hit the shield are considered crush damage. A shield can defend against packet driven magic damage.

Shield Tags

All shields must have an appropriate item tag attached to the back of the shield. Furthermore, the type of shield must be identified through the use of strips of tape attached to the back of the shield. The tape should be a contrasting color to the shield back. A single strip of tape will denote light shields, two strips will denote medium shields, and three will denote heavy shields. The strips of tape should be at least 1/2" wide and 5" long.

Physical Representations

Phys-rep is short for physical representation. Everything in game must have some sort of in-game phys-rep and a tag to go with it. A tag is a small slip of paper that is used to identify what an item is and that it is an in-game item. If an item does not have a tag you will not be able to use it in game. However, you may carry items without a tag as long as they are only decorative (i.e. a ring that you wear, your clothing, etc.). Decorative items have no value and they may not be

stolen.

A weapon phys-rep is some sort of foam item shaped like the appropriate weapon type. Before a weapon phys-rep can be used in game the weapons marshal must inspect and approve it for use.

Spell packets are small squares of cloth filled with birdseed and birdseed only. They are used to represent a spell that has been cast by throwing at a target or marking out the range of a triangulated effect. Spell packets may be no less than a 2-inch square and no larger than a 6-inch square. They should be loosely filled and have a soft impact when thrown.

Lastly, some phys-reps are in the form of tags, on which is the description of the object and its function. These types of phys-reps are usually used to represent potions.

Light Sources

There are two different primary types of artificial light sources used in game, the torch and the lantern. For safety reasons, all light sources have no in-game cost to them and are encouraged for adventuring at night and in caves. You may represent a torch or lantern by either using a real one or by using a flashlight. Please be responsible if you choose to bring a real lantern or torch. Do not let an open flame come into contact with any flammable material. It is best to avoid glass and oil lanterns, but they are allowed. Also, if candles are used, they must be in a non-flammable candle holder while they are lit.

Game Stops

It is imperative that a game stop be observed in any situation, no matter who called it. A game stop may be called by yelling "game stop" or by blowing a whistle. When either signal is given, you *must*: stop whatever you are doing, take a small step back if needed, drop to one knee, and close your eyes (unless it is a safety issue). This is to ensure that a person who was sneaking up on you remains unnoticed. During any game stop it is very important that you remain silent. To resume play after a game stop the person who called the game stop will say "3-2-1 game on." Generally, game stops will be called for three reasons: confusion over a monster attack, during certain spells, or because there is some immediate danger to PCs or NPCs. This last reason is what makes it so imperative that you observe a game stop when it is called. If you are hurt during the game please call a game stop. We will assume that you are role-playing being hurt if a game stop is not called.

Making Final Haven Safe Weapons and Traps

Weapons

All weapons used in Final Haven must adhere to certain specifications. If your weapon does not meet the specifications, you will not be allowed to use it in game. All weapons must be checked by a safety marshal prior to their use in game. The chart below describes the weapon specifications. The length of the weapon is the overall length and not just the length of the striking surface. The maximum core diameter refers to the size of the rod or "former" that the weapon is built around. Some suitable core material includes PVC, CPVC, Ratan, Fiberglass,

and carbon fiber. The core of the weapon needs to be stiff enough to keep the weapon from “whipping” yet flexible enough to give slightly when someone is hit by it. The padding requirement refers to the thickness of closed cell foam padding between the outside of the weapon and the internal core.

WEAPON SIZE	MINIMUM LENGTH	MAXIMUM LENGTH	MAX. CORE DIAM.	PADDING THICKNESS
Tiny	12”	18”	1/2”	5/8”
Short	20”	36”	1/2”	5/8”
Long	37”	49”	3/4”	5/8”
Hand and a half	50”	69”	3/4”	5/8”
Two Handed	70”	79”	**	**

*Throwing weapons must be less than 12” in length and made completely out foam; no hard material is allowed.

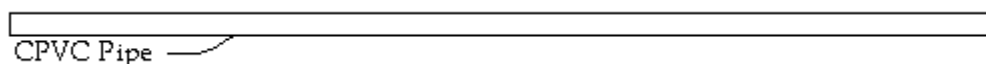
**Weapons longer than 69” must be made of a sturdy material and be approved by the weapons marshal and GM staff prior to use.

Bows and Crossbows

A bow and crossbow deals a base damage of one vorpal. Heavy crossbows deal a base damage of two vorpal and have a readying time of fifteen seconds. This applies to each time you shoot a bolt. Any bow used in Final Haven must be rated at twenty-five pounds or less. The arrows used cannot be real, of course. A guide to making safe arrows is on page 98.

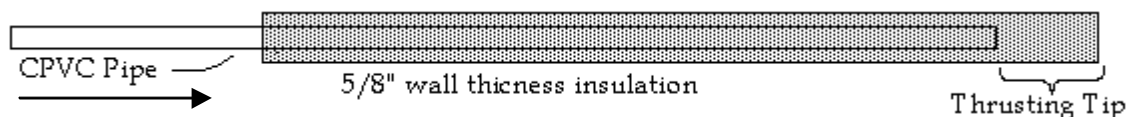
The Basic Sword

Step one



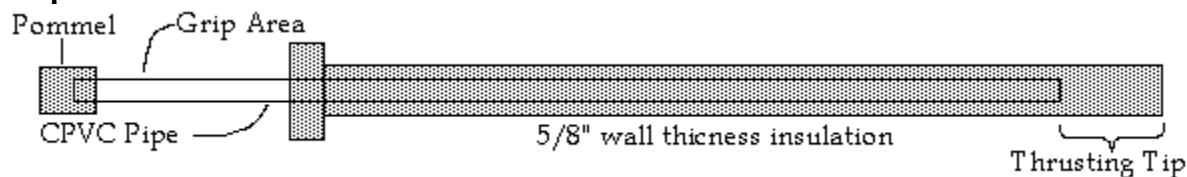
Cut the CPVC pipe to the appropriate length according to the chart above. Make sure that the diameter is correct for the weapon that you will be making. Hacksaws and tubing cutters work well for cutting CPVC pipe.

Step two



Using at least 5/8 inch wall thickness CPVC pipe insulation, cut a length of it for the blade part of your sword. Make sure to leave two inches of insulation extending past the end of the pipe for a thrusting tip, and fill the end of the thrusting tip with the same type of insulation. Use duct tape to secure the insulation to the pipe. When you tape the insulation, make sure to have the tape running only in the direction of the arrow in the diagram, and that there is only one layer of tape.

Step Three

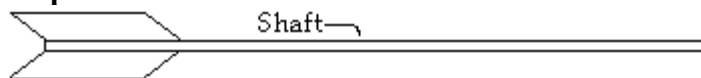


Using the same insulation as before, make a hilt guard and a pommel. Make sure that the pommel extends at least one inch out from the end of the CPVC pipe. Secure the hilt guard and pommel onto the pipe with duct tape.

We ask that you do not weight your weapon in any other area but *inside the CPVC pipe* that is the *handgrip area*. Any weight must be secured inside the pipe; it cannot move up and down the pipe, EVER. This is extremely dangerous! If you choose to weight your weapon you must **NEVER** swing your weapon in a manner in which there is even a remote chance that someone may be hit with the weighted part of the weapon. Arrows and other projectile weapons may NEVER be weighted!

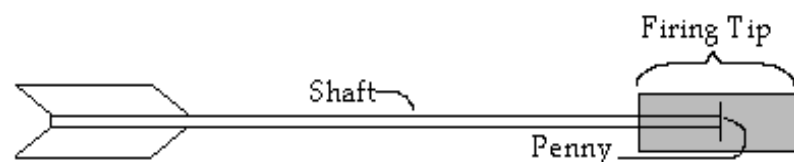
Arrows

Step One



Cut the tip off of the arrow.

Step Two



Secure a penny to the end of the shaft. Cut a four inch, or longer, length of the 5/8 inch wall CPVC pipe insulation and, using duct tape, firmly secure the insulation to the shaft. Make sure that there is at least two inches of insulation protruding from the end of the shaft and two inches covering the shaft. Remember to fill the end of the firing tip with the same insulation.

Color Coding Your Weapons

Weapons must be color coded to represent the composition of the weapon you may be using. Metal weapons may be made with gray or black duct tape. Wood weapons must be made with brown duct tape. Claws are always white and red striped, and fists are always white. Please do not use metallic silver duct tape on any weapon unless that weapon is made of silver.

Weapon Tags

Every weapon in Final Haven must have a weapon tag. No weapon may be used in-game unless it has a tag. A weapon tag lists facts about the weapon as well as who the phys-rep belongs to. Weapon tags will be given to you after the weapons marshal has inspected the weapon(s) and determined it to be safe.

Traps

The following are instructions on how to make a simple buzzer trap activated by a trip line. There are loads of variations on the buzzer trap that can be created with only a basic understanding of electronics. As an alternative, there are also commercially made buzzer alarms conveniently available that would work just as easily.

Materials:

2 Tacks with metal heads
1 Buzzer (rated for at least 9 volts)
1 9 Volt Battery
1 9 Volt Battery Holder
18-20 Gauge Wire
1 Clothes Pin

Tools:

Wire Cutters
Wire Stripper
Hammer or Mallet



Step 1: Connect the black wire from the buzzer to the black wire on the battery holder. Make sure they are secure. It is also a good idea to wrap the wire splice in electrical tape.

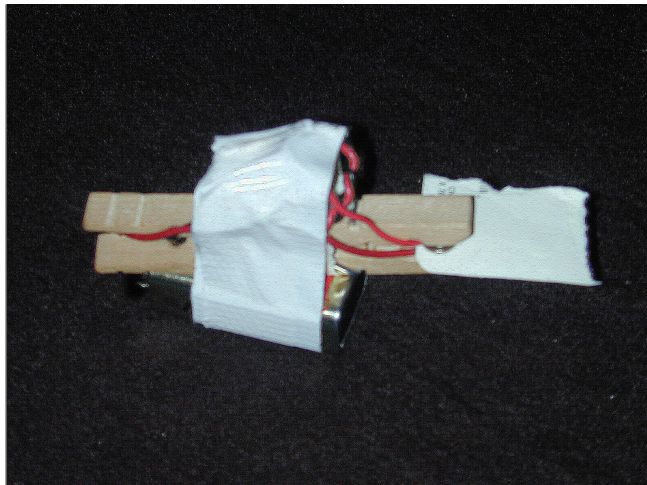


Step 2:
Push the tacks into the clothes pin so the heads touch each other when the clothes pin is closed. Wrap the red wire from the buzzer around one tack and the red wire from the battery holder around the other.



Step 3:

Put a piece of plastic or cardboard between the two tacks and then connect the battery. Attach your trip line to the piece of plastic or cardboard. When the line is pulled, the tacks will touch each other and complete the circuit. The buzzer will then sound...loudly. You can then tape the buzzer to the top of the clothes pin and the battery to the bottom. It is suggested that you use black tape.



Rules of Conduct

Alcohol/Illegal Substance

Under no circumstances may anyone bring or be under the influence of alcohol or any illegal drugs. Being under the effects of such drugs degrade the game quickly. Anyone found with alcohol will have their alcohol put away until after the event and/or be removed from the game. Anyone found with illegal substances will be reported to the police and will be permanently removed from the game. No refund will be given.

Anachronisms

We at Final Haven understand that some out-of-period items will be brought into the game, but please try to keep them to a bare minimum. This includes electronic gadgets. If you feel that it is necessary to bring such items or feel that an item may enhance the environment, please get approval from us before bringing it in-game. When you bring food items to an event, please either put them in in-period containers (preferred) or keep them out of sight. Costumes should also be in-period. It really detracts from the game and makes it more difficult to role-play when you sit down at a table in the tavern and there are pop cans scattered about and players are wearing T-shirts and blue jeans.

Breaking the Law

Anyone caught breaking the law will be removed from the game permanently and referred to the police. No refund will be given.

Dishonorable Conduct

Anyone caught cheating, such as not counting hits so your character may live, not giving up in-game items when being searched (when dead), etc., will be Disciplined as follows:

1. Verbal Warning
2. Half your levels will be removed from you character (i.e. if you were twentieth level, you are

now tenth)

3. Removal from the game

Real Weapons

Anyone who brings a real weapon will be told to put it away. The only weapons that may be used are small utility knives for the making of traps and such. Also, you are allowed to carry a walking stick, but when combat begins it must be promptly removed from the combat area without slowing down the game. Any time that having a walking stick becomes a problem you will be asked to put it away.

Sexual Conduct

There is no sexual activity allowed at Final Haven. People who are having sex will be asked to leave the game. Minors who engage in sexual activity will be permanently removed from the game, their parents will be notified, as will the police. No refund will be given.

Smoking

We at Final Haven ask that you refrain from smoking. If you feel that you must smoke, do so in a responsible manner. Please, do not leave any cigarette butts lying about or bother any non-smoker while at an event.

Stealing

Anyone caught trying to steal an out-of-game item will be immediately removed from the game and will be barred from all future events. No refund will be given.

Glossary

Armor Points

This is a number that represents the current strength of your armor. Armor points are deducted before natural life points. When your armor points reach zero your armor must be repaired or it is destroyed.

Armor Value

The total amount of armor points a particular suit of armor has.

Character

The persona that you create and role-play in Final Haven.

Character Points

This is a number that represents your character's knowledge and experience. Character points are used to buy Paths, Disciplines and Skills and are earned by coming to events. The amount of points you earn is based on the number of days you are at an event.

Combat

In Final Haven, combat is defined as any offensive action taken by a character or creature against another character or creature. This includes melee, some spells, and some potions. If you can see or hear combat taking place you are considered in combat, even if you are not actively participating.

Costume

A loose term that refers to what you are wearing at an event, i.e. your clothing.

Creature

This term refers to anything that cannot be played by a player character.

Damage

This is called out whenever a weapon is being used or sometimes when a spell is being cast. Damage represents the strength of the weapon or spell and upon being hit by either, you must immediately deduct that number from your armor, and then life points.

Death

Either upon bleeding to death or receiving a killing blow your character is considered dead. At this time you may get up and return to camp, leaving *all* in-game items where your character died.

Event

Whenever Final Haven is being played it is called an event.

In-game

Any time you are playing Final Haven you and your character's belongings are considered in-game.

Level

This is a number that represents your character's experience in the world of Phanterra and determines how many points you have to spend on Paths and Disciplines.

Life Points

This is a number that represents the amount of damage your character can take before he or she is dead. This is sometimes abbreviated as "LP."

Marshal

Persons that can give an official ruling on a Final Haven related question.

Melee Combat

Any combat that involves melee weapons (see melee weapon).

Melee Weapon

Any non-projectile weapon such as a sword, ax, spear, or claw/fist phys-rep.

Non-Player Character (N.P.C.)

This is a person playing a character that is not playing the game. Instead, this person is working for Final Haven.

Out-of-game

Any time you are not playing Final Haven or are not checked in you are considered out-of-game. Also, anything that is not being used in the game is out-of-game.

Physical Representation, or ‘Phys-Rep’

Abbreviated phys-rep. These are items that represent your character’s possessions. For example, your character’s sword is physically represented in the game by a foam sword you made or bought.

Player Character (P.C.)

You.

Potion

A liquid, paste, or gas that has magic-like abilities but is NOT magical. Can also refer to poisons.

Race

Any type of creature that is playable by a player character.

Resource

A tag that represents a consumable item in the game world. Most commonly associated with a character’s survival, but they also can be used to create or upkeep items, potions, spells, and many other purposes. Thus they are highly valued.

Scene

Any encounter with a particular individual or group of PCs and/or NPCs. This can mean anything from a single combat, to a conversation, or even passing each other quietly while walking down a path. A scene change is a dramatic shift. For example: Scene 1 involves a quiet conversation amongst friends. Scene 2 begins when Joe the Farmer screams for help. Scene 3 is running out of the inn, swords ready, attacking the giant animated corn. Scene 4 is the aftermath, standing around trying to figure out what just happened. Scene 5 is when Joe the Farmer suddenly turns violent, as his hands turn to stalks, lashing out at everyone near him. Scene 5 would include the resolution of this combat. Scene 6 would be retiring back to the inn for a good ale...

Tags

Most items in Final Haven are tagged. A tag is used to give information about the item, including who owns it. If an item does not have a name on it, it is the property of Final Haven.

Trade Route

Trade routes are obtained by groups of players who pool support points to form organizations for the purpose of acquiring resources. For example, a clan of dwarves may use their support points to obtain steel resources.

Final Haven Quick Character Creation Guide

Step 1: Choose Race

Race	Racial Boon (cost to use)
Avyana	5 second Flee (1 life)
Dwarf	Resist Toxin (1 life)
Elf	Lesser Channel (10 seconds)
Ga'Vin	Regenerates 3 LIFE POINT/5min
Guthrie	Fear Immunity
Human	Bonus to Support Points
Orc	Press (1 life)
Tsunotaur	+1 minute to bleed to death
Valkyn'Vi	2 Knockout (10 seconds)

Step 2: Choose Path (Basic Skills Free)

Path	Basic Skills
Empath	Sense magic Upkeep Magic Item Lesser Channel Transference
Healer	First Aid Healing Extend Lifestyles Cure Disease
Rogue	Spot Critical Strike Basic Knockout Pick Simple Locks
Sage	Basic Research Read/Write Utilize Resource
Warrior	Determination Combat Reflexes Vigor Hold Ground
Wizard	Special

Step 3: Choose Lifestyles

Lifestyle	Starting Life	Other
Privileged	1	Bonus to Support Points
Common	2	Greatest Variety of Disciplines
Savage	3	-25% Support Points, may substitute cloth for hide for personal upkeep requirements

Step 4: Choose Discipline (Level 1 Free)

Discipline	Lifestyle	Level 1 Skill
Alchemy	P, C, S	Level 1 Potions
Arcane	P, C, S	Level 1 Spells
Archer	P, C, S	Use Bow
Assassin	P, C	Disguise
Barbarian	S	Regenerate
Beast Hunter	S	Wilderness Survival
Brawler	C, S	Ambidexterity
Bureaucrat	P	Support
Captain	P	Allegiance
Chieftain	S	Political Mind
Craftsman	P, C, S	Repair Armor
Defender	P	Use Shield
Dervish	S	Throw Weapons
Diplomat	P, C	Read/Write 2 Languages
Druid	S, C	Scout
Eater of the Dead	S	Disease Immunity
Grenadier	P, C, S	Throw Weapons
Guardian	C, S	Use Shield
Interrogator	P, C	Inescapable Bonds

Knight	P	Vigor	Spy	P, C	Investigation
Man At Arms	C	Press	Swashbuckler	C	Taunt
Monk	C	Ambidexterity	Tribal Protector	S	Enchant Weapon
Pike Man	C	Press	Undead Slayer	C	Enchant Weapon
Scout	C	Scout	Witch Hunter	P, C	Enchant Weapon

P = Privileged, C = Common, S = Savage

Step 5: Starting Equipment (20 Points)

Starting Equipment List	Points
<u>Resources</u>	
Food	1
Cloth	1
Supplies	1
Steel	3
Hide	3
Mystic	5
<u>Weapons\Armor</u>	
Armor tag	2/location
Weapon tag	2
Shield	2
<u>Upkeep/Components</u>	
5 Upkeep Tags	1
2 Components	1
<u>Skills/Special</u>	
Spell	2/level
Potion	2/level
Read/write	10

APPENDIX: FINAL HAVEN FORMS

Waiver and Release of Liability

In consideration of being allowed to participate in any way in **Final Haven** affiliated events and activities, the undersigned:

Agree that the member/participant should inspect the facilities and equipment to be used, and if the member/participant believes anything is unsafe, he or she should immediately advise supervisor (advisor, manager, etc.) of such condition(s) and refuse to participate.

Acknowledge and fully understand that each member/participant will be engaging in activities that involve the risk of serious injury, including permanent disability and death, and severe social and economic losses which might result not only from their own actions, inactions, or negligence but the action, inaction, and negligence of others, or the condition of the premises, or of any equipment used. Further, that there may be other risks not known to us or not reasonably foreseeable at this time.

Assume all the foregoing risks and accept personal responsibility for the damages following such injury, permanent disability or death.

Release, waive, discharge and covenant not to sue **Final Haven**, its affiliated clubs, their respective administrators, directors, agents, and other employees of the organization, other members/participants, sponsoring agencies, sponsors, advertisers, and if applicable, owners and lessors or premises used to conduct the event, all of which are hereinafter referred to as "releasees," from any and all liability to each of the undersigned, his or her heirs and next of kin for any and all claims, demands, losses or damage on account of injury, including death and damage to property, caused or alleged to be caused in whole or in part by the negligence of the releases or otherwise.

Certify that I am of legal age and consent, of whole mind and body, and have the right authorize my consent.

I HAVE READ THE ABOVE WAIVER AND RELEASE, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT AND SIGN IT VOLUNTARILY.

Name of Member/Participant (print): _____

Signature of Member/Participant: _____

Address of Member/Participant: _____

Telephone Number of Member/Participant: _____

Date of Signing: _____

Photo ID Copy

Final Haven Research Form

(Note: Your character must have the research Skill in order to perform any research.
Turn this form in with your character sheet at the end of every event until research is complete)

Player Name:
 Character Name:
 Date Submitted:
 Researching: Potion/spell/item (Circle 1)
 Level of Researched Item:
 Sage Level:
 Discipline Level:
 Effect Desired:

 For GM use Only

Events Required:
 Elapsed time: 1 2 3 4 5 6 7 8 9 10
 Approved/Denied By:
 Approved/Denied By:
 Approved/Denied By:
 Approved/Denied By:
 Final Level:
 Final Effect:

Date:
 Date:
 Date:
 Date:

Notes:

Final Haven Character Sheet

Character Name:

Race:

Lifestyle:

Path:

Support Points:

Guild Membership:

House Membership:

Support Points Given To:

Hero points:

Player Name:

Check-In Date:

Check-Out Date

Basic Path Skills (No Points)	First Discipline	points	Fourth Discipline	points	Resources
_____	_____	0	_____	30	Food Tokens:
_____	_____	20	_____	55	Supplies Tokens:
_____	_____	30	_____	100	Cloth Tokens:
_____	_____	40	_____	125	Other Tokens:
Advanced Path Skills (60 Points)	Second Discipline		Skills From other Paths*		_____
_____	_____	20	_____	_____	_____
_____	_____	40	_____	_____	_____
_____	_____	70	_____	_____	
_____	_____	80	_____	_____	
Master Path Skills (90 Points)	Third Discipline		_____	_____	Equipment:
_____	_____	20	_____	_____	
_____	_____	45	_____	_____	
_____	_____	100	_____	_____	
_____	_____	125	_____	_____	

*(Basic skills-20 points each, Advanced-40, Master-60)