

The Fallen

System Rule Book

Acknowledgements

Where to start when you are trying to thank everyone who has ever helped us with lrp, an almost impossible task but we'd like to try! We weren't sure who we should add in or who we should take out so here goes, to a few people in no particular order who we would like to thank and acknowledge:

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Finally, to everyone who continues to play, crew, organise, write or just support our hobby, thank-you, for keeping lrp alive.

www.TheFallenlrp.com

An introduction from the system team

Welcome to the newly created world of The Fallen. This book is one of 2 that contains all the information you require if you wish to play at an event of The Fallen. This book concentrates on giving you all the basic information required and system rules to play at an event. The other contains much more detail on character classes and the world background.

When we set out on this adventure, we decided we wanted to create something enjoyable, a game we would all want to play in. So we brainstormed for many hours and the main themes that kept cropping up were that the system must; be challenging, be stylish and look good, be for role-players but overall to appeal and be fun.

We hope that is what we have given the players the framework of. A system that they can bring to life and make challenging but fun for us all. For whatever else a system should be, it should reflect what the players do; every action should have a reaction for good or ill. In The Fallen, we intend that every player will feel that they can effect the world – to what ends, is up to them – so all actions will have a reaction, some obvious others not. In the end though we want everyone to enjoy themselves and hopefully have fun.

Thank you for your support, and most of all, we do truly hope you have fun!

Rules of the event

There are some basic rules that when attending an event you are required to follow. They exist for your safety and for your enjoyment, please obey them at all times.

General Rules

1. The minimum age for participation at an event is 16 years old. The only exception may be when younger persons are accompanied by a parent or suitable guardian and by agreement of the organisers. Discretion is final with the system team.
2. Alcohol may be consumed in moderation. Anyone deemed unfit to participate due to excessive alcohol will be temporarily suspended from the event. This is for the safety of themselves and fellow players.
3. Referee's decisions and requests are to be followed at all times. Referees exist not only to maintain safety, but to also ensure fair play.

Combat Rules

4. As with any physical event, safety is of prime importance. All persons attending an event are asked to consider the safety of themselves and other at all times. All blows **MUST** be pulled. If you are unsure with this procedure, please see an event official who will demonstrate it for you. ***All weapons must be checked, when you sign into the event.***
5. Anyone witnessing dangerous play is to report it to an official. Please do not start an argument with the offending person. This tends to complicate matters preventing a positive result.
6. Never stab with a weapon. This is considered extremely dangerous play and injury can be caused by this action. If you possess a specially manufactured weapon that allows this action to be executed safely please see the referee so that the weapon may be inspected to ensure it is in good working order. Any unsafe weapons will be removed from the event.
7. No blows are to be aimed at the face of an opponent. A blow to the back of the head is permitted from behind, but particular care must always be taken with this action.

Time Phases

8. **TIME IN** : This is the time state in which the event is played. The adventure is running and players are asked to remain 'in character' whilst time is in.
9. **TIME OUT** : This is the suspension of the event and play is ended until 'Time In' is called. This is used at the end of the event and may be called for safety reasons.
10. **TIME FREEZE** : This is the state when time is frozen for a brief period. Players are asked to close their eyes and hum quietly. Time freeze gives an effective way of implementing instantaneous occurrences. On the 'Time In' call players are to continue with their last action, as though they experienced no break in time/event.
11. **SAFETY** : This is to state that a person has been injured and all actions are to be stopped until a 'Time In' is called.

To Begin:

“It has been a difficult year. As so many had predicted but that said we are doing better than most at the Market had thought we would. The Royal Family continue to prosper but with still only one heir, creating a slight concern amongst some nobles. The economy has been maintained and we are fortunate as to have the tombs of The Fallen here in Kastaria as well as the new ore deposits. This has meant, that we have continued to gain extra financial rewards from the expansion in the tourism, religion sectors and mining. (Appendix 1 for the full trade report)

The Religions are in good health, although the ceremony of the choosing continues to cause political difficulties annually. The will of The Fallen isn't mine to question though and the priests tell me it is the only way that the world can receive the chosen's blessing. Occasionally the question of the Blessed is raised but now most consider them as a normal part of life.

The Royal University forges on with its work, ever increasing the knowledge and power of Kastaria. Its work has of late though gathered opposition from some of the guilds, who are petitioning the King to place the University under some form of more formal authority. As you imagine the Dean and Professors at the University see this as quite the opposite and so the debate will continue. (Appendix 2 contains latest proposals).

The arts are still suffering under the recent poor economic conditions, with many patrons not renewing contracts of playing troops and theatres alike. Many areas of leisure though are still thriving and this office has received more applications for drinking establishments with entertainment, than at any time since its inception. The Museum continues its unrivalled expansion; several offers from this office requesting an audit have so far been ignored.

Some incidents do continue to worry this office. The question of the gypsies continues, their old religious ways and constant attacking of trade routes makes them a constant thorn in the side of all right minded Kastar's. As do the occasional attacks from Arvane, the last diplomatic mission failing spectacularly (Appendix 3 for the full report) with peace seemingly further away than ever. Several cults continue to prosper, despite all efforts to remove them (Appendix 4 for the banned list) and this has been made a priority by this office after several strong requests.

Overall, Kastaria remains stable although this author believes that we are coming to a juxtaposition both culturally and economically. It is hoped that relations with Arvane can be restored and that the choosing this year happens with minimal political fall-out.

*Blessed be,
Ramon Valerie,
Chancellor to the Crown.”*

Extract taken from the Kastaria Chancellor's report, dated 8th Janure, this year 757.

Creating a character.

A character is the persona that the player will take on at the event. To do so it must possess particular basic details. To do this, think about who you would like to be what type of person is your character and why? Designing these criteria will generate a character that should allow the player to interact within the event and their fellow players. The basic details required are as follows:

Background:

The history of the character to be played, what actually made this person who they are. This is written by the player and submitted to the system team for approval and integration into the event.

Starting class:

A character can start in one of 10 following starting positions; Academic, Apothecary, Archaeologist, Blessed, Duellist, Knight, Mercenary, Noble, Priest & Skilled. If you would not like to start as a class but would rather choose one at the game, you are welcome to do so but will be classed as a basic character (The system team will assign you very basic skills based on your background). There are no other options available to starting characters.

Costume and Weapons:

The player must provide their own costume for the event, as well as any weapons they wish to use. The section on armour will help you determine the protection value of different armour or costume. If in doubt or you need help then contact us and we will try and point you in the right direction.

The most important part of designing a character is the background. It is this, more than anything else, which will allow you to achieve a high degree of role-playing at an event. Great care should be taken to ensure your background is justified, well thought out and easy to understand. Do you like it? And does it make sense to you? A background should contain a personal history and character goals, where possible. Please be specific but not restrictive so that we can edit any points to fit into the world of The Fallen.

Player groups and factions

Players can start an event as part of a faction of players, in a game world guild or individually. Factions are linked players who may have a common cause, have decided to band together for protection or have some other motive. While players may attend an event by themselves, factions will allow them to gain protection - remember the adage, safety in numbers (it is not only the crew or NPC's that harbour your possible enemies). A group may also be able to gather information more readily and process it more efficiently. Should a player be attending an event by themselves, please write to the system team prior to the event and if you so wish we will be able to put you in touch with a group suitable for your character or give you the contact details of the guild that you wish to start off in.

Character classes

There are several types of character class that you can choose from in The Fallen system. These classes give you a basic template from which to create your character or persona for the game. They are not meant to be prescriptive but more to give everyone a framework to work with, to enjoy the game. A brief description of each follows, with the basic skills each person gets when they start a character of that class. Character development is described in the next chapter with much more detailed descriptions given in guild/class handouts that follow once the system team have received your initial character ideas and background.

Mercenaries – These individuals will do pretty much anything for money, although their have been cases of contracts refused by more honourable mercenaries. Most will honour contracts once taken; those out of contract are available for hire or just along for the ride. Most are heavies or people who have fallen on hard times hoping to earn an honest coin and get themselves straight again. For others having no master but money is its own reward.

Starting Skills

- Use any weapon up to (but not including) double handed in size
- Use two weapons simultaneously
- Subdue
- Apply medical bandage
- Can use a shield
- Can wear light armour

Duellists – To put it quite simply these are the Adrenalin junkies. Duellists are the people who live for the thrill of the fight and buzz they get from hopefully staying alive. Normally experts in their weapon of choice but little else, except how to enjoy their usually short life to the full.

Starting Skills

- Use any single weapon of their choice
- Own an exquisite weapon of their choice
- Quick strike, lesser

Knights – These are the military arm of the church. They work for the priests of The Fallen, although they have their own leadership and goals for themselves. Not good or bad, Knights have their own beliefs and those of the church they follow.

Starting Skills

- Can wear light armour
- Apply medical bandage
- Can use a shield
- Can use 3 weapons of their choice
- Two handed weapon use
- Ceremony of the church

Priests – The keepers of the faith of The Fallen and as such, law keepers and judges to the land. Members of the church also take part in the choosing ceremony (See World Background book). They do not cast spells or conduct rituals but it has been known for priests to curse unbelievers with terrible results for the victim. This is the only class or character that cannot change guilds/class. (See Character Development section below)

Starting Skills

- Knife & staff use only
- Law keeper
- Apply medical bandage
- Lay to rest
- Marry
- Naming ceremony
- Member of the choosing ritual

Academics – All complete their apprenticeship at the Royal University, where most stay their whole life, working on new and more powerful rituals to enhance Kastaria. Some do venture forth though either at the bequest of the University or for their own private agenda. Conducting rituals is all the Academics live for.

Starting Skills

- Use a staff or knife only
- Identify magic item
- Open fire

Archaeologists – Known for their legendary ability to obtain almost anything, they train and usually work for the Museum. Some have been unkind to them in the past and called them ‘grave-robbers’ but their knowledge of ancient artefacts and languages makes them much more than that.

Starting Skills

- Use knife and sword
- Evaluate
- Grave and tomb licence
- Read ancient
- Deactivate trap

Apothecary’s – Alchemists, herbalists, mixers of potions, all names given to this group of people. They know how to mix and make salves, potions and cures for most ills or ailments. Some rumour that they also dabble in how to take life as well as to help it but no charge has ever been brought to prove this malicious gossip.

Starting Skills

- Can use a knife and a short sword
- Can identify herbs
- Can make medical bandages
- Apply medical bandages
- Can make lesser potions

Nobles – Nobles come in many shapes and sizes. Those at the ‘top of the tree’ (usually well titled and closely related to the ruling family) have had very little taught them except how to rule and command, from politics and diplomacy to war. Those at the bottom of the tree are your classic Rakes and good time people, who have squandered most of their inheritance and have had to find other ways, sometimes even skills to make their money. All though have noble blood and can claim access to the ruling monarch but those at the top though are much more likely to receive the attention and respect requested. (Note Please – High noble class can only be chosen as a character at start-up of a group, so character x cannot turn up as the King’s long lost cousin, to an already existing group, but could turn in a new group just returning to the land of their birth.).

Higher Noble Starting Skills

- Can use a knife
- Royal Blood
- Ownership of One Estate
- Noble Skill – Refs to inform

Lower Noble Starting Skills

- Can use any single weapon of choice
- Noble Blood
- Notoriety
- Noble Skill – Refs to inform

Skilled – These are the people who keep the world working. Though called together the skilled, they can vary wildly from actors, poets and lawyers to carpenters and inventors. Many carry with them their worldly belongings as they travel from one job to the next enhancing their ability and reputations. Usually they have more than one skill, which allows them to prosper in even the most difficult of circumstances or trying times. Names and reputations are vital to the Skilled and hence fiercely guarded, similar names or titles are very strongly discouraged.

Starting Skills

- Can use any single weapon of choice
- Craft Lesser
- Skill Network
- Company Licence

Blessed – Those beloved by The Fallen Nyah. Now accepted as full members of society, some still see them as poor unfortunates who wander the land lost. They themselves see them as people who have be given a second chance at life. Looking usually as extremely decayed corpse or recently deceased members of society, they have many skills and talents and it is probably this as much as the word of the priests, that has meant their acceptance into society has gone relatively well. (See World Background book for more detail).

Starting Skills

- Can use any single weapon of choice
- Ability to Birth the Blessed
- In Nyah’s Name Ceremony
- Any one ability from the other lists – background dependant

Skill Descriptions

Please find below a list of Skill/Ability Descriptions. You will notice that some descriptions are of skills that are not listed above in the starting player choices. This is because these skills are available only to players who develop and further themselves within their guilds.

Ability to Birth the Blessed: This is the ability that allows the user by a ceremony to create a blessed. To do so should take at least 15 minutes and will require at least two blessed in attendance. (Please contact a ref prior to every ceremony start).

Apply Medical Bandage: Using this ability the character applying the bandage, can heal 1 point of damage to the location where the bandage has been applied. Bandages must be worn for at least 6 hours and characters can only wear a maximum of 3 bandages simultaneously. (This skill is only available to Apothecary's).

Can Identify Herbs: A person with this skill can identify herbs that are needed or will be used during the course of the event/game. At check-in you will be given a herb sheet that describes and identifies the herbs for the event.

Can make Medical Bandages: Using this ability a person can make a medical bandage if they have the correct ingredients. Unlike a normal bandage that can only stop the bleeding, a medical bandage can if applied correctly, heal a persons wounds. It takes 15 minutes per bandage to make and they last 24 hours. Prior to game start you are allowed 4 bandages, which will last 12 hours. (This skill is only available to Apothecary's).

Can make lesser/normal/greater potions: You can make potions as described on the potion list you will be given at check-in. The times to make will also be listed as will components required.

Can use 3 weapons of their choice: With this skill a person can choose to use up to 3 weapons of choice. These will be noted on there character sheet. It is possible to only choose two and to choose a 3rd during in character actions, during an event.

Can use a Shield: Having this skill allows the character to effectively use a shield. Without this skill you can only hold a shield close to your body and only walk during a fight.

Can use any single weapon of choice: This ability allows a character to choose one weapon they are proficient in. If they use another weapon – not their weapon of choice - then they must fight clumsily and can only move at walking pace.

Can Wear light/heavy Armour: Armour can be worn of the type described. Any person with this skill wearing the armour can move normally in it as they have been trained in its weight, encumbrance and anomalies. Non trained characters cannot wear armour.

Ceremony of the Church: A Knight can gain 1 extra hit, which lasts until next blow, by conducting a Ceremony of the Church. The ceremony is a praising of The Fallen and takes 15 minutes if conducted by the Knight himself and can be repeated as many times as a knight likes. If a Knight initiates this ceremony in front of a Priest, the extra hit can be gained instantaneously, rather than having to do the full ceremony, if and only if, the Priest blesses the Knight in the name of The Fallen.

Company Licence: To trade, buy and sell, or obtain money for your skills legally and at fair or discounted prices you will need one of these. A Company licence will be given to you on joining certain guilds.

Craft lesser/normal/greater: Craft can mean skill at making, skill at acting or whatever your background supports as a member of The Skilled. The quality of what you make/do will obviously depend on your training, experience, tools of the trade and ability. So a lesser skilled actor may earn quarter of a silver ounce per performance, whereas a greater skilled may earn two gold ounces for the same show. Items will also vary in price due to the manufacturer.

Deactivate Trap

With this skill you can also disarm any trap you come across. It takes ten minutes of role-playing to disarm a trap once completed you can ignore the trap if it goes off.

Evaluate

You will be given a lore sheet, which explains how to determine information about an item. If an item has a library code (LIB: 0001 ETC) on it then this will need an academic with access to a library to provide information during downtime.

Gain an Extra Hit: From the extra training you have received your character has gained one extra hit. which is added to your characters hits total permanently.

Grave and Tomb Licence: Issued by the Museum, this allows the holder to excavate ancient tombs and graves. It is also the membership card into the Museum, without it no Archaeologist can gain access into its halls. Anyone caught excavating sites without a licence is classed as grand theft.

Identify Magic Item: Using this ability allows the character to identify whether an item is magical or not. A character is given a lore sheet which will provide general uses or key words of an item it is up to the user of this skill how they interpret this information.

In Nyah's Name Ceremony: This ability seems to have been given to The Blessed by The Fallen Nyah. The ability allows two or more blessed to conduct a ceremony In Nyah's Name. The ceremony must last 15 minutes and where possible have strong links to Nyah. This ceremony heals all those who take part of up to five Health Points (but not exceeding their original starting figure, usually 10) as the power of Nyah is channelled through The Blessed. A character may only take part in this ritual once per 24 hour period.

Law Keeper: A person identified with the laws of the land. Kastarian law keepers are who people go to when they wish to state a complaint about someone breaking the law of Kastaria. Most laws in Kastaria are simple and for the common, moral good. So murder, theft and deception are all against the law. Law Keepers will convene a court and obtain other law keepers for a hearing to take place. They though must remain neutral throughout; to protect the law, corrupt law-keepers are either banished from Kastaria or sentenced to death.

Lay to Rest: This ceremony is conducted on bodies prior to the burial of persons who do not wish to return as Blessed. The ceremony must be conducted by a priest of The Fallen and takes 15 minutes. It is a solemn occasion and usually involves as many family and friends as possible, to ensure the body of the deceased is returned to the earth correctly.

Notoriety Famous/Infamous/Legendry : If you have this then your name will be known as will your past deeds for good or ill. The more notorious you get the more people will react to your name and even more so your presence. As your fame and name grows so people will seek you out due to your deeds.

Marry: This is the only legal way of marrying in Kastaria and thus forging alliances between people, houses or guilds. Only a Priest of The Fallen may conduct a wedding ceremony and once bound the persons are inextricably linked. Only death can legally remove a person from their marriage. A ceremony normally takes 30 minutes and is a very happy occasion, with gifts being exchanged between families/houses/guilds.

Member of the choosing ritual: If you are a member, then you are one of the few who chooses those who will take part in The Fallen ritual. Usually The Fallen Administrator will inform you of your position and when and where you are to meet to choose. Failure to attend has led to death.

Naming Ceremony: Normally conducted by a Priest of The Fallen not long after birth, it has also been known for people to change their names after great conversions or changes in belief.

Noble Blood: A character with this is a member of the Nobility and as such society will treat them differently. They also will have knowledge of certain facts that are restricted to the Nobility only.

Open Fire: The Academic has the ability to conduct the ritual to Open Fire.

Own an Exquisite Weapon of their choice: From this a character will own one weapon of their choice, which is of exquisite craftsmanship. It is exceptionally light, strong, balanced and beautifully made. Exquisite Weapons cannot be broken by any normal means.

Ownership of one estate: Your character owns 1 estate and all that entails. You will receive an income dependant upon the size and well-being of the estate. Your estate can be anything you choose it to be from your background, ownership of your estate will be confirmed in deeds you receive prior to the event start. Examples of estates...*The Anvilere Estate* – One Country House (24 Bedrooms, Ballroom, Salon etc), 4 Farms, 1 Hunting Lodge, 1 Hamlet, plus all associated people. *The Falcone Mall* – One Town House (16 Bedrooms, Ballroom, Receiving Chambers etc), 4 Houses of high quality for friends and family, 3 Boutique style shops, 1 Entertaining establishment.

Quick Strike lesser/normal/greater: Duellist can, after their training, engage a single opponent with this skill. On a call of “Quick strike” they are to simulate (theatrically) a blow to their opponent, which strikes their opponent on the location they call, so for example, “Quick strike – chest”, will inflict one point of damage to the opponents chest, this cannot be defended against. Whilst slightly unrealistic, this skill simulates the duellist training on fighting single opponents. This skill cannot be used if fighting multiple opponents and also only can only be used if the duellist is fighting with an exquisite weapon of their choice.

Read Ancient: The language used many eons ago is readable by a person with this ability. You will be given a dictionary of ancient when you check-in prior to the game.

Royal Blood: Your character is directly related to the Royal Family. You are in line to the throne and are treated as such by the Royal Court. You also have the blood that would allow you to be crowned monarch of Kastaria.

Skill Network: The Skilled guild trade with each other at very favourable rates. It is how they survive and were originally started as guild by masters in their trade. You can also obtain items, deeds, favours from other Skilled guild members.

Subdue: By placing empty hands on the shoulders of an unaware target from behind and stating “subdue” a target will be effected by a subdue effect.

Two Handed Weapon Use: Due to the training received, a character with this skill can fight with weapons that require two hands to use. They cannot fight or use all two handed weapons but rather they can choose a type of two handed weapon.

Use Two Weapons Simultaneously: In a world where most things go, there is no honour in fighting with one weapon when you can have two. Usually a long sword and a dagger but other combinations have been known to be used; this should be detailed in your background.

Character Development

When players/characters first start in the game world of The Fallen, they are given membership (if they so wish) of their relevant guild or order (for ease we will use the word guild to describe the various societies and power structures that exist) this is where their initial abilities come from. Players can then choose to remain a member of the guild, attempting to reach one of the five coveted master positions or if they are ambitious enough the head of the guild. This leads to them acquiring abilities that are learnt on the way in character, in game. Alternatively they can move guilds and learn new abilities from their new colleagues.

Players have free and will choice to move guilds when they are members but as soon as they become one of the five masters, the only way to leave is death (which isn't as final in the world of The Fallen as it used to be when the law was created) or stay with their guild. Guilds will be mainly made up of characters as you are the movers and shakers of the world of The Fallen.

Each guild has its own charter and way of dealing with its members. Membership of each guild is up to the guild as is the way it decides upon or chooses its leaders. Priests are the only group not allowed to move guilds. A priest who attempts to leave his chosen Fallen is at least exiled or in extreme cases of betrayal beheaded. Much more detailed descriptions of the various guilds, societies and classes are available as handouts. These will be given to players once the system team have received your character and its relevant background.

Players will lose or gain virtually everything IC in game. So, abilities and skills will need to be learned in character at events, from various people, organisations and entities. You will always have the opportunity and chance to further you character in any area you wish. This said other people may also be trying to further their character in these areas, so you may find yourself in competition for certain skills, political positions and power with fellow players. Characters in The Fallen world will find themselves in a class based society. Money and power are the most obvious ways to get accepted by the ruling classes, if this is your wish then

ownership of property, land or companies is highly desirable. Ways to obtain all these things will be available to everyone who plays.

You can still plot in down time (the real-life time between games/events) and gain information or politic but you will not be able to gain skills/abilities or items in downtime. These will only be acquired at events of The Fallen. The world of The Fallen is as much as possible based on the real world, so in most cases for someone to gain, money, items, power and even in some cases abilities/skills, someone else will have to lose. That will not always be another player character but also it will not always be a non-player character either, often the choices you make will affect those close to you and as usual in the world of The Fallen, for good or woe.

Extract from the popular book “Diary of the court” by The Ghost Duchess

17th day of Augure – The fool Marquis Aranton was drunk again at the King’s High Summer Ball. Not only did he lose his theatre at a game of cards but then he challenged the King’s cousin, Duke Pilvoir to a duel, over some insult to do with the Blessed. What an idiot, everyone knows that Pilvoir is one of the richest men in Kastaria and will hire the best duellist money can buy. I can only hope that someone loans Aranton enough money to hire a duellist, the thought of him fighting himself is too ridiculous and gruesome to consider.

18th day of Augure – More gossip seems to be sweeping the court following the Ball. Apparently one of the high ranking academics from the university let slip that they are worried about a new discovery’s made by Arvane’s University. It has sent a ripple through the markets and the price of everything is increasing from the wine to bodyguards. I am just glad that my guards are on a two year retainer and of course my cellar is fully stocked!

Rumour also was rife of trouble within the Apothecary guild but as always they will not say anything about it officially, shame, a lot of people would pay good gold to see them and their principles brought down. Oh yes Aranton’s duellist was easily beaten by Pilvoir’s man, these duellist move so fast a normal swordsmen would have been cut down before they moved, so now he has lost his theatre and his honour – poor fool.

19th Augure – My lady Tracere appeared today with a beautiful piece of jewellery. At first I thought it may have been commissioned by the new skilled guild, who are turning out exquisite items of all kinds but she informed me that it had been found on an Archaeological dig. I am never sure myself about these digs and find them slightly distasteful; digging around in the past can not be dignified for those doing it or even those they unearth! I told her she looked lovely wearing it and that I just hoped it hadn’t been taken off one of the blessed – my was her face a picture when I left her, just the thought seemed to make her go very pale.

20th Augure – We attended the grand opening of the latest ‘House of Decadence’ tonight, what a wonderful place! Anything is available and it seems that they have learnt from some of there earlier failures, so now violence is banned. They have every other kind of vice available though, for people to spend there money on, from wine, women and drink to gambling, debauchery and men – truly a place for all good Kastar’s to have fun.

Health and The Effects of Damage

Mortality of the living:

Characters in The Fallen have two Hit Points, and 10 Health Points. An ordinary attack with a normal weapon will do one point of damage, removing one Hit point from the attacked target. When a character is on zero Hit points they will fall unconscious and lose one Health point every minute through bleeding, until they are bought back up to above zero Hit points.

It is impossible to go below zero Hits but once a character is at zero, further damage can be done to the character by attacking their torso. The damage is now removed directly from their Health points. Once a character has reached zero Health points for any reason they are dead.

A wound can be stopped from bleeding and hence the character losing any more Health, by applying a normal bandage. This stops the loss of any more Health points and can be done by anyone. The application of a Medical Bandage by a trained person, will give the injured character back all their Hit points (application by a non-trained person has the same effect as a normal bandage). Healing of Hit points can also be gained by Potions and certain other methods as can the healing of Health points.

Discerning Wounds

Any character can look at a body and know if it is dead, bleeding or under a simple mainstream effect.

Mortality of The Blessed:

The blessed start with 10 Health points and two Hit points, they lose hits in the same way as a mortal character would but do not die from being on zero Health unless they were first reduced to zero Health, then cut up on the floor with their head and heart removed. The loss of health points does effect The Blessed but only The Blessed know in what way. Once on zero Hits, Blessed characters must stay in their unconscious state until they are 'healed' in some way.

Bandages and *Sticker* potions have no effect on The Blessed. If The Blessed are force fed any *Bottled* potions or they drink them voluntarily then they fall unconscious into a deep sleep and will never awaken...The player may no longer play that character and must see a ref.

Becoming The Blessed:

A dead character can be placed on the tomb of Nyah and will then vanish. Out of Character: the player must take a 'The Blessed' character card out of the red pouch next to the tomb of Nyah and then leave with the finger in the air to apply make-up provided in the washroom.

Make-up requirements: The character is an animated rotting corpse and so should look like one. The character must have the minimum phys rep of pale skin on all exposed skin, back of neck, ears, hands etc and black in the sockets of the eyes and lips

Once they are made up they should put their hand in the air and return to the tomb and may resume play as 'The Blessed'. At the earliest opportunity try to see a ref, following the characters re-birth, they will discuss with you, your characters future.

Armour:

There are two types of armour in The Fallen, light armour and heavy armour. Light armour is made of studded or hardened leather (or similar non metal based armour) and offers one extra Hit Point. Heavy armour is mostly made of metal and offers two extra Hit Points to the wearer.

In order to count as armoured a character must have the front and back of the Torso covered in armour, and one additional area covered, for The Fallen, these places are defined as; the head, both lower arms, both upper arms, both lower legs or both upper legs.

Each normal hit against armour reduces its value by one point and it cannot be stacked. Armour soaks up all effects that hit it, protecting the wearer not just from normal weapon damage but the Effect Vocals too.

Note that only characters with the skill to wear armour may do so. Also for the ease of the game, armour protects against any blow that strikes the character, regardless of whether the armour phys-rep is actually struck or not.

Arrows:

Because of the power of arrows when they hit they do a 'Knockdown' effect as well as the actual damage. This means that a point of damage is done to the target and the target is knocked over. They have a minimum-range of 15 feet and can only be fired one at a time.

Combat, Weapons and Phys reps:

In The Fallen game world, the weapons the characters wield are IC supposed to be made of metal or some other dense material. To help represent this in combat, an attack with a weapon must travel at least three feet before it hits the target. This also aids safety of combat which is also paramount in the system. No unarmed or hand-hand combat is to take place, all combat must be with checked weapons. Thrown style weapons are especially dangerous and must be used with care. A standard single-handed weapon is 36 inches (3 feet) in length, longer weapons require two hands to wield.

When you receive a hit you must role-play it, *this is a rule, not a suggestion*. Don't just tick off your Hit Points in your head, please role-play the fact that you've just been hit with a weapon and it hurts. When an arm is hit drop any item in your hands for a moment, fall down briefly if your leg is struck or reel in pain when your head or body is hit. Also, you should role-play if your Health is very low, take your time recovering and walk more slowly, this doesn't mean you shouldn't fight properly during combat but when you're not fighting it will improve the atmosphere of the game if you show your character's frailty and pain.

"When considering how to fight and what armour to wear it is always useful to consider what sort of opponent one is preparing for. Full Plate Armour whilst very pretty is not very user friendly and is best kept for tournament use by Knights. On the other hand not wearing any armour at all is slightly foolish and foolhardy and usually the prerogative of Nobles and Duellists, the former due to style the later due to speed.

A good Mercenary knows how to pick their Armour well, to be hardwearing, provide protection and fit into their clients background. A suit of all black armour does not normally go down well at court, especially if your primary is not on friendly terms with another member of the court. Remember we are paid to protect not to parade – we leave that to the Knights and Duellists.

Also think of what weapons you will use carefully. Two weapons or one is again a choice for the best mercenaries. If you need to look 'tooled' up ask yourself are you showing your opponents all your skills at once. Sometimes subterfuge is better than an outright show of force. Of course when in Arvane do as Arvanians and any form of fighting or weaponry is possible, whatever it takes to stay alive is the best policy here.

A working knowledge of medical bandages is also a must for any budding mercenary. Clients tend not to pay for medical bills except in exceptional circumstances, so staunching your own blood is a good way to stay alive and save money. Remember contracts should include a form of healing to ensure all your expenses are covered, Chapter 3 deals with contract negotiations. Failing this, making friends with Apothecary's and The Blessed is a good option for any Mercenary."

Extract from "Good Guide for Mercenaries" by Lord MacKin

Replacing shattered, lost or stolen phys reps:

The number of items is limited by the Phys-Reps that the players bring, so if you only bring one sword to the event and it is shattered then it is lost in game and needs to be placed in an OOC area (usually your tent). *Note:* However, in game Traders have common items such as Weapons, Armour, Shields and other objects for sale. This is done in the form of, 'Ownership Scrolls' once you have bought an ownership scroll, you can then go back to your tent or accommodation and retrieve your out of game item, tearing up the scroll.

Physical representations (Phys reps):

Note: You will be given a sheet at the 'check-in' of every game detailing the below information

Glow sticks - All glow sticks used in game are there to represent a mystical force of some sort that cannot be passed unless an action is taken.

Green: Green Glow sticks are used to represent magical locks that can only be removed by touching the lock with a Green Key (A small pebble painted green). When this has been done the Green Glow stick lock and the Green Key must be handed to a referee.

Red: Red glow sticks are used to represent magical force walls that can only be removed by obtaining something in writing that says you can.

Blue: Blue glow sticks are used to represent magical force walls and locks that can only be removed when a referee is present.

Herb Sticks: These are thin flat pieces of wood that represent Herbs. Anyone can pick them up but only those with a herb lore sheet can use them.

Green Ribbons: These can only be attached to IC Medicinal Bandages. These hold powerful healing properties and when tied to a character they deliver a single 'Heal' effect and are then used up. They must be worn for six hours after initial application for the heal effect to work.

White Ribbons: These ribbons contain OOC Lore code information which will be useful for those with the skill to decode Lore codes of this type.

Silver Ribbons: Attached to rope is a barrier that weapons, magic and people cannot cross.

Tags and Ribbons should be removed from items if the Item is successfully 'Shattered', destroyed or if a ref directs you to. As with most other LRP games Items stolen IC must be taken to a ref and handed in, you will then be given the Tag (or a tag if it does not have one) and the Prop stays with the ref to be returned to the OOC owner.

Night posts:

These are coloured pieces of wood with a letter on them. It is possible for people to receive special Night posts envelopes posted at their IC tents or other areas. These represent dreams, the will of The Fallen, the fortune of men and the tricks of assassins, amongst other things. If you find one of these you can (if you want to risk it) find a ref OOC at any point between Time In and Midday, where the ref will cross reference it and tell you what the effect is. The character must then walk back OOC to where they found the Night post and as soon as they go IC the effect instantly occurs. If the Night post is named then only that person may hand it in.

Conceal pouches:

These are coloured blue and though they can contain IC items, they are considered OOC. The contents can only be accessed by people who possess the skill: The art of concealment. They are 2" wide by 12" long. If you find one on someone then you must ignore it.

Snap Traps:

These are small mouse trap like devices, which use toy caps to make a loud bang. If you should set one of these traps off it will reduce a persons hit points to zero or it will shatter all armour a person is wearing but leave them on their current hits. They might be able to be deactivated by people who know how to.

Guns:

A gun pointed within 15 feet of a target which is successfully fired will reduce the targets hits to zero through any armour the target is wearing. If the cap fails to go bang then the holders hand is blown off and will not be able to use it until it is somehow re-grown.

Potions:

In The Fallen there are two types of potion. Sticker potions are strips of stickers that must be stuck on a target (or an object) to affect it. Bottle potions are on bottle props but can never be drunk unknowingly. Both types ignore armour and both have the effect and results written on them. Because they are written down all kinds of weird effects are possible.

Bottle potions have a picture of a bottle, Sticker potions have a picture of a skull and cross bones. If you find yourself with a Sticker Potion on your person, or supporting the weight of an item with a Sticker Potion, read the sticker, take the effect and tear the sticker in half. If you drink (role-play drinking only, don't actually drink any liquid in a bottle potions) a Bottle Potion read the tag, take the effect and tear the tag in half.

Effects and ranges, Effects work by combining an effect with a range

Effects:

-**Knockdown:** The target is knocked over by the force of the blow (even if armour prevents any damage).

-**Shatter:** Anything hit by the effect is destroyed; a hit on a person will reduce them to zero Hits. Armour, weapons and shields are destroyed. If an item with a Ribbon is shattered the special abilities the item had are lost.

-**Fatal:** The target's Health is reduced to zero.

-**Rot:** The target loses 1 Health per 5 minutes until the rot is cured. This loss cannot be healed until the effect is cured with something that specifically "Cures Rot".

-**Poison:** The target loses 1 Health point per 10 seconds until cured. This loss cannot be healed until the effect is cured with something that specifically "Cures Poison".

-**Freeze:** For 5 minutes the target cannot move but can see, hear and is immune to all effects and damage. They must stand statue still until the effect is finished.

-**Sleep:** For 5 minutes the target is asleep and cannot be woken.

-**Heal:** The target's Hit Points (not health) are healed to the targets natural maximum. *Note: Bandages with a green ribbon on do a heal effect but cannot be applied by anyone.*

-**Possess:** For 5 minutes the target must follow all instructions and complete all tasks given to them to the best of their ability, by the person who initiated the effect.

Command: The target must complete the instructions given before they can make any other action. It cannot though be immediately life-threatening, i.e. "Slit your throat"

Ranges:

Touch: If the attack is undertaken by touch, then no vocal needs to be said for the effect to work, although the person will obviously inform you at some point of the effect.

Line of sight and hearing: If the attack is ranged, then point at the target and state it. For example if you had a spell to shatter a weapon at range, you would call, 'Shatter Sword' whilst pointing at the sword. Vocal attacks always hit the target in the torso unless specified otherwise.

-**Blasts:** affect everyone within 15 feet of the caster; the vocal is "Blast"

-**Storm:** affects everyone that hears them (note that the vocal is OOC so covering your ears won't save you), the vocal is "Storm".

Examples: 1) A big stomping creature might call 'Knockdown Storm' to represent an earthquake it has just caused. All those who heard it would fall down to the ground. 2) A cunning assassin might shake your hand and state 'Poison' as touching ranges have no vocal, you would then take a poison effect. 3) A corned magical creature might call 'Sleep Blast' which would put everyone to sleep who is within 15 feet of it.