

Meadowmere Rulebook
2025 Edition

Created by Meadowmere LARP and Scryforge Collective

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Introduction

It gives us great pleasure to introduce the Rulebook for Meadowmere LARP. LARP stands for Live Action Role Playing. It's a type of interactive storytelling in which participants physically embody their characters in a made-up world.

Potential players can learn more about the rules and regulations that govern the immersive and interesting gameplay of Meadowmere LARP in this book. Whether new players are experienced LARPer or are just getting started, this book will give them useful insights into the workings and nuanced gameplay of Meadowmere LARP.

The creators of this book put their entire being into designing a game that not only entertains players but also fosters collaboration and creativity. To make sure that each player has an enjoyable time, they have devoted countless hours to creating rules that are fair, balanced, and simple to understand.

This book is a crucial reference that will help players comprehend the intricacies, mechanics, and rules of LARP. As players set out on their own LARP adventures, we hope that they find this book to be a useful tool and a source of inspiration.

How to use this Rulebook

This book is designed to help players understand the mechanics and rules of our LARP system so that they can fully enjoy the experience in our game. Here are a few tips to help players make the most of this rulebook:

1. Read the Introduction: The introduction provides a general overview of the game, including its setting, mechanics, and themes. This section will help players understand the basic concepts of the game and get them excited to start playing.
2. Understand the Terminology: LARP has its own unique vocabulary and terminology, which can sometimes be confusing to new players. Take the time to familiarize yourself with the key terms and phrases used in this rulebook so that players can better understand the rules and mechanics.
3. Don't skip the chapters: The Game Mechanics and other sections provide a detailed explanation of the mechanics of the game, including abilities, combat, and character creation. It's important for players to read these sections thoroughly so that they can understand how the game works and how to play their character effectively.
4. Consult the Appendices: The appendices provide additional information and resources that can help players better understand the game. These may include lists of abilities, equipment, or other game mechanics.
5. Ask for Help: LARP can be a complex game, and it's okay if a player doesn't understand everything right away. If players have any questions or need help understanding a rule, they shouldn't hesitate to ask a staff member for assistance.

We hope that this rule book will serve as a valuable resource as players explore the world of Astrel. Remember, the most important thing is that players have fun and enjoy themselves. Good luck, and we can't wait to see what everyone brings to the table.

Special Thanks!

Special Thanks to Jake Bentley, Aaron Briggs, Sara Cain, Ryan Carnett, Salem Cox, Angela Cypret, Sav Dada, Kay Gates, Rick Gates, Adrienne Handshoe, Victor Handshoe, Becca Hasara, Jeffrey Markus, Jessica Niblick, April Payne, Adam Rogers, Matt Rink, Lee Stauffenecker, and so many others.

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Chapter 1: Scryforge Collective

Meadowmere LARP is owned and operated by the Non-profit organization Scryforge Collective that was started in 2024. Scryforge is a 501C(3) Non-profit focused on community, inclusivity, education, and helping people find their story.

Organization Roles and Responsibilities

There are many roles that go into making sure these events happen, but we are going to focus on two of them. Those two are Staff and Players. All roles are encouraged to play a character in our game. In an effort to present a fair and welcoming environment, our Staff follow the same rules that players do as well.

Staff

The Staff are members of the player base that have volunteered to take on certain responsibilities to benefit the organization overall. Each one is asked for a one-year commitment in their role. Many staff members continue to apply each year to assist the organization, some even climbing the ranks to become leaders helping to shape the future of the organization overall.

Players

A player is anyone who participates in our game. We strive to have a diverse, inclusive, and supportive player base. Each one brings a spark of creativity to our game that makes it incredibly unique.

Each player is expected to:

- Locate and follow all rules, policies, and guidelines to the best of your abilities.
- Create a welcoming environment for all others. Don't be a jerk.
- Sign liability waivers at the beginning of each year.

Liability Waivers

Liability Waivers are mandatory to participate in any Meadowmere LARP Event. Players should ensure that they have been signed and returned to the organization by the first event of the season. Otherwise, they will not be able to participate until this has been completed. These Waivers go hand in hand with our insurance requirements and our obligations to the venues in which we use.

New Player Onboarding

New players are required to go through an onboarding session before they are able to participate in a story LARP event. These onboarding sessions include things like reviewing the organizations policies, signing waivers, and finding out about the resources available to them.

New Player Quest

It is encouraged that new players attend a New Player Quest to ease their way into their first roleplay session. Reach out to Event Staff to find out more about when and where these quests take place.

Chapter 2: Organizational Policies

The policies section of the rulebook provides information on the expectations and guidelines for behavior and conduct during the LARP event. These policies are designed to ensure that all players have a safe, enjoyable experience while participating in the game. By familiarizing themselves with the policies section of the LARP rulebook, players can ensure that they are aware of the expectations and guidelines for behavior during the event and can help create a safe and enjoyable experience for all players.

Health and Safety

The safety policies explain the rules and guidelines for ensuring the physical safety of all players during the LARP event. This may include rules regarding weapons and props, first aid procedures, and emergency protocols. It also explains the roles and responsibilities of staff members in ensuring the safety of the event.

Assumption of Risk

It is important to understand that participating in events has risks. Event activities can involve sustained and vigorous physical activity, and some movements may place meaningful demands on your body. Players are solely responsible for knowing their own physical condition and limitations. Because risks may arise from movements or other actions of other people participating in events, it is important to take brakes and rest. Players should assess their physical and mental wellbeing regularly.

If a player requires medication or any special handling, it is their responsibility to make sure those things are addressed. Meadowmere will do its best to offer reasonable accommodations to those that request them ahead of time.

Staff Members hold the right to cancel, limit, or postpone any event if they feel there is a serious risk of harm or illness. It is important that any player take reasonable precautions to keep themselves safe.

Hold

While attending an event, players may hear the call "Hold" When they do, it should be repeated loudly one (1) time so that others can hear it and then players are to remain in place until staff have a chance to assess the situation. Repeating it does two things: - It lets the staff know that a player is following the guidelines. - It echoes through the play area so that everyone is aware.

"Hold" is used when an individual is either hurt, injured, or at serious risk of being harmed out of game. Medical attention may be necessary, and this limits the number of people from complicating the situation. A good example of when "Hold" should be called would be if players are walking through an area and one is about to step on a

snake. Yelling "Hold" here could prevent a dangerous situation.

If two (2) players are in combat and one is about to back up into a tree or could possibly trip over something in their path, it is more polite to warn them "Watch out behind you." unless the risk is imminent.

Hold should not be used for any other types of situations as we do not want to diminish the importance of its use.

Code of Conduct

- Don't be a jerk: We expect everyone to treat each other with kindness, empathy, and understanding. This means not engaging in behavior that is intentionally hurtful, harassing, or disruptive to others at any time, in or out of game.
- Respect boundaries: We expect everyone to respect personal boundaries and consent. This means not engaging in physical or verbal conduct that is unwelcome, and respecting when someone says "no" or "stop."
- Be inclusive: We welcome all players and visitors regardless of race, ethnicity, gender identity, sexual orientation, religion, age, ability, or any other characteristic. We expect everyone to be respectful of these differences and to create an environment that is welcoming and inclusive for everyone.
- No weapons or drugs: We do not allow real world weapons or illegal drugs at our events. We also prohibit the use of other substances that impair judgment during gameplay. Certain events may allow for the consumption of alcohol, but permission must be explicitly given, and the player will be Yellow Banded for the remainder of the day and cannot be utilized around minors, used indoors, or around others that do not wish to be around it.
- No Politics or Religion: It is important that in an immersive environment, we try to keep real world issues out of the game entirely. Although some plots may be similar to real events, they should never be engaged in with the intention of crossing that barrier.
- Follow the rules: We expect everyone to follow the rules and guidelines of our events, including safety rules and game rules. We also expect everyone to respect the authority of our staff members and to follow their instructions.

Permission to Touch

Under no circumstances are players to touch another player without their express permission. This can be a onetime permission, or a blanket permission granted to an individual, but at all times, permission is required. Permission can also be revoked at any time. Failure to follow this policy would result in expulsion from the community and game. Combat Permission Anyone who is engaging in combat is giving permission to be struck/touched with approved weapons. This still does not permit someone to touch another participant without permission. If a person has not given permission for combat, they will be wearing a colored sash or band.

For more information on sashes and bands, see [Special Color Codes](#).

Anti-Harassment and Discrimination

At Meadowmere LARP, we are committed to creating an environment free from harassment and discrimination. We welcome all players and visitors regardless of race, ethnicity, gender identity, sexual orientation, religion, age, ability, or any other characteristic.

Harassment and discrimination of any kind will not be tolerated at our events. This includes verbal or physical conduct that creates a hostile or offensive environment, unwanted physical contact, and other forms of inappropriate behavior.

If an individual experiences or witnesses' harassment or discrimination at our events, we encourage them to report it immediately to a staff member. We take all reports seriously and will investigate any allegations of harassment or discrimination. We will take appropriate action, which may include warning, removal from the event, or legal action if necessary.

We also have a zero-tolerance policy for retaliation against anyone who reports or participates in an investigation of harassment or discrimination. We will not tolerate any form of retaliation, and any reports of retaliation will be investigated and addressed accordingly.

We are committed to creating a safe and inclusive community for all players and visitors. If any individual has any concerns or suggestions for how we can improve our efforts to prevent harassment and discrimination, we encourage them to reach out to us through our website or other communication channels.

By participating in our events, players agree to comply with our harassment and discrimination policy and help us create a safe and welcoming environment for everyone.

Age Restrictions

These guidelines are put into place for the safety and security of our players and their loved ones. If players have any questions about these rules, please reach out to a Staff Member for information or clarification.

Age	Description
Under 9	A designated adult must be in arms reach of the child at all times. The Adult must be designated by a yellow or orange band. Children must be Orange Banded.
10-13	Parents or Guardian must be on site with signature approval.
14-17	Requires a parent or guardian's signature approval to participate, but does not have to be on-site, unless the child is staying overnight at the event.
18 and older	No restrictions, they are able to sign documents on their own.

Rule of Two

The Rule of Two has a couple of different applications. The first being players are granted two events before certain rules apply to them: - Players may trade their first three starting abilities once by their third event. It is not uncommon for a player to start larping and then realize they have a different playstyle then they thought they had. Once they start their third event, their abilities are locked in. - Players have until their third event to be wearing basic garb including any application that signifies that they are anything other than human. If a player is struggling to obtain appropriate garb, they should reach out to our staff.

Finally, Players can have as many characters as they want, but they can only bring two characters at a time to any event. Any additional characters will not receive any benefits from being there.

Breakables

For player safety, Ceramic or Glass is not allowed at any of our events. If either of these breaks, that could cause a risk of injury since this is considered an active sport. Players should reach out to event staff if they have any questions.

Special Color Codes

We use brightly colored belts, sashes, cards, etc..., to indicate out-of-game conditions or information. These colors will always be fluorescent, so they stand out and do not look like garb. Belts or sashes must be always visible during game play. May request these at registration if one of these statuses apply to them. These can also be requested at any time, no questions asked.

Fluorescent Yellow - Non-Combatant

Players wearing a belt or sash of this color are in game and may be interacted with but should never be engaged in combat. Another player may point at them and say aloud they attack the belted player, but may not physically contact them in any way, including with a weapon.

Additionally, a yellow-belted player should not be near combat. While the belt indicates your non-combat status, accidents can happen. If combat breaks out near a yellow-belted player, that player is responsible for removing themselves from the vicinity if possible.

Fluorescent Pink - Approach with Caution

Players wearing a belt or sash of this color should not be approached from behind, cornered, or chased. Please announce when approaching this player.

Fluorescent Orange - Out of Game

People wearing a belt or sash of this color are out of game completely. They could be photographers, vendors, or have other reasons for being out of game. These people are not roleplaying and should never be engaged in combat.

Fluorescent Blue - Ability Interactions

This color is to designate an object that can be interacted with specific abilities. Examples include cards that can only be read if that character has the ability listed on them, or unique items that require certain in-game skills to handle.

Fluorescent Green - Hidden

This color is used to designate an object or person that characters cannot see but for safety reasons needs to be visible to players. We commonly use this for traps or other things that might be in spaces that could be dangerous if stepped on.

Fluorescent Red - New Player Module

Any item utilizing the Fluorescent Red coloring is reserved for those on the new player Module. Existing players should ignore these items.

Red Weapon Bands - Natural Weapons

Natural weapons represent weaponry that is part of the character. In order for a weapon to count as a natural weapon, it must meet previously established weapon guidelines and be marked with a red band on the pommel or non-damaging part of the weapon. Natural weapons cannot be disarmed or sundered. These types of weapons are only available to NPCs at this time.

Blue Weapon Bands - Weapon Modifiers

Weapons with an enhanced effect i.e., a hammer with a sunder ability on it, will be marked with a blue band on the pommel or non-damaging part of the weapon. A character will not be able to tell what ability is enhancing that weapon just by look but can potentially use in-game abilities to find out what it is.

Chapter 3: General Game Mechanics

Game mechanics refer to the rules and systems that govern the gameplay of this LARP. These mechanics provide structure and consistency to the game and help to create a fair and balanced playing field for all participants.

Class-less System

Each character has access to abilities that may be used at any time they are appropriate. These abilities make up the majority of specialization a character has. Because Meadowmere LARP is a class-less game system, no abilities are hidden behind certain choices a character makes and gets locked into. All characters have access to the same abilities every other character has access to.

As characters grow, they gain access to more ability slots which allows them to learn new abilities. These abilities can also be upgraded making them better and stronger than base versions. Upgrades are limited and take time to get, so players should make choices on how and what to upgrade carefully.

See [Chapter 4: Abilities](#) for more information.

Civil Service System

Civil Service Points (CSP) are a way that players can be rewarded for going above and beyond. Specific tasks will grant players points that can be spent on other benefits. These tasks are specifically things that encourage interaction and help support the organization in areas that are needed.

How to Gain Points

Players gain points through varied activities that can be used to update their characters

See [CSP](#) in the Appendix or more information on how to gain or spend CSP.

Hand Signals

Meadowmere LARP currently uses seven universal hand signals. These signals can be done with either the left or the right hands.

First is the "Out of Game" signal. You place your hand or weapon on your head. This indicates that you are out of game and are either catching a breath or many times, traveling from one place to another as the player, not the character.

Multiple signals are used for different abilities:

- To target a single person with a ranged ability, that player must point at the target when they use their ability. This is known as Point and Cast (PaC).
- To target multiple people in front of the caster, they must sweep their arm in front of themselves horizontally. This is known as Line of Site (LoS).
- To target an area surrounding the Caster, they make a claw of their hand and hold it vertically above their head. Alternatively, an item can be in the hand if the hand is not empty. This is known as Area of Effect (AoE).
- To indicate a character is speaking another language, the character places their hand on the same shoulder. Characters who do not understand your alternate language, must play as though they cannot understand what you are saying.
- This hand signal is used for "Stealth" or "Hidden". Place your arm across the lower half of your face as if you are shrouding it. While doing so, you are considered hidden.
- The final signal is used for "Flight." Raise one open hand into the air and hold it there until the ability ends.

Chapter 4: Abilities

ABILITIES REPRESENT ALL THE COOL AND UNIQUE THINGS A CHARACTER CAN do. Because Meadowmere LARP is a class-less game system, no abilities are hidden behind certain choices a character makes and gets locked into. All characters have access to the same abilities every other character has access to. (Two exceptions to this is the Faction Bonus a character can receive from raising ranks in the faction of their choice, and NPC or Monster only abilities.)

As characters grow, they gain access to more ability slots which allows them to learn new abilities. These abilities can also be upgraded making them better and stronger than base versions. Upgrades are limited and take time to get, so players should make choices on how and what to upgrade carefully. Each character will have a maximum of 11 abilities. They start with three that are chosen by the player, and one that is given based on the character's background.

Call Outs

Most abilities have a call out to let others know the player is using it. For example, Rage requires a character to say the word "Rage, 10 Seconds" so that others know what the character is doing and how others can interact with them.

Upgraded abilities may require players to give additional callouts; for example, if they upgraded the duration of their Rage ability to 30 seconds, nobody would know this unless the player updated their callout to "Rage, 30 Seconds". Not all upgrades require players to call them out because it is either understood by the character's actions or not pertinent to the other player at that moment. For example, If a character upgraded the number of uses an ability has, there is no reason to call it out when they use the ability.

A player may also decide to narrate or add flavor to a callout because they want to. This flavor does not have any impact on the game mechanically but can really help with the immersion. An example of this would be to flavor a pierce attack with ice. The player might call out "Ice Pierce" or "Frozen Peirce," both keeping the callout of "Pierce" in it.

There is no official way to update your callouts for upgrades, as long as the other player can understand the information that is being portrayed then it works.

Re-flavoring Abilities

Every ability is designed to be able to be flavored by the player. For example, if a character has an affinity for fire, they may have the ability Magic Blast and use a fire looking physical representation to demonstrate it. This same character might have the ability Barrier and use a red rope to show that their barrier is covered in flames. We encourage creativity by re-flavoring the abilities if it does not change how the ability works. In instances of the Barrier of fire, it does not have any additional effects like dealing damage.

Ability Aspects

Each ability has multiple aspects. They are:

- Description
- Resistance
- Duration
- Range
- Cast Times
- Number of Uses

Description

Each ability has a description of how it works. Each one is designed to be distinctly different from any other ability. Common terms used in descriptions are "Caster," "Target," and "for the duration."

- Caster refers to the person who is using the ability. It may sound like it is magic, but it is not necessarily.
- Target refers to anyone that this ability would affect. Sometimes that may include the caster, but most times it will not.
- "For the duration" simply means however long the ability's duration is set for. This allows for the ability to be upgraded and not have to change the description.
- Some abilities have a roleplay response, characters can interpret the roleplay based on the description, but they have to follow the description of the ability.

Cast times

Some abilities have a cast time that has to be included when the ability is used. Depending on the ability, find a way to roleplay an action that leads up to it. This is where a player has the most opportunity to show flavor for an ability.

The range of Casting Times can be from Instant cast to 1 minute.

1 minute > 30 Seconds > 15 Seconds > 10 Seconds > 5 Seconds > Instant

Duration

Depending on the Ability each will have a duration. This describes how long the effects of each ability last. Those effects can be anywhere from Instant to lasting All Day.

Instant > 10 Seconds > 30 Seconds > 1 Minute > 1 Hour > All Day

Number of Uses

Every ability has a set number of uses at the start. They range from 1 – 5. Abilities that start at 5 uses are designed to be used more often, whereas some of the more substantial abilities will start with 1 use. Through the Civil Service System, characters can increase the number of uses of any ability up to a maximum of 5. So, if it starts at 5, It cannot be increased.

Range

Each type of ability has a limit on who or how many characters can be affected by it. :

Self

This type affects caster only, so players can use it at any time. :

Touch

Touch requires the caster to be within reach of the target. They may either call out that they are targeting them or use a combat safe prop. Reminder, physical touch without a prop requires consent. :

Spell Ball

To cast, throw an approved weapon after calling out the ability. The ability must strike a player to affect them. If the spell ball misses and does not contact anyone, the ability is still used, but has no effect.

Point and Cast

All that is needed for Point and Cast is to point your finger at a target within 30 feet and speak the spell. (Example: Maim Limb has the caster pointing at another character and causing their limb to stop functioning effectively.)

Line of Sight

This targeting range reaches 10 feet in front of the caster in an arc facing in front of them. It's represented by moving your outstretched arm across your body in a sweeping motion. Characters can't dodge this type of attack, but they can use Blink or Resistance to escape it.

Area of Effect

Anyone, friend, or foe in a 10-foot radius feels the effects of this type of ability. The caster gets to choose if they are affected by the Area of Effect (AOE) ability. Characters can't dodge this type of attack, but they can use Blink or Resistance to escape it. The caster gets to choose if they are included or not.

By My Voice

Any player that can hear the caster is affected by this ability. It does not target through sound; this is simply a

measurement of range. It cannot be countered by dodge or blink, but a player can use a resistance to prevent themselves from experiencing the effects. (This ability type is mostly reserved for powerful NPCs.) This range ignores structures.

Untargetable and Immune

Some abilities make a character untargetable and immune to anything that targets only one individual. This means Line of Sight and area of effect abilities still hit. In game structures however block abilities but environments (trees, bushes, etc....) do not.

Upgrading and Downgrading

A player can upgrade their abilities through a system called the Civic Service System (CSS). In it, players receive Civil Service Points (CSP) that allow a player to alter almost any aspect of an ability within reason. Each upgrade has to be approved by the staff.

In a situation where a player wants to downgrade part of the ability, for example the Range of an ability, they may cast it downgraded only as low as the original ability was.

For example: If a character uses the ability Deafen and wants to change it to a point and cast, they cannot because its default range is AoE. It cannot be lowered to any other range below AoE because that is its default. If a character has an ability that has been upgraded, but they want to use it at a lower range, that is fine. For example, if a character upgraded Suggestion to be a Line-of-Sight ability but have a scenario where they want to use it as a touch ability, then they can without any other action.

See the [Civil Service System](#) for more information on ability upgrades.

Ability Slots

A character can have a maximum of 11 ability slots. These ability slots are comprised of:

- 1 Background or Cultural ability slot.
- 3 Starting ability slots.
- 7 Unlockable ability slots. As a character attends events, they unlock more slots. They get one slot after each event that the character attends.

Learning New Abilities

New characters start with three (3) abilities of their choice and a background/cultural ability based on their character's background. As they attend events and unlock new ability slots, they will want to add abilities to those slots.

To learn an ability, a character must first have an open ability slot on their character sheet. Once they do, they then can complete their training or accept a Gift Ability.

There are two ways to learn an ability:

- In-Game Training
- Narrative Ability

In-Game Training

Each ability takes a certain number of hours to learn, thus adding it to their character sheet. The number of hours is tied to the number of uses a base ability has and can be spread out over a single day, or over the entire season. Each training session must be at least 30 minutes long. If interrupted, the training timer resets to the 30-minute mark rounded down. So, if a player stops training an ability at 45 minutes, they have completed 30 minutes of training and can resume the other 30 minutes once training begins again.

- 5 uses = 2 Hours to learn. (4 Half hour Sessions)
- 4 uses = 4 Hours to learn. (8 Half hour Sessions)
- 3 uses = 6 Hours to learn. (12 Half hour Sessions)
- 2 uses = 8 Hours to learn. (16 Half hour Sessions)
- 1 use = 10 Hours to learn. (20 Half hour Sessions)

Crafting abilities are considered to be 5 use abilities for the sake of training.

Player's report abilities trained after each event during checkout, and the time will be marked on their character sheet. No more than one (1) hour per day will be counted on a single ability, so by design, bigger and more powerful abilities take several events to train. Once the character has completed the training, they can use the ability the following session.

Each ability a character trains requires an hour of time devoted to training per game day for it to count. So, for example, if a player had three (3) open ability slots, and wanted to train 3 different abilities, they would need to spend one (1) hour each ability if they want to work on getting each one.

It is important to note that even if a player completes the training of an ability but does not have an open ability slot, they cannot learn it until they have the capacity to.

Help

While training, if a character that knows the ability helps the learner roleplay for that hour, then the learner's hour of training counts for two (2) hours instead. With this method, a character can cut total training time in half.

Other Bonuses

There may be other crafted items in the game that can boost the number of hours a character will receive while training. They may be static spaces for the character to

train in, or one time use items that will give a one-time bonus.

See the [Artisan](#) for more information on crafted items, structures, and buildings.

Narrative Ability

Camp Events often mark a shift in a character's story or journey. To show the impact the event had on a character, a player may choose to gain a new ability based on the camp event they just attended.

The ability is chosen at checkout and must meet the following requirements:

- An ability that is available to the player base (no NPC only abilities)
- The player saw another player or NPC use the ability

Removing Abilities

Abilities may only be removed from a character sheet by spending Civil Services Points.

See [Appendix III: Charts and Tables](#) for more information.

Unique Types of Abilities

Crafting Abilities

Each crafting ability requires resources in order to create a product or effect. These abilities do not have a limited number of uses and can be used as many times as the character has resources and time to spend on it.

Lore

Some abilities act as knowledge skills and are known as Lore abilities. Each Lore ability can be used in three different ways:

- Knowledge - The character may submit a question in writing to the GM, and they will get back with them as soon as they are able. This may be between games depending on the details needed to answer the question. The Answer will be tailored to the lore that the character uses.
- Access - The character may read and interact with Blue Fluorescent cards that list that Lore ability on the outside.
- Skill - The character can use the Lore ability based on its description.

Resistance

Some abilities are used as a resistance to other abilities, for example, The Resistance: Physical ability would allow a character to negate the effects of one physical ability that affected them.

Chapter 5: Combat

IN LARP, COMBAT SYSTEMS ARE DESIGNED TO SIMULATE THE THRILL AND danger of combat in a safe and controlled environment. Meadowmere LARP uses a medium touch system with foam latex boffer weapons, which are soft and lightweight but still provide a satisfying tactile experience for the players. We do accept cloth covered weapons but prefer more immersive experiences.

Health and Hit Points

Meadowmere LARP uses a synergy of a limb system and a minimal hit point system to designate character health. Each character has three total hit points. A hit to an arm or a leg counts as a single point of damage, whereas an unarmored torso hit counts for two points of damage. The tops of the shoulders and buttocks are considered part of your torso. Hands and feet are considered part of the arm and leg respectively and count as legal shots.

Roleplay is still a focus in the game, even in combat. When damage is taken, it is highly encouraged to react to it. For example, if hit in the arm, a player could drop what they are holding and let it hang limp or if hit in the torso grip their chest or act like they have lost their breath. Feel free to think about how your character would react and make it your own! For safety purposes, leg hits are structured. When it comes to legs, they should not go down on one knee or drag the foot behind them, instead they should favor the leg as if it is painful to use. This can be a safety issue and if a player were to take the wrong step, they could actually be injured.

To be considered defeated, a character must lose all of their health. Some examples are as follows:

- Three damage to different limbs.
- A torso wound, and any limb wound
- Two torso wounds

Illegal hits include the head, neck, and groin. Do not aim for these locations, and if a player is struck in these locations, they do not have to take the hit as a wound.

Bleed Out and Defeated

Once a player's health reaches zero, they are considered to be in Bleed Out. Bleed Out lasts for 60 seconds. During this time, the player can talk, ask for help, and even still be healed, but is unable to move or take actions themselves.

After 60 seconds have passed, they are considered defeated and exit main portion of the game. During this time, they must find a staff member who will direct them to an NPC that will lead them through a "Near Death Experience". The character will be asked to share a story from their history or backstory that impacted them. Once completed they will roll a 10-sided die. This roll will represent which ability they lose for the day. After midnight, the character regains their use of the ability. If they are also

part of the Mortality System, then they must also roll to see if they get back up from this fight. If the character is also in the mortality system, this is when they would roll their mortality die or make a deal with death.

Once this interaction is over, they may return to the game as normal. Hit Points are restored, but damage to equipment or armor is not.

Coup-De-Grace

The Coup de grace is a special attack that any player may use on someone who is in Bleed Out. It will end the character's Bleed Out timer and they will be considered Defeated. The way this works is when a character wants to use this attack, they raise their weapon above their head and shout out "Coup", "De", "Grace", and then strike the other character in Bleed Out. The total time for the callout should be approximately five seconds. If the attacker is struck by a weapon or an ability, the special attack is disrupted, and the attacker will need to start over.

Character Death

Because Meadowmere LARP is predominantly a Roleplay game, no player is forced to lose their character unless they agree beforehand. There are two common ways to permanently remove a character from the game.

- Character Retirement
- Mortality System

Character Retirement

At any time, a player may choose to retire a character they no longer wish to play, but in doing so, that character will not be allowed to return to the game. If a player decides to do this, the staff may work with that player to try to ensure they see a sendoff that fits the impact they have had on the game overall. This is highly dependent on the timeframe and circumstances involved with the retirement.

Mortality System

Players are not required to join this Perma-Death mechanic. It is an optional system based on a percentile chance that defeat will be final for a character. Everyone that opts-in, starts at 0% and when defeated, that player must roll a percentile and must roll higher than their percentage or they are permanently dead.

For example, if a player's percentage is at fifteen (15) and they roll a fifteen (15) or lower, their character does not get up from that fight, if they roll higher than 15 then they narrowly escape death. Each time that a character succeeds their role percentage goes up by 5%.

This is a pretty low risk early on, but the more a character is defeated the more opportunities and likelihood it is that the character won't survive. A character cannot roll zero (0). Only characters who opt into this system are eligible to participate in Mortality events.

Mortality Quests are special quests that only happen at Camping Events. In order to participate in a Mortality Quest, the character has to be in the Mortality System. (removed CSP buy in) As a reward for successfully completing a Mortality Quest, Characters get one free ability upgrade along with any financial rewards that may be available for that event.

Characters who opt into this system are automatically eligible to participate in Mortality quests. For more information on Mortality Quests, see [Camping Events](#).

Looting

Once a character has entered Bleed Out, a player may "loot the body". Looting takes 30 seconds of roleplay, and if interrupted by an attack or ability, the character must start over. While looting, a character can take no other action, and they can only loot one body at a time.

Armor

Armor has several types. Each type has its own drawbacks and bonuses associated with wearing it. Metal armor is heavier but awards more points, Cloth and Leather are easier to wear, but award less points, and other types of armor may not give as much protection but look good. Whichever armor a player chooses, they should make sure they are wearing it safely. If overheating is a possibility, then take it off. Hydration is always important. Armor should not have sharp points that could harm their users or other players' skin or equipment.

Armor Points

Wearing armor allows characters extra hits before they are defeated. This is tracked by what is called Armor Points. The points provided are global hits, and only count where the armor covers.

If a player is wearing a metal breastplate and metal shin guards, the armor points exist in any of those locations. If they are hit on the chest, they would lose one point of armor. If they are next hit on their shin, that would then be a second point of armor. If the next strike hits an arm, that damage goes straight to the character's health and the limb becomes damaged because there was no armor here to protect it.

Armor Coverage

In order for armor to count towards a character's armor points, it has to cover at least 50% of the limb that it is on. Otherwise, it can still count as coverage, but they do not get points for it.

An example of how this works would be a player who purchased a new custom vambrace made out of leather. This Vambrace covers more than 50% of the limb so it counts as the player having Natural Armor on this limb. Contained within this vambrace is a single strip of rigid metal that helps give layering and depth to the design. The metal itself does not cover more than 50% of the limb, so it does not count as having Rigid Metal armor because there is not enough of it.

Helmets

If a player wears a helmet that matches one of the armors specifications, they gain an additional point of armor that goes on top of their Armor Pool. It does not matter what type of helmet it is or what it is made out of as long as it gives coverage to the head and matches requirements of that armor type.

Armor Requirements and Points

Description	Requirements	Points
Synthetic Armor (Plastic, Foam, Kydex, Any not listed)	NA	1
Natural Armors, Cloth and Leather	3mm thick minimum (~7-8 oz)	2
Non-Rigid Metal or Chain	18g minimum	3
Rigid Metal or Plate	18g minimum	4
Helmet	Match the Material	+1

Although costume armor may look fantastic, it's important to understand that we are a medium contact game, and less resilient materials may show wear and tear quicker than others. Any equipment that is brought into the game is the player's choice to do so, and it's important for them to acknowledge that there is a risk of damage because of accidents.

Stacking Armor

Characters may combine two types of armor to gain more protection. For example, A character could choose to wear plate armor and a gambeson (cloth). They would receive 6 points of armor globally. If they also wear some leather in addition to the gambeson and plate, their total will not change because the leather and cloth are in the same category, but more of their body would be covered which gives the character more armor coverage. If they then wear a helmet as well, they will get to add 1 more point of armor, making it 7 Points total.

Ability Armor

A character can have a maximum of 3 points of Ability armor no matter what source it is from. These sources cannot stack beyond the 3 points, but it can stack with the physical armor pool creating a maximum armor pool of 11 points of armor.

To achieve the maximum points possible, a character would have to get:

- 4 points from Rigid Metal or Plate
- 3 points from Non-Rigid Metal or Chain
- 1 point from a helmet
- 3 points from Ability Armor

Equipment

Meadowmere LARP does not require special abilities to use any equipment. If a player can demonstrate that they are able to use it safely, they may use the item if it does not conflict with other rules in place.

See [Policies](#) for more information.

Items that fall under the umbrella of equipment are Foam Weapons, Bows, Arrows, Thrown Projectiles, and Shields. These are all items that are expected to be used in combat.

Real Weapons

No real weapons are allowed on site during events. This is not limited to but includes: firearms, serrated blades, replica blades, explosives, projectile weapons, chemical weapons, electronic weapons. Some utility tools are allowed but must be properly stored at all times as to not be available to anyone other than yourself.

Shields

Shields must not contain any metal or wood. Accessories like buckles on your straps are acceptable to be metal. All outside faces and edges must be covered with at least a quarter inch of foam.

Shield Bashing

Shield bashing is not allowed. Under no circumstance is a player allowed to strike or swing a shield with intent in combat.

In Game Foam Weapons

These weapons have a semi rigid internal core at its center. This includes but is not limited to Swords, spears, Axes, and polearms. Wood and metal are not allowed in the construction of weapons used in this LARP, and edges should be soft, smooth, and not abrasive to the touch. Depending on how wide the striking surface is (hammers, paddles, etc.), can sometimes be made with denser foam because it distributes the impact.

All weapons must go through a safety inspection before they can be used at a LARP event. Since Meadowmere is a roleplay heavy game, foam sculpted, or latex covered weapons are preferred to cloth covered boffer weapons.

Equipment Approval

The preferred retailer for purchased foam weapons is Epic Armory. All weapons must be inspected before they can be used, but any weapon purchased from Epic Armory will be approved for use in game. Some things to watch out for when obtaining a foam weapon:

- **Narrow blades:** If the core can be felt from the striking surface, the weapon will most likely not pass inspection.
- **Thin stabbing tips:** A weapon that does not have sufficient padding on the thrusting tip will not be considered thrust save. The weapon may still be approved for use but cannot be used for stabbing.
- **Abrasive textures on striking surfaces:** rough foam or fabric covers can cause abrasions to other players.

Every weapon is required to be checked once a year by the game staff for safety reasons, but it should be checked regularly by the player who owns it. Blaster ammo is required to be checked every event.

Weapon Rules

Some weapons have additional guidelines that ensure that events remain fun and safe.

Shorter than 60 Inches

If a weapon is shorter than 60 inches, it can be used with one point of contact. That means that a hand has to be on it whenever it is being used. This includes swords, hammers, axes, and spears.

Longer than 60 Inches

Any weapon longer than 60" requires 2 points of contact with your body. For example, two hands, hand and hip, or hand and armpit.

Throwable Weapons

These weapons do not contain any kind of rigid core. These weapons may be thrown. This includes Daggers, Axes, Spell Balls, etc. Edges should be soft, smooth, and not abrasive to the touch.

Blasters

Nerf Rival style blasters are allowed in the game. A player does not need any specific skill to use them, but the ammunition for them is a crafted item. :

Modifications

External or appearance modifications are encouraged, but at no time should a player ever cover up the orange muzzle of the Nerf Blaster. This is a safety issue.

Internal modifications are less encouraged, but it is understood that they are sometimes necessary. For this reason, speed tests will be conducted on any altered blaster to ensure that projectile speeds remain under 110 feet per second (fps). All off the shelf, US, single shot blasters are under this rating as of the time of this writing.

Non-repair based internal upgrades are not permitted at this time.

These decisions allow for three things:

- Non-Nerf brand blasters may be used, even 3D printed ones.
- If a spring wears out, players are able to repair it rather than be forced to buy a whole new blaster.
- Eye protection is not mandatory at these limitations.

Ammo

Ammo is a crafted item and therefore expendable. Any ammo fired from a blaster is considered spent, and Spent Ammo can be used as 1 Abundant Ore. This encourages players to pick up ammo that they find on the ground. Players may bring their own ammo to events, but it must be inspected before it may be used at every event. Due to many logistical reasons, we only allow "Rival" style ammunition in our game.

Ability Use with Ammo

Players cannot use the dodge ability against a blaster attack. The only way to transfer an ability through ammo is to use crafting with it.

See [Chapter 7: Crafting](#) for more information.

Reload Time

Standard Reload for any blaster is 30 seconds. This may be altered by crafting recipes.

See [Crafting](#) for more information.

Archery

Traditional style recurve or long Bows are allowed but must fall within two requirements. - Be classified as 35 pounds or less. - Have a maximum draw of 28 inches.

Arrows

Arrows are crafted items. Any arrow that hits a target is considered spent and cannot be used again. If an arrow misses its target, characters may pick it up and use it again.

See [Appendix V: Recipes List](#) for more information.

Dealing with Projectiles

When in combat, do not block or strike at projectiles with weapons or shields. This includes arrows, thrown weapons, or spell balls. There are two primary reasons. - First is safety. If a player bats a projectile out of the air, it changes the trajectory of the object which can send it flying unsafely

at another player. Projectiles could strike the other player in the face unintentionally. - Second, it can easily cause lost equipment if the projectile is deflected into rough terrain, such as tall grass, wooded areas, or even water.

Custom Built Weapons

Custom-built foam weapons are allowed if they pass a safety inspection. Please communicate with the staff when you are wanting to custom build a weapon.

Status Effects

Status effects refer to temporary conditions that affect a character's abilities, behavior, or performance in the game. These effects can be positive, negative, or neutral, and are often used to simulate real-world factors such as injury, illness, fatigue, or environmental hazards. They add a layer of complexity and strategy to the game, as players must learn to manage and mitigate these conditions while still achieving their objectives. There are three types of status effects: - Temporary Status Effects - Static Status Effects - Progressive Status Effects :::

Temporary Status Effects

Temporary effects affect characters for a limited period of time. They will go away on their own without acting against them.

Static Status Effects

Static effects remain on a character until a character takes an action to change them. These effects will go away at the end of an event if it is not corrected before then. :

Progressive Status Effects

Progressive effects are conditions that not only stick with characters between events, but it also gets worse each event if it was not addressed. Ailments are the most common trigger of these types of status effects.

See [Alchemy](#) for more information on Ailments.

Example Status Effects

Temporary	Static	Progressive
Decoy	Ability Armor	Ailments
Entanglement	Maim Limb	
Knockout	Limb Damage	
Rage		
Silence		
Stealth		

See [Appendix IV: Ability List](#) or [Appendix V: Recipes List](#) for more information.

Other Items

Garb

Because Meadowmere strives for immersive events, Garb is encouraged from day one, but players have until their third event before it is required. Garb can be simple, but don't show up in jeans and a printed T-shirt. Garb should match the theme of the character players are making. With our system, player characters can be from any setting they choose but they have been dropped into a medieval fantasy world. Consider how long they have been here and what they would have done to survive. Is the character trying to fit in? Are they from a Cyberpunk setting with a much more futuristic feel, or is it a dark dry post-apocalyptic world? A character's garb will hopefully reflect these choices.

Makeup and Appliances

If a character is anything other than human, they should have something that shows that difference. It might be subtle, or it might be very apparent, either way a player's choices should be reflected. It might be as simple as painted on scales, a fake beard, pointy ears, etc....

See [Character Creation](#) for more information on available species.

Footwear

LARP can be a very active game, proper footwear should be prioritized over immersion. If players can accomplish both, fantastic!

Tools

Realistic tools are never allowed on the battlefield, this includes, knives, Hammers, Pliers, Screw Drivers, Hand Saw, Wrenches, Clamps, Axes, Chisels, etc., unless they are made of foam and are determined safe for combat. These are however allowed in RP areas where a player may want to simulate a craft but even then, should practice caution and never leave anything out that a child may pick up and injure themselves on.

Chapter 6: Economy

The in-game economy is very diverse and has many different ways it can be interacted with. Coin is the basis of the economy, but there are also resources that hold value as well. These resources can be used in different ways but are a major component to the crafting system.

See [Chapter 7: Crafting](#) from more information on how resources are used.

Coin

Most goods or services can be bought with coins. There are three different values of coin, Gold, Silver, and Copper. Each one is worth 10 of the next. : 1 Gold = 10 Silver = 100 Copper

Many times, the amount of coin a character has is written in copper. For example, Character A might have 34c. Because the coin type goes up in increments of ten (10), Character A may have 34 copper coins or three (3) silver and four (4) copper coins.

Character B's has 1028c so their coins could be ten (10) gold, two (2) silver, and four (4) copper. It could also be any combination that adds up to 1028 as well.

Resources

Resources are a series of physical representation items (PhysReps), that both have value and are used in crafting. Each one is meant to represent different types of things that can be found in the world but without the flavor tied to each. For example, A character might have a Rare Animal Resource, but the flavor of that might be a rare animal hide, or the spleen of a Chupacabra that just consumed a Kobold. Players are encouraged to add their own flair and flavor to these resources, the PhysRep is there just so the player has something to carry with them and trade.

Crafting Material Types

There are seven types of crafting materials. Five of them can be found easily and are called basic resources. Two of them are considered special materials and therefore cannot be obtained easily. The five basic material types are Animal, Chemical, Ore, Plant, and Stone. The two special materials are Magic and Tech.

Basic Resources

The five basic resources are native to this world and can be found in almost any region. In-game these can be found in containers sitting out in the open. For each minute a character spends roleplaying gathering this resource, they can take 1 out of the container. These containers only have the most abundant version of these resources, to get higher versions, characters need to find them in the world or have an ability like Lore: Resource that would help them find them.

Special Resources

The special resources are not native to this world but are becoming more prevalent, because of this, the most reliable way to get ahold of them is by using Lore: Magic or Lore: Tech.

For more information on Lore, see [Unique Types of Abilities](#).

Basic	Special
Animal	Magic
Chemical	Tech
Ore	
Plant	
Stone	

5 rarities

On top of the type, there are different rarities as well, Starting at Abundant, there is also Common, Scarce, Rare, and the elusive Quest Material type.

Rarity	Color	Value
Abundant	White	1 copper (c)
Common	Green	1 silver (s)
Scarce	Red	1 gold (g)
Rare	Blue	10 gold (g)
Quest	NA	NA

Abundant

Abundant are the easiest resources to get, along with the most plentiful. Because of this, all Abundant resources expire at the end of each event. Abundant materials are white or clear. The GMs will put out gathering points where characters can get one material per minute, they spend roleplaying gathering the materials.

Common

Common materials are green. These can be found throughout the game. To gather them from a gathering point a character may get one material per three minutes they spend roleplaying gathering the materials.

Scarce

Scarce materials are red. These can be found throughout the game. To gather them from a gathering point a character may get one material per ten minutes they spend roleplaying gathering the materials.

Rare

Rare materials are blue. These can be found throughout the game. To gather them from a gathering point a character may get one material per thirty minutes they spend roleplaying gathering the materials.

Quest

Quest materials are unique props. These will be handed out at the Game Master's discretion. If a character has a recipe that requires a quest material, it is likely meant to be a very uncommon recipe to create and it is likely tied to the story.

Income

Characters gain money from many different sources in the game, the most common is through income. There are five major ways characters gain income:

- Basic Income
- Faction Positions
- Jobs from the Job Board
- Rewards from chests or looting.
- Player creativity.

Basic Income

Basic Income is 7 copper per event. Every character gets this as a base. Characters will only receive this if they are checked in at an event.

Position Income

Each Position in a faction comes with an increased income over the Basic Income but comes with possible conflicts or responsibilities.

For more information about Positions, see [Chapter 10: Factions](#).

Job Board

The Job Board holds several things including player created jobs, updates about the game world, and Faction Jobs. Faction Jobs are tasks that are posted with only a certain number of times they can be completed. Read the task, and if it has a tab on it, take one. These tabs give players the information they will need to pass along when they check out of the event. Any number of jobs can be done at an event, but each job may only be completed once per event, per character. If the job has tabs and they have all been taken, nobody else can take that job. For the jobs that do not start with tabs, any number of characters can complete them.

Each job will be sponsored by a faction, which is who is giving out the payment for that job. Anyone can complete a job for any faction, but some characters can also raise ranks in their faction for completing jobs in their faction.

See [Chapter 10: Factions](#) for additional information.

On the back side of the job board are jobs listed in Fluorescent Blue. These jobs are Syndicate Jobs. A character can only see these jobs if they have taken the oath and joined the syndicate. Otherwise, characters do not see them, nor do they know they are there.

Chests

As an encouragement for exploration, Materials, coins, and items can be hidden throughout the play area. These will be in the form of chests, so they are easily identifiable. Characters can find these chests.

If a chest is in Fluorescent Green, then it is hidden and there is a way in game to find them. If a chest is Fluorescent Blue, then it cannot be interacted with without something special.

Chests can also be locked with a crafted item called a "Lock". If there is a lock hanging off the chest, then the character cannot open it without using the abilities Disable Device or Sunder. Disable Device removes the lock whereas Sunder breaks it.

Player Creativity

Characters are fully encouraged to charge or trade for services. This could be something as simple as gathering resources for a crafter, or as complicated as hiring characters to complete a big heist. There are infinitely possible ways to gain wealth in-game.

Chapter 7: Crafting

CURRENTLY, MEADOWMERE LARP HAS FIVE TYPES OF CRAFTING ABILITIES. They are:

- Alchemy
- Artisan
- Magitech
- Scholar
- Ritual

Crafting abilities are a unique type of ability that requires both a recipe and also resources in order to use. Crafting abilities are unique because they do not have any uses. Players can craft any number or recipes or rituals by simply having the ability.

Crafted Items

Crafted Items are any item that has a recipe in game. They continue to exist in players' inventories until they are used. Players are encouraged to bring or make physical representations of the item (PhysReps). For example, small plastic bottles are great for alchemists. Labels would also help others know what is in them if the crafters wanted to sell them to other characters. Each Crafted Item has only one use. Once its ability has been used, a character would have to craft a second one to obtain the effect again.

Crafted Item Expiration Dates

All crafted items have an expiration date in game. Maybe the magic wears off, the weapon becomes dull and needs to be sharpened, or simply the potion loses its potency, however you want to flavor it. The crafted items will fade over time. This is to prevent overinflation in our economy. Each type of recipe has a different expiration date and to keep track of it, you will put the date that the item was created on the item card, and it can still be used for a number of events after that date.

The expiration dates are as follows:

- Apprentice: 3 Events after the date.
- Journeyman: 4 Events after the date.
- Master: 5 Events after the date.
- Stations, Buildings, and Artifacts: These items are an exception and do not have an expiration date.

Using consumable items

For each crafted item, a player will receive a card, this card mechanically represents the item. It will list the name and effect of the recipe. In order to use the item, a player will need to tear the card to represent the item being used and no longer available.

Blank cards will be available for players who craft their own items, Fill out the card and make sure to keep it on you for when you want to use it, trade it, or get pickpocketed.

Crafting Recipes

Each crafted Item has a recipe that tells a crafter how to make it. These recipes can be shared between players. Players are expected to keep track of their own Recipes.

Item Cards

Recipe cards can also double as Item cards. There is a spot on the card where a box can be checked if it is an item instead of a recipe. This is important for when there are not enough physreps for the situation. This is common for NPC Merchants, so that they can carry all of the things that they bring into the game.

Crafting Time

Anytime a player wants to craft an item, they will need the recipe and the resources needed for that item. The length of time to craft any recipe is based on the number of resources required.

Learning Recipes

To learn a recipe for Alchemy, Artisan, or Magitech, characters must craft it. The first time they craft a recipe, it takes three (3) minutes per resource in the recipe. This is only for the first time it is created, after that, it is one (1) minute per resource to craft it.

See [Resources](#) for more information.

Rituals do not have a minimum time requirement because they involve roleplay with multiple people.

Starting Recipe

Each Crafting type has a starting recipe, they are:

Crafting Type	Recipe
Alchemy	Health Effect
Artisan	Repair Equipment
Magitech	Heal Self Effect
Ritual	Creation Ritual
Scholar	Any Apprentice Recipe

To learn more about Crafting Recipes, see [Appendix V: Recipes List](#).

Crafting Tiers

Each Crafting recipe falls under one of three tiers:

- Apprentice
- Journeyman
- Master

When a character learns a crafting ability, they can only craft Apprentice level recipes. In order to craft higher recipes, they have to upgrade their crafting ability.

See CSP for more information on upgrading abilities.

These tiers also match the names of the tiers in the Crafting Guilds. Characters don't have to be in a crafting guild to upgrade their crafting.

See [Chapter 10: Factions](#) for more information on Crafting Guilds.

Artisan

Artisans are one of the most versatile crafters in the game. At low levels they focus on repairing equipment but in higher level recipes the Artisan can create structures that can benefit the entire community.

Repair

Artisans have unique options for repairing broken equipment or armor. This is the foundation for them as a crafter. Armor is counted in points, so when repairing it the Artisan has a cost per point.

Artisans can also create an item called a Repair Kit that allows armor or structures to be repaired on the go.

See [Armor](#) for more information on Armor Points.

Traps

Traps use the Fluorescent Green color code to show they are hidden from other characters. Players should do their best to not metagame when they see one.

See [Special Color Codes](#) for more information on the

Locks

Locks are placed on items to represent them being locked. A container or building can have any number of locks placed on it. Locks can be affected by both Disable Device and Sunder, and therefore are painted Fluorescent Blue.

See [Special Color Codes](#) for more information.

Sundering a Lock destroys it and sets off any traps placed in the container when opened, with no chance to disable them. If a trap is triggered in this way, all resources below Rare and non-artifact crafted items are destroyed. All other items can be retrieved, and the container is not damaged.

Structures

Structures are a special type of crafted item that can be used more than once. They can be used by anyone and have special destruction or movement rules. Players can use the ability Sunder to damage a station or building.

Stations

Stations require a cloth or sheet set out over a table or on the ground and a sign that states the type of station in use and the effect gained from it. Players may otherwise decorate anyway they choose.

- Each station has a name that reflects its function, but players should feel free to theme them in any way.
- No more than 2 people can use a station at a time.
- Once built, stations are an item that is maintained by one player between games.
- At the start of each game they may be placed in any approved area, including buildings.
- There is a 4-person requirement to move a station after it has been placed.
- Stations can be disabled by two sunders and repaired by two repair kits.

See the [Appendix V: Recipes List](#) for more information on stations.

Buildings

Buildings are designated by a 10 x 10 space marked by some sort of barrier to represent a building. This barrier can be rope, walls, chalk outline, or anything else that shows a change of space. Buildings also require a sign that states the type of building in use and the effect gained from it. Players may decorate anyway they choose.

- Each Building has a name that reflects its function, but players should feel free to theme them in any way.
- No more than 4 players can gain the benefit of a building at a time.
- No more than 2 stations can be within a building at any given time.
- Once built, buildings are an item that is maintained by one player between games.
- At the start of each game they may be placed in any approved area.
- Once placed, Buildings cannot be moved for the event.
- Buildings can be disabled by three sunders and repaired by three repair kits.

See the [Appendix V: Recipes List](#) for more information on buildings.

Alchemy

Alchemy is focused on administering status effects through consumables. Those consumables can have any flavor text the crafter wishes to portray. Some examples include Apothecary, Bakers, Brewer, Potion Makers, or Perfumer.

Ailments

Ailments are status effects that affect a character's performance, abilities, or attributes in some way. If a character is not cured by the end of the event they are affected, then it gets worse at the next event.

Magitech

Magitech is the art of infusing fantastical effects into mundane items. This requires a phys-rep for the effect to be attached to. Those effects then stay attached to the item until either triggered or used.

Enhancing Items

Most Magitech recipes apply abilities to already existing items, allowing the player the flexibility and versatility in play styles. Examples include Arcanist, Artificer, Enchanter, Inventor, Runesmith, or Tinkerer. Their recipes are one-time effects that get added to items traps, ammo, and weapons.

For more information on crafted items see the [Appendix V: Recipes List](#).

Artifacts

Artifacts are special items with ongoing or advanced abilities. They require a recipe from each of the main three: Artisan, Alchemy, and Magitech. These items do not expire after a single use there for making them a very powerful tool in gameplay.

Artifact recipes are created as players request them. Staff will design the recipes to fit the strength of the Artifact.

Scholar

A Scholar is someone who has the knowledge to draft new recipes from already existing ones. Depending on their skill level, they add in effects or modify the premade recipes that already exist in the game, allowing players to craft in ways previously not available before.

- **Apprentice Level Scholars:** Using a predefined list of modifications, the Apprentice level Scholar can spend 5 abundant resources of any type to add one modification to an Apprentice Level Recipe, thus creating a new recipe for players to use in game. These cannot be created or shared out of game, Characters must interact with each other in order to obtain these recipes.

- **Journeyman Level Scholars:** Journeyman level Scholars use that same list of modifications and spend 5 abundant resources of any type to add one modification to a Journeyman level recipe, thus creating a new recipe for players to use in game. Just as before, these cannot be created or shared out of game, characters must interact with each other in order to obtain these recipes.
- **Master Level Scholars:** Keeping with the trend, Master level Scholar can spend 5 abundant resources of any type to add one modification to a Master Level Recipe, thus creating a new recipe for players to use in game. These recipes follow the same restrictions as the other two levels.

For more information on Scholars can modify recipes, see [Appendix III: Charts and Tables](#).

Rituals

Rituals are formalized roleplay actions that characters can perform to achieve specific magical or supernatural effects. These rituals are more complex than standard abilities and require multiple participants, specific components, and actions to complete. This makes Rituals fit more like a crafting ability than just a normal ability. Players are expected to keep track of their own Rituals however their character would track them.

Chance to Fail

The success of a ritual is determined by blindly pulling a stone out of a bag. If the stone is a "Success" stone, then the ritual's positive effects happen. If the stone drawn is a "Fail" stone, then the ritual's negative effects are triggered. Each Ritual has a difficulty level, which determine the number of "Fail" stones that get placed in the bag to start. Characters then take turns sacrificing ability uses to put a stone of their choice into the bag. One ability = one stone. And this is a secret, other characters do not know what stone has been added.

Players that want to use a story ritual are required to alert the game staff as its results are interpreted by them.

It could also have a "Mixed Result" because the ritual caster will draw 5 stones rather than just one. Depending on how many "Success" stones are drawn of the five will determine how successful the ritual was. This means that characters can get what they want out of the ritual and negatives along with it.

Aspects

Aspects are modifications a character can make to a ritual. Each one adds "Fail" stones to the ritual in exchange for changing something about it. Characters can add any number of Aspects to a ritual changing it each time an aspect is added.

See [Ritual Aspects](#) for more information.

Chapter 8: Character Creation

Character Submission

In order to create a character, players must first create an account on the website. (www.Meadowmerelarp.com) From there, players will find the Character Creation option on the main menu.

Character Design

Here are a few things to consider when creating a new character:

- Character's Name
- Species
- Culture
- Major Locations
- Language
- Background
- Background Ability
- Picking Abilities

Character Name

A character's name is their identity and how they are identified in the system. It is not uncommon for a player to be indecisive about what they want to name their character, but they must have one before they can be submitted.

Species and Culture

In Meadowmere LARP, any species may be chosen but there are 5 that are way more prevalent to the world of Astrel. A species is purely flavor in how a character wants to be perceived. There are 5 native species to Astrel, and each has a suggested alteration.

Species	Application
Human	NA
Elf	Pointed Ears
Dwarf	Beard
Orc	Tusks
Beastfolk	Fur/Ears/scales/etc.... (Depends on the Animal)

Beyond these recommendations players are free to build them as they see fit. Combine them with different cultures and a player has a good base for a character!

Culture

A character's culture is more impactful in this game. Cultures are representations of large groups of people including their customs, histories, holidays, and values. Many cultures have already been identified in the game's lore to help give players shared experiences to build off of, but at the same time, players can create their own origins beyond what has already been established. Alternatively, if a player does not like any of the cultures that are present inside Astrel, the player can create a character that has fallen through a portal into our world.

Portalfolk

Portalfolk are characters that are from worlds outside of our plane of existence. In order to make a portalfolk, you must first create a character from this plane. Later when you make an additional character, you may spend CSP to create one from another plane.

Major Locations

There are several locations that have been established based on localized cultures.

Those locations are:

- The Capital of the Halcyon Sovereignty
- Duchy Illychnyaev
- Duchy Jernigan
- Duchy Stenstrom
- Duchy Velazquez
- Ancuram
- The Baahir Republic
- The Vertigron

See [Chapter 9: Cultures](#) for more information on the differences of each.

Language

Every character starts with the language "Common", and they also can get an additional language based on their origin's location.

Origin	Language
The Capital	Common
Duchy Illychnyaev	Common
Duchy Jernigan	Common
Duchy Stenstrom	Common
Duchy Velazques	Common
Ancuram	Fey
The Baahir Republic	Imperial
The Vertigron	Planar

Background

The background is the personalized experiences that belong to the character. What events have led them to this position in their life? This not only gives the player something to go off of, but it also prompts that can be submitted to the staff for personal quests.

See [Personal Quest Submissions](#) and Quests for more information on player submitted stories.

Background Ability

Based on a character's background, a Character Creation Manager will give that character a background ability. It is alright to request a specific ability, but it must support the story that is written in the characters backstory.

Picking Abilities

New players select three abilities at character creation. They can be any ability on the list except those that state otherwise. Over time, players will unlock more ability slots on their character sheet to a total of ten (10) ability slots and the Background Ability.

See [Abilities](#) for more information.

Character Sheet

Players receive an updated character sheet at each event they attend. This sheet will tell them how many of each item they have and list out other useful things like player abilities and details about them.

Leveling Up

Characters won't level up in a traditional sense, but instead they gain Civil Service Points (CSP) from the Civil Service System (CSS). This is a way of giving rewards to players for engaging in different aspects of our community. It is similar to an experience system in some games but has one major difference: The Civil Service System can gain points for doing things outside the game that helps build the community as well.

For more information on how to gain or spend Civil Service Points (CSP), see [Civil Service Points](#).

Chapter 9: Cultures

In this chapter we will give a brief overview of each of the major cultures in Astrel. Contained in this chapter is general knowledge about each culture. A player should decide for themselves, how much of this information they know about each culture. It makes sense for a character to know more about culture that they are from or have visited, and less about cultures that they have not experienced.

The Capital of the Halcyon Sovereignty

The capital is also known as the Forever City, as in they are forever awake. There is always something to do whether it be a tavern with live performance or a theater with new and witty works to entertain the masses. Since the capital is also home to a large portion of the military, the capital is home to some of the brightest, most strategic minds in the Empire. In general, the houses with the most wealth tend to be seen as winning the great game that is life. Manners and respect are important, and the populace shows respect to others no matter how much discontent there may be.

Rules are held very highly in the capital, and those that break the law are heavily criticized. Catching someone breaking the law is the most shameful act they can have on themselves or their family. It is not to say that these things don't happen, they are just extremely rare and acts of desperation.

Competition is one the most sought-after things in the Capital and the rules of any chosen competition are seen as law for the duration and the same social stigmas come with breaking the rules as they would with breaking the law. Dueling is a very common activity here, but humiliation is enough of a reward, plus dueling to the death is illegal and no one wants to break a law. Challenges are usually public and commonly happen between noble houses. Image is everything in this culture.

The Capital is the seat of power for the Halcyon Sovereignty which is a shortened version of "The Reign of the Right and True Halcyon Sovereignty of the Denizens of Astrel" but most refer to it as the Halcyon Sovereignty.

The Capital and its Duchies typically worship The Saints. The Saints are former Human Royals that have Ascended from the throne. Once someone of the Royal Family Ascends, they leave this plane and are worshiped for good favor over things that they accomplished.

Duchy Illychnyaev

They are inquisitive and rarely stay in one place for long. Many of the Denizens of this area live in settlements carved out of the woods themselves. If players were not from here or knew what they were looking for they might walk right by them.

While there are some notable settlements that are permanent many choose to travel, living with groups and caravans that move between settlements. These caravans are nomadic in nature, will settle one place for a few months then move on to a new place. Sometimes they are as small as 2-3 families or as large as 25 -30. The sizes of these groups change drastically as some families will choose to stay in one place while the others move on to the next place. Sometimes these caravans will bring with them entertainment and experiences to share with the more permanent residents. Some are crafters, some are hunters, they each have their own focus.

This duchy is in the Northeast corner of the Halcyon Sovereignty. This Duchy borders Baahir, making it a prime area for trading with the Baahir people. Most of the Halcyon Sovereignty's Wood and Furs come from this area due to a rich forest that covers a large area of the Region.

Duchy Jernigan

This land is carried by Honor, integrity, on the search for glory and achievement. This is considered to be one of the more comfortable duchies in the empire, but don't think that those that live here are not hard working. They pride themselves on being able to complete a hard day's work.

Most of this duchy is composed of laborers, farmers, and tradesmen. The Land is worked, and prosperity is tilled through the soft dirt with every harvest. Here nature is tamed, and Life is generally considered to be simple, making this a common place for former glory seekers to retire. The people here tend to be proud of their accomplishments and never forget a grudge. Family feuds have been going back generations to the point where no one knows when it started or why they are even fighting in the first place. They are very traditional and because of their sustainability, they supply a majority of the crops to the other duchies. Most towns are surrounding a market at the center that is usually filled with food, skilled crafters and traveling tradesmen.

This duchy is in the easternmost Duchy. This Duchy borders all of the other duchies in the Halcyon Sovereignty. This region supplies most of the nation's crops and livestock making them essential to the economy of Astrel.

Duchy Stenstrom

A place of Dark Tales and even Darker Creatures, The Lands themselves are twisted and corrupted. The landscape has a dark shadow that hangs over it and the creatures here have grown vicious and territorial. If characters keep to the roads and towns, they can usually stay safe. Few venture the wilderness at night.

Holding access to one of the most used trade routes in Astrel, this Duchy sees a lot of traffic moving between the Baahir and Ancuram Nations. The Whispering Wilds make up the majority of this duchy. It is a Badlands of sorts and is not as hospitable as many other areas in the nation. Traveling by land is the cheapest option for traders, so when they must pass through the badlands, many precautions are taken for those caravans.

Beastfolk are very prominent in this Duchy, due to their strong adaptability to their environment. The Elderly are also highly admired here due to their wisdom and the sheer fact that they have lived so long in such harsh environments. These people hold a natural suspicion of outsiders and never assume that everything is as it appears.

Outsiders are viewed with suspicion because everyone else is soft. It is assumed that they can't handle the tough environment until they prove themselves.

Duchy Velazquez

Traders, Lovers, and Artists. They are upfront negotiators and never afraid to speak their mind and like deals to be fair upfront. Their humor is without spite and never at anyone else's expense. Like most of the Halcyon Sovereignty, success is measured in wealth and influence, but unlike the other areas, arrogance can make your coin worthless. Respect is earned and cannot be bought or won. They are upfront and honest.

They live in extended family groups and hold their families to the same high standards for honesty as they do their trade partners. Negotiations and contracts are extremely important to these people and held in the highest regard. Combat is not frowned upon, but the people here prefer to make deals to make everyone happy.

Art is one of the most valuable commodities in this region, commonly using the gems and stones obtained from the mines in their creations. Musically they use a lot of String and Percussion Instruments.

Duchy Velazquez in the southwest corner of Astrel Most of the stone, ore, and precious metals that come from the Halcyon Sovereignty comes from this Duchy. It is the largest mining area they have, only overshadowed by the nation of Baahir.

Ancuram

Ancúram community is based around one main family unit, but it is not uncommon for multiple families to be close and join to make a larger community. No one individual leads the group, everyone takes responsibility doing things that need to be done. There is no formal structure to the family groups, and each one is independent.

It's not uncommon for there to be 5-6 generations all living in the same area. Most communities center around a longhouse that is used as the community center. The elders of the community are looked upon as advisors and respected for their experience. The Ancúram make decisions independently without any form of leadership.

Much like the Dwarves, Ancúram are gender neutral however lean towards feminine rather than masculine. Most Ancúram choose to not grow beards.

An intrinsic aspect of the Ancúram culture is the stories they tell known as Hero Stories. There are four major stories that they tell, one coinciding with each of their seasons, but there are hundreds more that they use to teach lessons and fill each other with joy and inspiration.

Stories mean much to the Ancúram and they judge outsiders based on the stories that they tell. It's rare for an outsider to be welcomed into a community, and even rarer if the individual doesn't have a good story to tell.

There are two locations where much larger groups of Ancúram reside. These are the two great Ancúram cities: Irdell and Sheelin. These cities are composed of many communities all working together. Without a leader or a council, the Ancúram take their small community model and expand it to ensure that all residents and travelers are taken care of during their stay within the city. The buildings show ornate, elongated form based on the natural sinuous curves of plants, flowers, and trees; They are very Art Nouveau in style.

The Baahir Republic

The people of Baahir are the Idea of efficiency. Process and form, everything is planned out and accounted for. The Baahir takes great pride in what they create and the role they play. Their society is very structured, and the Obligations that they are born into is where they will be the entirety of their life. Tradition is literally their way of life.

One of the most important aspects of the Baahir culture is the way in which they treat their guests, and also the way the guest treats their host as well. The relationship between a guest and a host is where the host will receive the guest with goodwill, including the reception and entertainment no matter if the visitor is familiar or a stranger. They are friendly to outsiders as long as the outsider doesn't break this social contract.

The Baahir tends to be gender neutral leaning toward Male in Appearance. Because most Baahir are Dwarves and all Dwarves have beards, it is something that many Baahir take pride in.

Baahir worships the idea of things, not people or individuals. To worship a person would be to put flaws in the idea. These Ideas are known as Aspects. Each Aspect is divided into individual Obligations. These obligations are specific types of professions that are all linked. For example, All of the different types of Carpenter positions would all fall under the Carpentry Obligation. Each individual is given two obligations based on heritage, and it is unheard of that someone would change any time after it had been assigned.

The Stonefather and The Firemother are the creator gods, not worshiped, viewed more like Cronus and Gaia, they gave birth to the Aspects, who define the separate Obligations. Aspects are most typically prayed to for those that are religious. Those Aspects are: The Artisan, The Farseer, Foodbearer, The Lawkeeper, The Peacemaker, and The Laborer. Depending on which Obligation a Dwarf belongs to determines which Aspect they look up to.

The Baahir Capital Nassaar, is a huge city built onto the side of Mount Dajani in the Baahir Mountain Range. Filled with majestic archways with Art Deco design. The Buildings have a sleek, linear appearance with geometric stylized ornamentation. The entrances of buildings, around windows, and around roof edges, all usually contain low relief decorative panels that tell the stories of their history. It is common for the walls or floors to be covered in a glazed brick or mosaic tile. From the outside characters can

See that the Baahir have carved into the mountain to expand their City, but it's unknown just how deep it goes.

The Vertigron

Vertigron is a culture that resides in a series of Islands that includes woodlands, savannas, freshwater lakes and streams, salt marshes, mangrove, volcanic areas, offshore coral reefs, and deep-sea trenches. Founded by Orcs, Vertegron has become a haven for ambition. Calling themselves Void Callers, any species or culture can be found here. Good luck finding it because the only people that know where it's located in the Expanse are those that have been there. Even then it takes a skilled navigator to guide travelers safely. Many have been lost to the walls of storms on the edges of the known world. The Vertigron are the most experienced sailors and highly sought after for their sailing experience.

This culture is highly aggressive in nature, not necessarily in combat, but in desire. People of this culture know what they want, and they will go to almost any means to get it. Void Callers have traditionally learned traits to sell themselves. They are good at weaving entertaining tales about their background and accomplishments so that their audience wants to hear more. This makes Void Callers

usually talented orators and storytellers. These stories tend to be about themselves and their accomplishments.

Void Callers tend to covet devices that allow them to do amazing things. They search the known worlds looking for things that have fallen out of portals, especially if it is magical or of higher technology than what is currently available in the world.

Void Callers not only own their achievements but also the lessons they had to learn the hard way. This ownership of opportunities has created a habit of adding tattoos to their physical scars that are on their bodies. They celebrate the lessons they have learned and own those experiences. A Void Caller with a lot of scars is not a bad thing as long as they have the accomplishments to overpower them. These scars are always genuinely earned and never self-inflicted. If the organization that the Void Caller worked for found out that they had falsely tried to fabricate these, they could lose ranks, funding or even be released from the organization entirely.

Vertigron is divided up into many different companies, each one with its own goals.

Chapter 10: Factions

Factions are groups or organizations that exist within the game world and have their own unique goals, beliefs, and values. Factions help create dynamic and engaging gameplay, as they provide players with a sense of identity and community, often driving the plot and conflict of the game. Some factions may be hostile to each other, while others may work together towards a common goal. Players may choose to join a faction, or they may remain independent. Either way their choice must be made in game and not during character creation.

Factions have their own unique aspects that encourage roleplay in unique ways. Factions are an important part of a game's lore and world-building, providing players with a sense of the larger world beyond their immediate experiences. They also have their own hierarchy and leadership structure, with different ranks and titles that are known as Positions.

List of Factions

There are 5 Major Factions:

- The Town Guard
- The Order of the Halcyon Sovereignty
- The Syndicate
- The Merchants Association
- The Crafting Guilds

There are also 5 Alternative Factions:

- The Beastfolk Schools
- The Ancuram
- The Baahir Republic
- The Vertigron
- Player Created Factions

Positions / Ranks

A position within a faction refers to a specific role or job that a member of the faction can hold. Most Factions have a variety of different positions available, each with their own responsibilities and privileges. A player may only hold one position at a time but may be associated with as many factions as they would like. They will only gain in-game bonuses from their Faction/Position combo, the rest may have story impacts, but not mechanical impacts.

Each Faction has a different structure and engages with different aspects of the game, allowing for diverse play styles. Inside the faction, a player will sometimes have choices they can make to determine how they progress. These decisions help determine which Faction Bonus they unlock at the third rank.

Joining a Faction

In order to Join any faction, including player created factions, the character MUST take an oath using the creed of that faction. This is a magically binding contract that says you will uphold the beliefs of the organization. The person who administers this oath can only be a high-level NPC in the faction or a character who has reached the third rank within that faction. This character is known as their Faction Sponsor.

It's important that characters that sponsor other characters take this role seriously because if the new recruit breaks the tenants of the Faction, it can come back on the Sponsor. In other words, Sponsoring a character should be a big deal.

Climbing the Ranks

Each Major faction has three ranks allowing for time to be spent to grow in the organization. Each faction may call them different titles, but each works the same. Some of those tasks include:

- Rank 1 requires a character to participate in an Oath Ritual for their Faction.
- Rank 2 requires a character to complete at least one Job for their Faction at 3 events.
- Rank 3 requires a character to complete at least 2 Faction Events or successfully complete a Mortality Event.

Minor Factions are very similar to Major Factions in that there are three ranks that allow you to move up, but slightly different.

- Rank 1 requires a character to participate in an Oath Ritual for their Faction.
- Rank 2 requires a character to complete at least one Job for any Faction at 3 Story Event.
- Rank 3 requires a character to complete at least one job for any Faction at 5 story events or successfully complete a Mortality Event.

Complete Faction Jobs

Each faction will have available jobs on the job board. In order for a character to progress in their faction, they must complete jobs showing their loyalty to the chosen faction. Any character may complete any Job listed on the Job board once per event, but if that Job is for your chosen faction, it also counts towards your ability to move up the ranks. :

The Town Guard (Major Faction)

The Town Guard is the local law enforcement; they represent stability in the community and are some of the first ones to defend them. This Faction holds two beliefs: - The whole can be greater than the sum of its parts. - Structure is important.

Along with these beliefs, they hold a Creed that is used in most if not all rituals for this faction:

- "Together, we can bring peace to the world."

And finally, their beliefs are most contradicting to the beliefs of these other two factions.

- The Merchant Association
- The Syndicate

If a player reaches the top positions in the Town Guard, they choose one of the following benefits:

- Funds: May choose to spend funds from the Community Chest to benefit the Community.
- Battle Damage: May repair your armor as if a Repair Kit was used, once per day.

The Order (Major Faction)

The Order represents knowledge and one's academic potential, they represent stability in the community and are a character's first stop in the pursuit of knowledge through legal means. This Faction holds two beliefs: - Structure is important. - One is not defined by one's origins or constrained to the role society has set.

Along with these beliefs, they hold a Creed that is used in most if not all rituals for this faction:

- "Through knowledge, we can overcome any challenge."

And finally, their beliefs are most contradicting to the beliefs of these other two factions.

- The Crafting Guilds
- The Merchant Association

If a player reaches the top position in the Order, they get a benefit based on the department they chose:

- Knowledgeable (Headmaster): Does not need to know an ability to give the teaching bonus.
- Vanguard(Magus): May expend 2 uses of any ability to cast any non-upgraded player ability, once per day.
- Adapt (Cleric): May add up to 5 stones of your choice into a ritual you are participating in, once per event.
- Heighten (Justicar): May use an ability as if it were an AoE, once per day.

The Syndicate (Major Faction)

The syndicate represents knowledge at any cost and personal gain, they are the deviance in the community and are a wealth of possibility for characters who are willing to forgo their morals.

This Faction holds two beliefs:

- One is not defined by one's origins or constrained to the role society has set.
- Independence is something to be fostered and defended.

Along with these beliefs, they hold a Creed that is used in most if not all rituals for this faction:

- "You have the agency to seek your own satisfaction."

And finally, their beliefs are most contradicting to the beliefs of these other two factions.

- The Crafting Guilds
- The Town Guard

If a player reaches the top positions in the Syndicate, they get a benefit based on the department they chose:

- Fortitude (Spy): May respond however you choose to Mental Abilities, twice per day.
- Assassinate (Phantom): Every time your coup de grace an enemy, you may gain back one use of an ability.
- Copycat (Copycat): Choose a skill from any Faction.

It is important to note that the Syndicate is the only faction where a player can lose their standing with the faction due to in-game actions without the player's approval. This makes the Syndicate potentially a more challenging game play opportunity than the other factions.

The Merchant Association (Major Faction)

The Merchant Association represents opportunity and independence; they bring new experiences to the community and are a fantastic contact to have when a character need something.

This Faction holds two beliefs:

- Independence is something to be fostered and defended.
- Authenticity and the choice to let our true selves be seen.

Along with these beliefs, they hold a Creed that is used in most if not all rituals for this faction:

- "No profit, is bad profit."

And finally, their beliefs are most contradicting to the beliefs of these other two factions.

- The Town Guard
- The Order

If a player reaches the top notoriety in the Merchant Association, they get the following benefit:

- Keep 100% of the sales from Merchant items obtained at the beginning of the game.

Merchants get to specialize in different types of items as they get more notoriety, eventually gaining enough to get a permanent discount on all items they sell.

The Crafting Guild (Major Faction)

The Crafting Guilds represents creativity and Inspiration; they supply the community with its basic needs and is the foundation for the economy.

This Faction holds two beliefs:

- Authenticity and the choice to let our true selves be seen.
- The whole can be greater than the sum of its parts.

Along with these beliefs, they hold a Creed that is used in most if not all rituals for this faction:

- "Create, Repair, Innovate."

And finally, their beliefs are most contradicting to the beliefs of these other two factions.

- The Order
- The Syndicate

If a player becomes a Master Crafter in the crafting Guilds, they choose one of the following benefits:

- Artisan: Every Artisan item crafted by you is considered Mastercraft if you add 1 common tech to the recipe and have one physical resistance.
- Alchemist: Every Alchemist item crafted by you is considered Mastercraft and acts as a tier higher than the recipe used if they add 1 common resource of any type.
- Magitech: Every Magitech item crafted by you is Mastercraft and you may use any resource of the appropriate level in place of what is required by the recipe if you add 1 common magic resource to it.

Alternative Factions

If a player reaches the top positions in any Alternative Faction, they can choose any applicable Faction Skill. This is very open, because these Factions are less represented in the game itself and there for harder to engage with.

Alternative Faction Creeds

Each Alternative Faction has its own Creed:

- The Beastfolk Schools - Authenticity: "A Person's actions reflects their values."
- The Ancuram: Community - "All actions are linked."
- The Baahir Republic - Structure: "Tradition will lead us to the future."
- The Vertigron: Growth - "I will take the path of least resistance to achieve greatness."
- Player Created Factions - Independence: (Each Group has their own Creed.)

Player Created Organizations

Any group may start their own faction in-game without any need to have approval by the staff.

Bank Chest

Any group may start a bank account to store group items. It costs one Gold to open the account. A chest must be used in the game to store the items and must remain in game at all times. Players may disguise it, but all other players must be able to access it the entire event. Inside the chest, the group must keep a living roster of all active members. The account can be withdrawn at check-in by any member designated on the roster. and if it is not withdrawn at check-in then nothing can be added to the account that day. The faction owner should go online and create a faction, just like they would create a character.

Faction Identification

Each Faction has a unique way of identifying themselves.

- The Military uses belt flags of the noble houses.
- The Order uses Woven Cordage in the Orders colors.
- The Syndicate uses Purple items.
- The Merchants have a license.
- The Guilds have badges showing their rank.

Leaving a Position

A player can choose to leave their position with a Faction at any time through role play and story, but if they do, they lose any benefits they had achieved including skills gained through that Position. If they wish to rejoin, they have to start at the bottom and move up again.

In most cases, players cannot lose their position within a Faction without choosing to leave the organization. The one exception to this is the Syndicate. If at any time a character is found out as Syndicate in game and charged with a crime, they could lose their position within the organization. This makes the Syndicate a high risk, high reward option for players that are looking for that style of gameplay.

Chapter 11: Story Lines and Quests

MEADOWMERE'S STORIES ARE DIVIDED INTO SEASONS. EACH SEASON RUNS from March till November, and then there is an off season between December and February. Some social events are held in the off season, but no story is usually happening at this time. This time allows the Staff time to rest during the holiday season, and for them to make plans for the next story arc.

Collaborative Storytelling

LARP is a shared storytelling experience, at times some players want a story to go one way, but others want it to go another. It's important to know that stories don't always work out the way players think they should. This is what makes collaborative storytelling such a powerful way of telling stories. Sometimes characters even make choices that their player never would have, and that is ok. It is important that players learn to work within the story to accomplish their characters goals. This includes working with other characters to make tough decisions.

Also remember, Meadowmere simulates realism in some respects and gamifies others. One aspect where realism is strived for is action consequences. If players assassinate a high level noble, then there may be an investigation and may even become the focus of our story, putting other things on hold. The staff will react and change the story based on how a character interacts with it.

PVP vs PVE

Although Meadowmere is primarily a "Player vs. Environment" (PVE) game, it does not restrict "Player vs. Player" (PVP) gameplay. This can lead to some very interesting and complicated stories since each player adds their own flair to the story. If players have an idea that they think they would like to take their own story in, and it creates conflict with other players, they should approach that player out of game and pitch their idea. Many times, players find that the story that comes from these divergent perspectives to be far more enjoyable than trying to force the story to go a specific direction on their own.

Main Story

During the season, players will see a lot of similar themes or even NPCs that are recurring. Players are encouraged to interact with these events. They are considered the Main Story for that season.

There are usually two really big twists or challenges the players interact with during the season and those happen at the Camping Events. The actions of the players at these events will normally change the pace or options of future events.

Down Time Events

Game driven stories will not be the only thing happening at an event. Side stories and free time are offered to allow for character choices to interact or even alter the events as they unfold. Because of this, there is time between each game driven plot point. It is a player's choice as to how their character uses this down time. Common activities include roleplay with other characters, discussing events, plans for future challenges, crafting, or even resting. LARP is a physically challenging activity and it's important to find that balance.

Personal Quest Submissions

If a player wants specific stories or events to be added to the Season's plots, they must supply a Personal Quest Submission. In this submission players are asked a number of details to help GMs understand what they are looking for. These quests will take time to implement and not all are accepted. As a general rule, staff will not engage in any story that involves other's Intellectual Property (IP).

Socials

Socials are opportunities for players to get to know each other along with aspects around the game. Players are encouraged to bring questions or things they are working on to socials for discussion.

Side Quests

Side Quests are events held at local parks and carry on the story of the season. Players are encouraged to be in character, roleplaying for the majority of the event. These events are lower intensity than Camping Events and are designed to let players tell their own story giving more time for players to interact with other players, train abilities, and work on things core to their character. At these events players are encouraged to create situations in game that meet the needs of what their character is looking for.

If their character is mostly interested in fighting, then you could spare matches and create a leader board to see who the best sparring partner is. Maybe they are more focused in Lore or crafting, at these events the player is encouraged to engage in the things that they want to engage in the most. There will be story elements from the staff added in scattered through the day.

Check-in at Events

Every player is expected to check-in with the staff once they have arrived and Check-in has begun.

Here players will:

- Sign in their characters.
- Pay for their tickets if not done already.
- Receive their character sheet, coin, resources, and other items.
- Sign up for NPC Shifts.
- Be assigned to a bunk for Camp Events.

New players can also:

- Complete fight training.
- Meet available staff and players
- Prepare for a New Player Event

Please note that all new players are asked to go through a New Player Onboarding first before coming to an in-story event. Due to the fact that most of our staff will be focused on setting up for an event, it is difficult to also give the attention needed to run New Players Onboarding.

NPC Requirements

Each player is asked to sign up for at least one shift of NPC duty. During this time, that player would take on some role that helps support the game's story. This might be an enemy combatant, or it might be a wandering trader. Most times, a player will not be an NPC for the entire shift, but we do ask players to be ready to be pulled for an NPC role at any time during the shift they signed up for. Players have the choice of when they want to complete this shift, but all players are asked to share the responsibility.

Event Check-out

At the end of each event, players are expected to fill out a Check-out form for each character they brought to the event. Players must fill out this form in its entirety. Anything not listed on the form will not be updated to that player's character sheet for the next event.

Major Story Quests (Camp Events)

Camping Events are like Story Events but instead of only being one day, they typically last from Friday afternoon to Sunday at noon. The campsites used traditionally have bunk houses, power, and running water for comfort and accessibility reasons.

NPC Requirements at Major Story Quests

All players are required to sign up for a time when they are able to be used for NPC duty. During this time, the Game Master can request them to play an NPC, help complete a task, or even help facilitate something that

needs attention. This is vague because it's not always known what things need to be completed to facilitate the game overall.

Depending on what is going on, the staff may not require a player's services at that time and may reschedule or let them rejoin the game. If a player has circumstances that will affect their time choice, such as an elaborate costume, they should discuss this with the staff, and they will work with them to find a time that is easier for them to fulfill this requirement.

Mortality Events

Mortality Quests are special quests that only happen at Camping Events. In order to participate in a Mortality Quest, the character has to be in the Mortality System.

See [Mortality System](#) for more information.

Battle Picnic

The Battle Picnic is a special type of Social where players are invited to bring friends, family, and food to share with others. Games and other events are played to practice skills or just enjoy each other's company.

Appendix I: Important Terms

- **Character** - The persona that a player portrays in the game.
- **Non-Player Character (NPC)** - A character that is controlled by a staff member instead of a player.
- **Staff** - The person or team responsible for designing and running the game.
- **Role Playing (RP)** - The act of portraying a character and interacting with other characters in the game.
- **In-Character (IC)** - When a player is portraying their character and interacting with the game world.
- **Out-of-Character (OOC)** - When a player is not portraying their character and is instead communicating as themselves.
- **Combat** - A system for resolving physical conflict in the game.
- **Hit Points (HP)** - A numerical representation of a character's health.
- **Armor** - Equipment worn by a character that reduces the damage they take in combat.
- **Magic** - Abilities or spells that characters can use in the game.
- **Plot** - The overarching story or narrative of the game.
- **Setting** - The fictional world or universe in which the game takes place.
- **Rulebook** - The document that outlines the rules and mechanics of the game.
- **Garb** - Clothing or dress that is distinctive or special for your character.
- **Down Time** - Time between scheduled plot points at a story event.
- **Personal Quest** - A quest requested by a player to advance some aspect of their character.
- **Intellectual Property (IP)** - Creations of the mind owned by a particular individual or corporation.
- **PVP** - Conflict is predominately with other individual characters.
- **PVE** - Conflict is predominantly with NPC's and other elements created by the staff.
- **Job Board** - A physical location in game where players can accept tasks that they can complete at their own pace.
- **Job** - The individual tasks on the Job Board that do not require NPCs or the staff so that it can be completed at any time.
- **Event** - These are scheduled events that occur during a game that will usually involve NPC's, Staff, or Story Elements.
- **Mortality Event** - An exclusive event that is only available to Mortality System members, during Major Story Quests.
- **Physrep** - Stands for "Physical Representation" and is an item that stands in for things difficult to utilize in LARP.

Appendix II: Charts and Tables

CSP Transactions

One Time Rewards

Points	Rewards
--------	---------

6	Completely New Player Onboarding before participating in the LARP.
---	--

Repeatable Rewards

Points	Rewards
--------	---------

3	Monthly Survey
---	----------------

5	Volunteer Time Per Hour
---	-------------------------

1/\$5	Accepted Donations grant 1 point per every \$5 donated.
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CSP Expenses

Points	Results
--------	---------

20	Upgrade an Ability (Max five per season).
----	---

15	Remove an ability from your character.
----	--

25	Additional Ability Slot on Character Creation (Limit 2).
----	--

50	Backstory Upgrades on Character Creation.
----	---

Ailments

List of Ailments

Poisoned

- Level 1: Locks off 1 ability
- Level 2: Locks off a 2nd ability
- Level 3: Locks off a 3rd ability

Diseased

- Level 1: Can't run
- Level 2: Constant 1 HP damage
- Level 3: Constant 2 HP damage

Petrification

- Level 1: Non-dominant arm becomes unusable
- Level 2: Leg of choice becomes unusable
- Level 3: Whole body becomes unusable

Paranoia

- Level 1: You do not want to be touched at all
- Level 2: You don't want anyone to be within 10 feet of you
- Level 3: You avoid all contact with others

Hallucinations

- Level 1: You constantly see something in your peripheral vision, and you think it's a threat
- Level 2: You confuse PCs with other PCs
- Level 3: Inability to distinguish friends or foes

Impaired

- Level 1: Drunkenness
- Level 2: Wandering and extreme emotions
- Level 3: Uncontrollable divination (please see a GM if you get inflicted with this)

Aggression Syndrome

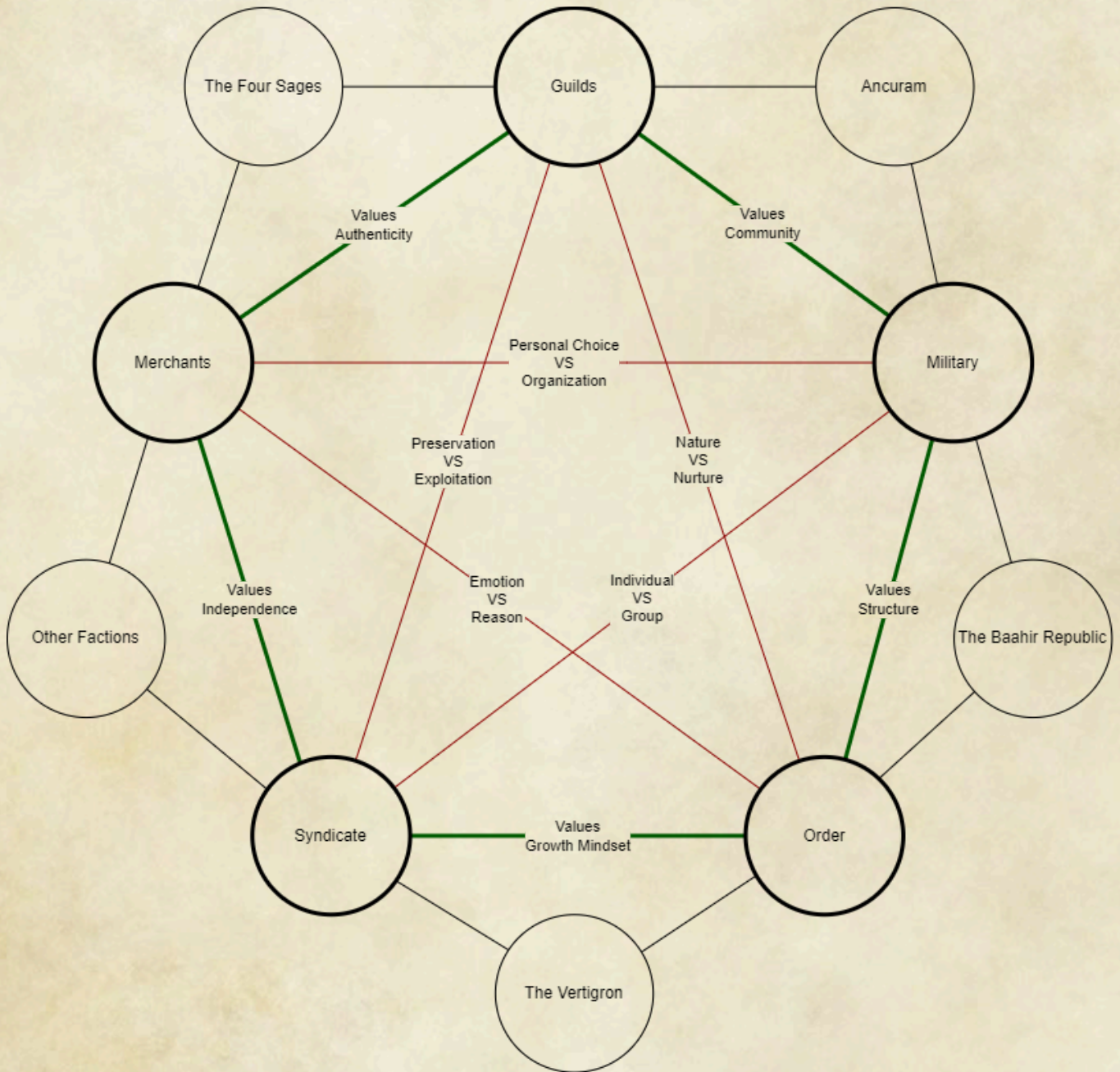
- Level 1: You think you can take on anything
- Level 2: You actively try to take things by yourself
- Level 3: You hunt everyone

Burned

- Level 1: You are Stunned anytime someone touches you
- Level 2: It hurts too much to wear armor
- Level 3: It hurts too much to hold or equip anything

Faction Diagram

Feature	Represents
Bold Circles	Primary Factions
Regular Circles	Alternative Factions
Green Lines	Shared Value
Red Lines	Conflicting Values
Black Lines	Follows the Shared Value



Faction Income

Crafting Guilds

Title	Pay	Task to Promote
Apprentice	10 Copper	Complete Guild Jobs at three events
Journeyman	50 Copper	Complete 2 Faction Events or a Mortality Event
Master	75 Copper	

The Town Guard

Rank	Pay	Task to Promote
Footman	36 Copper	Complete Guard Jobs at three events
Sergeant	100 Copper	Complete 2 Faction Events or a Mortality Event
Officer	175 Copper	

The Order

Specialty	Title	Pay	Task to Promote
Information Services	Town Crier	25 Copper	Complete Order Jobs at three events
Information Services	Educator	55 Copper	Complete 2 Faction Events or a Mortality Event
Information Services	Headmaster	115 Copper	
Research and Development	Investigator	25 Copper	Complete order Jobs at three events
Research and Development	Arcanist	55 Copper	Complete 2 Faction Events or a Mortality Event
Research and Development	Magus	115 Copper	
Religious Services	Monk	25 Copper	Complete Order Jobs at three events
Religious Services	Priest	55 Copper	Complete 2 Faction Events or a Mortality Event
Religious Services	Cleric	115 Copper	
Security	Defender	25 Copper	Complete Order Jobs at three events
Security	Paladin	55 Copper	Complete 2 Faction Events or a Mortality Event
Security	Justicar	115 Copper	

The Syndicate

Specialty	Title	Pay	Task to Promote
	Lookout	20 Copper	Complete Syndicate Jobs at three events
Subterfuge	Thief	80 Copper	Complete 2 Faction Events or a Mortality Event
Subterfuge	Phantom	150 Copper	
Magic	Trickster	80 Copper	Complete 2 Faction Events or a Mortality Event
Magic	Copycat	150 Copper	
Information	Propagandist	80 Copper	Complete 2 Faction Events or a Mortality Event
Information	Spy	150 Copper	

The Merchant Association

Title	Pay	Task to Promote
Unknown Merchant	4 Cards + Basic Income	Complete Syndicate Jobs at three events
Notable Merchant	6 Cards + Basic Income	Complete 2 Faction Events or a Mortality Event
Famous Merchant	7 Cards + Basic Income	

Alternate Factions

Title	Pay	Task to Promote
Helper	10 Copper	Complete a Faction Quest
Organizer	40 Copper	Complete a Faction Quest
Leader	60 Copper	

Scholar Upgrades

Resource Effect		Common - Base Name	Scarce - Enhanced Name (er)	Rare - Peak Name (Est)
Animal	Reduce the Crafting time of the recipe with a minimum of one minute to craft.	Fast (1 Minute)	Faster (5 Minutes)	Fastest(10 Minutes)
Chem.	The item affects the target X times, not including status or Lore effects.	Pure (2 times)	Purer (3 times)	Purest (4 times)
Ore	Increase the expiration duration.	Heavy (1 Event)	Heavier (3 Events)	Heaviest (5 Events)
Plant	Caster's choice as to when the effect is used within a window of time.	Smelly (10 Minutes)	Smellier (1 Hour)	Smelliest (All Day)
Stone	Add ability armor to the crafted items effect. (Armor restrictions still apply)	Bold (1 Point)	Bolder (2 Point)	Boldest (3 Point)
Magic	Increase the Range of the effect.	Strange (Point and Cast)	Stranger (Line of Sight)	Strangest (AOE)
Tech	Regain a number of uses of a single ability along with the items effect.	Shiny (1 use)	Shinier (3 Uses)	Shiniest (All Uses)

Overview of Attacks

Type of Attack	Description
Weapon Attack	Deals 1 damage to limbs and 2 to unarmored torsos.
Weapon Attack with an Ability	Deals no damage but gives abilities effects.
Thrown Weapon/Spellball	Deals 1 damage, does nothing if it hits armor or a shield.
Thrown Weapon/Spellball	Deals 1 damage, does nothing if it hits armor or a shield.
Thrown Weapon/Spellball with an Ability	Deals no damage but gives abilities effects even if it hits a shield.
Bow and Arrows	Must Craft Arrows, deals 1 damage, and are expended if it hits a target.
Bow and Alchemy Applied Arrows	Must Craft Arrows, deals no damage but gives Alchemy effect, and are expended if it hits a target.
Blasters and Ammo	Must Craft Ammo, Deals 1 damage, 30 seconds to reload, and is expended once fired. Also, players cannot use dodge against
Blasters and Enhanced Ammo	Must Craft Ammo, Deals no damage but gives Enhanced effect, 30 seconds to reload, and is expended once fired. Also, players cannot use dodge against blasters and ammo.

Ritual Aspects

Aspect Name	Added Difficulty	Effect
Dual Aspect	1	Target 1 additional appropriate target.
Unwilling Aspect	2	Target may be an unwilling character that is physically present at the ritual. (Player must consent to the ritual.)
Location Aspect	3	Target an appropriate target that is at the event rather than participating in the ritual. (Player must consent to the ritual.)
Spontaneous Aspect	3	You don't need any components to perform the ritual.
Potent Aspect	4	If the Effect deals with Ailments, then it becomes the highest form of that ailment.
Extended Aspect	5	Extends the effects until the end of the day.

Rituals

Ritual Name	Difficulty	Target	Components	Positive	Negative
Creation Ritual	1	An Empty Gem	N/A	Creates an Essence Gem.	N/A
Ceremony Ritual	0	Willing Character	Faction Relic	Target swears an oath of loyalty to a faction group or individual. This Ritual cannot fail.	Breaking the oath marks you magically as an oath breaker. If anyone uses foresight on you, they will gain the knowledge that you are an oath breaker.
Transmute Ritual	1x # of Resources	Resources	N/A	Change any number of resources into any other resource of the same rarity.	Loose half of the resources rounded down.
Raise Dead Ritual	3	Any Defeated NPC	N/A	Target defeated NPC gains sentience once and gains 3 points of Ability Armor. They interpret and follow 1-word commands. When their Ability Armor is out, they die and cannot be affected again. (Must have the consent of the player.) Lasts 1 hour max.	All participants become diseased.
Destruction Ritual	3	An Artifact	A Use of Sunder	Destroy target Artifact.	The artifact triggers targeting each participant with the last effect it used.
Cleanse Ritual	4	Willing Player	N/A	Removes all status effects from the target, Including Ailments.	All participants gain any status effects of the target. Including Ailments at the same level.
Upgrade Ritual	5x # of Resources	Resources	N/A	Increase the rarity of any number of resources by one step.	Decrease the rarity of the resources by one step. Abundants become spent.
Range Ritual	5	Willing Character	N/A	Increase the Range of a single ability for a target character to "Area of Effect" until the end of the day. (The ability must be able to become AOE.)	That ability becomes a touch ability until the end of the day.
Curse Ritual	5	Crafted Item	N/A	Target Crafted Item or Artifact becomes cursed. A cursed item will deal 1 health damage to anyone who activates it.	All participants become Poisoned.
Hex Ritual	5	Willing Player	Blood of an unwilling Character	Target willing player is affected by an ailment effect. It does not progress between events but cannot be removed without the ritual: Cleanse. If no effect is chosen, then the default is Poison.	All participants gain the effect instead.
Ability Ritual	6	Willing Character	N/A	The Target receives the effect of a player ability as if it was cast on them without upgrades one time.	No additional negative effects.
Zone Ritual	6	10x10 Area You have access to.	Crafted Item with a status effect*	Target area gains the status effect of the item. It will last for an hour. Anyone that enters this space feels the effects of this ability while in the space. Caster must clearly label the space with Fluorescent Blue. An Appropriate Lore would be able to identify the effect on the area. But cannot be removed without the ritual: Cleanse.	All participants gain the effect instead.
Story Ritual	Variable	Variable	Variable	Any action that requires GM involvement. Examples: An ability can be used in a way that it wasn't intended, open a gateway to another plane, speak with a being of great power, create an event that affects another part of the world, or even reverse time.	Varying levels of complications.

Appendix IV: Ability List

Ability Name	Description	Resistance		Casting		Uses Per Day	Limits
		Type	Duration	Range	Time		
Ability Armor	Target gains 1 point of global armor. Maximum of 3 ability armor total.	Physical	All Day	Self	1 min	3	All Day / AOE / Instant / 5
Alchemy	Caster may craft Apprentice Alchemy recipes. There is no limit to uses. Requires Physrep.	None	Instant	Self	1 min	Unlimited	All Day / AOE / Instant / Unlimited
Artisan	Caster may craft Apprentice Artisan recipes. There is no limit to uses. Requires Physrep.	None	Instant	Self	1 min	Unlimited	All Day / AOE / Instant / Unlimited
Barrier	Caster creates a 10' diameter wall. Players can exit but not enter without permission. Nothing may pass through from either direction. Requires Physrep.	Mystical	1 hr.	Area of Effect	30 Sec	2	All Day / AOE / Instant / 5
Battle Partner	Caster and target receive the current armor value of the individual with the highest total. This includes physical and Ability Armor	Physical	1 Min	Touch	Instant	2	All Day / AOE / Instant / 5
Blast	Caster Deals 1 hit of damage to target location hit.	Physical	Instant	Spell ball	5 sec	3	All Day / AOE / Instant / 5
Blind	Target cannot use Spellball or Point and Cast abilities. Do not cover your eyes.	Physical	10 sec	Spell ball	Instant	1	All Day / AOE / Instant / 5
Blink	Target is ignored and moves up to 30 feet away then reappears. Cannot appear within 5 feet of another character.	Mystical	Instant	Self	Instant	2	Instant / AOE / Instant / 5
Deafen	Interrupts all abilities in the process of being cast and forces the targets to drop all held items to cover their ears.	Physical	10 sec	Area of Effect	Instant	1	1 Hour / AOE / Instant / 5
Decoy	Toss a throwable. Target(s) believe the castor is standing at the throwable for the duration. Requires Physrep.	Mental	10 sec	Spell ball	Instant	2	All Day / AOE / Instant / 5
Diplomacy	Caster brings target to a neutral emotional state and convinces them that the caster has no intention of harming them for the duration or target is harmed by caster.	Mental	1 min	Point	5 sec	2	All Day / AOE / Instant / 5
Disable Device	Caster is able to render any magical/technical device disabled. If a device is disabling a use can make it operable again.	None	1 hr.	Touch	1 min	3	All Day / AOE / Instant / 5
Disarm	Caster touches a target/weapon and causes a target to drop their weapon. Does not affect Shields.	Physical	Instant	Touch	Instant	2	1 Hour / AOE / Instant / 5
Disguise	Target can wear a mask to appear as another nondescript individual. Kit may be required depending on what you are appearing as.	Mental	1 hr.	Self	1 min	3	All Day / AOE / Instant / 5
Dispel	Caster ends one ongoing temporary ability effect.	Mystical	Instant	Touch	30 sec	2	Instant / AOE / Instant / 5
Dodge	Caster may negate one hit against them, including spell balls or PAC. Excludes Ammo.	Physical	Instant	Self	Instant	3	Instant / Touch / Instant / 5
Entangle	Holds a target in place for the duration.	Physical	30 sec	Spell ball	10 sec	3	1 Hour / AOE / Instant / 5
Fear	Target roleplays panic and cannot willingly move closer to or attack the caster for the duration.	Mental	30 sec	Line of Sight	Instant	2	1 Hour / AOE / Instant / 5
Fence	Caster can sell an item that has a set value back to the game. The item will be removed from circulation, and you will receive 30% of the items cost. (30/40/50)	None	Instant	Point	5 sec	3	All Day / AOE / Instant / 5 - Max 3 items

Ability Name	Description	Resistance		Range	Casting Time	Uses Per Day	Limits
		Type	Duration				
Flight	Caster becomes immune to attacks that are not at range beyond touch and cannot attack unless it's ranged for the duration. Any ability that hinders movement ends this effect.	Physical	30 sec	Self	5 sec	2	All Day / AOE / Instant / 5
Foresight	Caster may ask a "Yes or No" question from a target. They respond with an honest answer that may be cryptic.	Mental	Instant	Self	30 sec	4	Instant / AOE / Instant / 5
Forgettable Face	Target forgets the caster's identity for the duration.	Mental	1 min	Touch	Instant	1	All Day / AOE / Instant / 5
Haste	Target may use any ability at instant speed for the duration. Target cannot use any ability for the next 10 mins. Does not affect craft times.	Mystical	1 min	Self	30 sec	1	1 Hour / AOE / Instant / 5
Heal	Target removes 1 point of damage to a limb, restoring its use. Cannot heal a torso wound.	Physical	Instant	Touch	30 sec	3	Instant / AOE / Instant / 5
Intimidation	Target cannot make any aggressive actions towards the caster for the duration.	Mental	1 min	Point	5 sec	2	All Day / AOE / Instant / 5
Just What You Need	Caster produces 10 abundant materials of one type from within their personal stores.	None	Instant	Self	30 sec	4	Instant / AOE / Instant / 5
Knockdown	Target is knocked to the ground or optional 3 seconds of roleplay.	Physical	Instant	Touch	Instant	2	All Day / AOE / Instant / 5
Last Stand	Can only be used in Bleed out. Target fully heals. If the Target's health becomes 0 within the duration, they skip bleed out.	Physical	1 Min	Self	Instant	1	1 min / AOE / - Instant / 5 - Duration upgrades in reverse.
Lore: Culture	Caster may speak Baahir, Ancuram, Vertegron, Fey, Imperium, Planar, and Common. Use other language sign in order to signify you are speaking another language.	None	Instant	Area of 1 min. Effect		1	All Day / AOE / Instant / 5
Lore: Environment	Caster can Identify what environment target comes from. Caster may also hide which environment or region they come from.	None	Instant	Area of 1 min. Effect		1	All Day / AOE / Instant / 5
Lore: Magic	Caster can take two materials of the same quality to make a Magic resource of the same quality.	None	Instant	Area of 1 min. Effect		1	All Day / AOE / Instant / 5
Lore: Monster	Caster may ask a staff or GM to identify a creature.	None	Instant	Area of 1 min. Effect		1	All Day / AOE / Instant / 5
Lore: Resource	Caster creates A spawn point for Common resources of your choice. (Does not include Magic or Tech Materials).	None	Instant	Area of 1 min. Effect		1	All Day / AOE / Instant / 5
Lore: Tech	Caster can take two materials of the same quality to make a Tech resource of the same quality. This cannot be selected as a starting ability.	None	Instant	Area of 1 min. Effect		1	All Day / AOE / Instant / 5
Magitech	Caster may craft Apprentice Magitech recipes. There is no limit to uses. Requires Physrep.	None	Instant	Self	1 min	Unlimited	All Day / AOE / Instant / Unlimited
Magitech Savant	Caster can duplicate 1 magitech item. If this item is not used by the duration, it no longer functions.	None	1 min	Touch	30 sec	3	All Day / Self / Instant / 5
Maim Limb	Target's Named Limb becomes "Broken" and cannot be used effectively but causes no damage to health. Can be fixed by any healing.	Physical	Instant	Point	10 sec	2	All Day / AOE / Instant / 5

Ability Name	Description	Resistance		Range	Casting Time	Uses Per Day	Limits
		Type	Duration				
Mimic	When an ability is used on the caster, they may recast it as is including any upgrades, but can choose new targets.	None	Instant	Self	Instant	2	All Day / Self / Instant / 5
Pickpocket	Caster is "Hidden" and picks a container on target. Caster gives or takes all named items (No personal property) in the container. The target is unaware for the duration.	Physical	10 sec	Touch	15 sec	2	All Day / PAC / Instant / 5
Pierce	Target takes 1 damage, bypassing all armor.	Physical	Instant	Touch	Instant	2	All Day / AOE / Instant / 5
Pull	Forces the target to move ten feet closer to the caster.	Physical	Instant	Spell ball	5 sec	2	All Day / AOE / Instant / 5
Push	Target is pushed backwards 10 feet but is not knocked to the ground.	Physical	Instant	Touch	Instant	3	All Day / AOE / Instant / 5
Rage	For the duration, the target goes into a frenzy. They ignore any damage, then becomes unconscious for the duration unless woken up or attacked after the frenzy.	Mental	10 sec	Self	Instant	2	1 Min / AOE / Instant / 5
Redirect	Forces target to choose a different opponent to focus on. Stops working if caster attacks the target or there are no other viable opponents.	Mental	30 sec	Spell ball	5 Sec	2	All Day / AOE / Instant / 5
Resistance: Ailment	Caster ignores 1 Ailment effect.	None	Instant	Self	Instant	2	Instant / Self / Instant / 5
Resistance: Mental	Caster ignores 1 Mental ability effect.	None	Instant	Self	Instant	2	Instant / Self / Instant / 5
Resistance: Mystical	Caster ignores 1 Mystical ability effect.	None	Instant	Self	Instant	2	Instant / Self / Instant / 5
Resistance: Physical	Caster ignore 1 Physical ability effect.	None	Instant	Self	Instant	2	Instant / Self / Instant / 5
Rig	Caster repairs a shield or weapon to work the duration, but when repaired by an artisan, it takes twice as many materials to fix.	None	10 Min	Touch	Instant	3	All Day / AOE / Instant / 5
Ritual	Caster may lead rituals. There is no limit to uses. Requires Physrep.	None	Instant	Self	1 min	Unlimited	All Day / AOE / Instant / Unlimited
Sacrifice	Caster's health becomes 1 for the duration, Target is fully healed. Caster cannot heal beyond 1 for the duration. Cannot cast again until effect ends.	Mystical	Instant	Touch	Instant	1	1 Hour / AOE / Instant / 5
Scholar	Caster may can spend 5 abundant resources of any type to add one modification to an Apprentice Level Recipe. This recipe can be bought, sold, or shared in game.	None	Instant	Self	1 min	Unlimited	All Day / AOE / Instant / Unlimited
Silence	Target cannot speak or make vocal sounds. Prevents abilities with cast times but does not stop in game ability calls.	Mystical	1 min	Touch	5 sec	2	All Day / AOE / Instant / 5
Slow	Target adds 5 seconds to all cast times for the duration. Does not affect craft times.	Mystical	30 sec	Spell ball	5 sec	2	All Day / AOE / Instant / 5
Speak With Dead	Allows the target to speak with a dead character for 1 minute. No other characters can hear the dead's half of the interaction. Denote with "other language" gesture.	Mystical	1 min	Touch	30 sec	5	All Day / PAC / 30 Sec / 5
Spirit Link	Affected players must stay within 10 feet of each other or else the ability ends. If the caster or target is targeted by any ability, it also affects the others.	Mystical	1 min	Touch	30 sec	3	All Day / AOE / Instant / 5
Stealth	Target becomes hidden, using the hand signal. Target cannot come out of stealth within 5 feet of another player.	Physical	30 sec	Self	Instant	3	1 Hour / AOE / Instant / 5

Ability Name	Description	Resistance		Casting		Uses	Limits
		Type	Duration	Range	Time	Per Day	
Stun	Target is unable to move locations, attack or use abilities for the duration, but may defend themselves.	Physical	30 sec	Touch	Instant	2	All Day / AOE / Instant / 5
Suggestion	Target receives a 1-word command then follows command to the best of their ability until completed or the duration. Target cannot harm themselves.	Mental	1 hr.	Touch	Instant	2	All Day / AOE / Instant / 5 - 3 Words Max
Sunder	Caster breaks 1 shield, weapon, or crafted item. Multiple Sunderers can damage structures.	Physical	Instant	Touch	5 sec	2	All Day / AOE / Instant / 5
Taunt	Target character is forced to engage the caster in conflict.	Mental	Instant	Point	Instant	2	All Day / AOE / Instant / 5
Tracking	Caster calls out "Tracking" and identifies a hidden target within range. Target responds with "Tracked" and is no longer hidden.	None	Instant	Point	30 sec	2	All Day / AOE / Instant / 5
Transmute	Use 10 Abundants Caster transforms one crafted Alchemy item into another equal or lesser tier	None	30 Sec	Self	Instant	3	5 Sec / Touch / Instant / 5
Truth	Target must answer truthfully Y/N questions but does not have to give details.	Mental	1 min	Touch	30 sec	3	All Day / AOE / Instant / 5
Waylay	Target is rendered unconscious for the duration. The target is woken by another creature or attacked; the effect ends.	Physical	10 sec	Touch	Instant	2	All Day / AOE / Instant / 5

Appendix V: Alchemy Recipe List

Recipe Name	Description	Crafting			Base		
		Type	Level	Recipe	Cost	Buy	Sell
Lessor Restore	Consume to restore 1 use of a 5-use ability.	Alchemy	Apprentice	1 Common (Plant)3 Abundant (Plant)	13	16	10
Cure Lessor Ailment	Consume to remove a Lessor Ailment.	Alchemy	Apprentice	3 Common (Plant), 4 Abundant (Animal).	34	43	26
Foresight Effect	Consume to ask a "Yes or No" question from a target. They respond with an honest answer that may be cryptic.	Alchemy	Apprentice	1 Common (Plant), 8 Abundant (Animal).	18	23	14
Health Effect	Consume to remove 1 point of damage from a limb, restoring its use. Cannot heal a torso wound.	Alchemy	Apprentice	3 Common (Plant), 4 Abundant (Plant).	34	43	26
Ability Armor	Consume to gain 1 point of global armor. Maximum of 3 total.	Alchemy	Apprentice	3 Common (Ore), 5 Abundant (Animal)	35	44	26
Basic Restore Effect	Consume to restore 1 use of a 4-use ability.	Alchemy	Apprentice	3 Common (Plant), 6 Abundant (Plant).	36	45	27
Cure Ailment Effect	Consume to remove a Regular Ailment.	Alchemy	Journeyman	1 Scarce (Ore), 4 Common (Plant)1, Abundant (Animal).	141	176	106
Calm Emotions Effect	Consume to go into neutral emotional state. Does not counteract Ability Effects.	Alchemy	Journeyman	2 Scarce (Animal), 2 Common (Plant), 10 Abundant (Plant).	224	280	168
Lessor Burned Effect	Consume to gain the progressive status effect - You are stunned anytime someone touches you.	Alchemy	Journeyman	2 Scarce (Plant), 3 Common (Chemical), 3 Abundant (Stone).	233	291	175
Lessor DAG Effect	Consume to gain the progressive status effect - You think you can take on anything.	Alchemy	Journeyman	4 Scarce (Animal), 1 Common (Plant), 1 Abundant (Ore).	411	514	308
Lessor Hallucinations Effect	Consume to gain the progressive status effect - You constantly see something in your peripheral vision, and you think it's a threat.	Alchemy	Journeyman	1 Scarce (Plant), 12 Abundant (Chemical).	112	140	84
Lessor Impaired Effect	Consume to gain the progressive status effect - Drunkenness.	Alchemy	Journeyman	2 Scarce (Chemical), 1 Common (Ore), 7 Abundant (Plant).	217	271	163
Lessor Paranoia Effect	Consume to gain the progressive status effect - You do not want to be touched at all.	Alchemy	Journeyman	5 Scarce (Plant)	500	625	375
Lessor Petrification Effect	Consume to gain the progressive status effect - Non-Dominant Arm becomes unusable.	Alchemy	Journeyman	1 Scarce (Stone), 1 Common (Plant), 10 Abundant (Animal).	120	150	90
Lessor Poison Effect	Consume to gain the progressive status effect - Chooses one ability to lose access to.	Alchemy	Journeyman	1 Scarce (Plant), 4 Common (Plant), 4 Abundant (Animal).	144	180	108
Lessor Weakness Effect	Consume to gain the progressive status effect - Can't run.	Alchemy	Journeyman	1 Scarce (Stone), 1 Scarce (Plant), 2 Common (Plant), 5 Abundant (Plant).	225	281	169
Regular Restore Effect	Consume to restore 1 use of a 3-use ability.	Alchemy	Journeyman	1 Scarce (Animal), 3 Common (Plant), 6 Abundant (Plant).	136	170	102
Ailment Resistance Effect	Consume to resist one Ailment Effect.	Alchemy	Journeyman	3 Scarce (Plant), 2 Common (Plant), 3 Abundant (Animal).	323	404	242
Diplomacy Effect	Point to a target. They are convinced that the caster has no intention of physical harm toward the target for 1 minute or target character is harmed by caster.	Alchemy	Journeyman	2 Scarce (Ore), 1 Scarce (Magic), 7 Abundant (Chemical).	307	384	230

Recipe Name	Description	Crafting		Recipe	Base		
		Type	Level		Cost	Buy	Sell
Mental Resistance Effect	Consume to resist one Mental Effect.	Alchemy	Journeyman	3 Scarce (Chemical), 2 Common (Ore), 3 Abundant (Stone).	323	404	242
Mystical Resistance Effect	Allows the caster to ignore 1 ability or ritual that affects you in some sort of metaphysical way. Cannot Upgrade Range	Alchemy	Journeyman	2 Scarce (Ore), 1 Scarce (Magic), 2 Common (Stone), 3 Abundant (Chemical).	323	404	242
Stun Effect	Target is unable to move locations, attack or use abilities for the duration, but may defend themselves.	Alchemy	Journeyman	1 Scarce (Ore), 1 Scarce (Animal), 3 Common (Chemical), 4 Abundant (Chemical).	234	293	176
Truth Effect	Consume to gain Static Status Effect - Must answer truthfully Y/N questions for the next minute. You do not have to give details.	Alchemy	Journeyman	3 Scarce (Plant), 2 Common (Plant), 3 Abundant (Animal).	323	404	242
Fear Effect	Target cannot willingly move closer to or attack the caster for the duration	Alchemy	Journeyman	1 Rare (Animal), 2 Scarce (Animal), 2 Scarce (Magical), 2 Common (Plant).	1420	1775	1065
Major Restore Effect	Consume to restore 1 use of a 2-use ability.	Alchemy	Journeyman	3 Scarce (Animal), 4 Common (Magic), 3 Abundant (Plant).	343	429	257
Rage Effect	Consume to go into a frenzy for 10 Seconds. Ignore any damage, then become unconscious for 10 seconds unless woken up or attacked after the frenzy.	Alchemy	Journeyman	1 Rare (Plant), 2 Scarce (Plant), 2 Scarce (Chemical), 1 Scarce (Magical), 1 Abundant (Animal).	1501	1876	1126
Regular Burned Effect	Consume to gain the progressive status effect - It hurts too much to wear armor.	Alchemy	Journeyman	1 Rare (Ore), 2 Scarce (Plant), 3 Common (Chemical), 4 Abundant (Stone).	1234	1543	926
Regular DAG Effect	Consume to gain the progressive status effect - You actively try to take things on by yourself.	Alchemy	Journeyman	1 Rare (Animal), 2 Scarce (Animal), 4 Common (Plant), 2 Abundant (Ore).	1242	1553	932
Regular Hallucinations Effect	Consume to gain the progressive status effect - You confuse PCs for other PCs	Alchemy	Journeyman	1 Rare (Chemical), 2 Scarce (Plant), 2 Common (Plant), 6 Abundant (Chemical).	1226	1533	920
Regular Impaired Effect	Consume to gain the progressive status effect - Wandering and extreme emotions	Alchemy	Journeyman	1 Rare (Plant), 3 Scarce (Plant), 1 Common (Animal), 5 Abundant (Plant).	1315	1644	986
Regular Paranoia Effect	Consume to gain the progressive status effect - You don't want anyone to be within 10 feet of you.	Alchemy	Journeyman	1 Rare (Chemical), 5 Scarce (Plant), 1 Abundant (Plant).	1501	1876	1126
Regular Petrification Effect	Consume to gain the progressive status effect - Leg of choice becomes unusable.	Alchemy	Journeyman	1 Rare (Plant), 2 Scarce (Stone), 10 Abundant (Animal).	1210	1513	908
Regular Poison Effect	Consume to gain the progressive status effect - Chooses a second ability to lose access to.	Alchemy	Journeyman	1 Rare (Plant), 2 Scarce (Plant), 5 Common (Animal).	1250	1563	938
Regular Weakness Effect	Roleplay - Constant 1 HP Damage. It cannot be healed until cured.	Alchemy	Journeyman	1 Rare (Stone), 2 Scarce (Plant), 1 Common (Plant), 8 Abundant (Plant).	1218	1523	914
Slow Effect	Consume to double all cast times of abilities for 30 seconds. Does not affect craft times.	Alchemy	Journeyman	1 Rare (Plant), 4 Scarce (Chemical), 1 Common (Chemical), 2 Abundant (Animal).	1412	1765	1059

Recipe Name	Description	Crafting			Base		
		Type	Level	Recipe	Cost	Buy	Sell
Cure Major Ailment Effect	Consume to remove a Major Ailment.	Alchemy	Master	2 Scarce (Ore), 1 Scarce (Magic), 5 Common (Plant), 1 Abundant (Animal).	351	439	263
Major Burned Effect	Consume to gain the progressive status effect - It hurts too much to hold or equip anything.	Alchemy	Master	2 Rare (Ore), 1 Scarce (Magic), 4 Common (Chemical), 6 Abundant (Stone).	2146	2683	1610
Major Hallucinations Effect	Consume to gain the progressive status effect - Inability to distinguish friends or foes	Alchemy	Master	2 Rare (Chemical), 1 Scarce (Plant), 1 Scarce (Magic), 2 Common (Plant), 7 Abundant (Chemical).	2227	2784	1670
Major Impaired Effect	Consume to gain the progressive status effect - Uncontrollable divination (please see a GM if you get inflicted with this)	Alchemy	Master	2 Rare (Plant), 1 Scarce (Magic), 2 Common (Animal), 10 Abundant (Plant).	2130	2663	1598
Major Paranoia Effect	Consume to gain the progressive status effect - You avoid all contact with others.	Alchemy	Master	2 Rare (Chemical), 1 Scarce (Magic), 5 Common (Animal), 4 Abundant (Plant).	2154	2693	1616
Major Petrification Effect	Consume to gain the progressive status effect - Whole body becomes unusable.	Alchemy	Master	2 Rare (Plant), 1 Scarce (Stone), 2 Common (Magical), 10 Abundant (Animal).	2130	2663	1598
Major Poison Effect	Consume to gain the progressive status effect - Chooses a third ability to lose access to.	Alchemy	Master	2 Rare (Plant)1 Scarce (Magic)3 Common (Animal)8 Abundant (Animal)	2138	2673	1604
Major Weakness Effect	Consume to gain the progressive status effect - Constant 2 HP Damage that cannot be healed.	Alchemy	Master	2 Rare (Stone), 1 Scarce (Plant), 1 Scarce (Magic), 3 Common (Plant), 5 Abundant (Plant).	2235	2794	1676
Master Restore Effect	Consume to restore 1 use of a 1 use ability.	Alchemy	Master	1 Rare (Plant), 1 Scarce (Animal), 1 Scarce (Magic), 5 Common (Plant), 5 Abundant (Plant).	1255	1569	941
Major DAG Effect	Consume to gain the progressive status effect - You hunt everyone.	Alchemy	Master	2 Rare (Animal), 2 Scarce (Animal), 1 Scarce (Magic), 4 Common (Plant), 4 Abundant (Ore).	2344	2930	1758

Appendix VI: Artisan Recipe List

Recipe Name	Description	Crafting			Recipe	Base		
		Type	Level			Cost	Buy	Sell
Create Arrows	Resource requirements are per arrow created.	Artisan	Apprentice		2 Abundant (Ore), 3 Abundant (Plant).	5	6	4
Enhance Equipment	Allows the user to ignore 1 physical ability.	Artisan	Apprentice		2 Common (Ore), 1 Abundant (Animal).	21	26	16
Repair Metal Armor	Recipe is for 1 point of armor. Multiply recipe by number of points being repaired.	Artisan	Apprentice		1 Common (Ore), 3 Abundant (Plant).	13	16	10
Repair Synthetic or Natural Armor	Recipe is for 1 point of armor. Multiply recipe by number of points being repaired.	Artisan	Apprentice		1 Common (Animal), 3 Abundant (Plant).	13	16	10
Create Ammo	Resource requirements are per ammo created.	Artisan	Apprentice		3 Abundant (Ore), 3 Abundant (chemical).	6	8	5
Weapon Strike - Push	Gives a weapon 1 use of Push.	Artisan	Apprentice		3 Common (Ore)10 Abundant	30	38	23
Weapon Strike - Sunder	Gives a weapon 1 use of Sunder.	Artisan	Apprentice		1 Common (Ore), 1 Common (Stone), 1 Common (Animal).	30	38	23
Repair Equipment	Repair Shield or Weapon from Sunder.	Artisan	Apprentice		3 Common (Ore), 6 Abundant (Plant).	36	45	27
Basic Trap	When Triggered, Entanglement snares a target for 30 seconds. If an ailment or ability is added to this trap, it replaces this effect. Replacement Effects default to Touch unless they are AOE.	Artisan	Apprentice		2 Common (Animal), 5 Abundant (Plant), 2 Common (Ore).	45	56	34
Advanced Trap	When triggered, Maim limb causes limb damage to limbs touching the device. If an ailment or ability is added to this trap, it replaces this effect. Replacement Effects default to Touch unless they are AOE.	Artisan	Apprentice		4 Common (Animal), 10 Abundant (Plant), 4 Common (Ore).	90	113	68
Quick Reload Ammo	My fire this shot 5 seconds after previous one instead of 30.	Artisan	Journeyman		1 Common (Chemical), 3 Abundant (Ore)	13	16	10
Weapon Strike - Peirce	Gives a weapon 1 use of Peirce.	Artisan	Journeyman		1 Common (Ore), 1 Common (Plant), 1 Common (Animal).	30	38	23
Lock	This item may be used to Lock one container or building. (Does not include pockets.)	Artisan	Journeyman		3 Common (Ore) 4 Abundant (Ore)	33	41	25
Surgeons Kit	Heals 2 HP. Can be used on either the torso or multiple limbs. Takes 1 min to use.	Artisan	Journeyman		4 Common (Chemical), 5 Abundant(Plant), 5 Abundant(Animal).	50	63	38
Bookshelf	User can write two questions for the GM instead of one while using this station.	Artisan	Journeyman		1 Scarce (Plant), 8 Common (Plant), 1 Abundant (Ore).	181	226	136
Med Station	Healing Items made at this station, give 2 health points instead of one.	Artisan	Journeyman		1 Scarce (Chemical), 5 Common (Plant), 4 Abundant (Ore), 3 Abundant (Animal).	157	196	118
Shrine	Once per day, A character may roll play worship here for 1 minute to receive 1 Ability Armor.	Artisan	Journeyman		1 Scarce (Ore), 7 Common (Stone), 3 Abundant (Ore).	173	216	130
Trade Station	Can trade 10 Abundant materials for 1 copper at this station. Max of 10 Copper per person.	Artisan	Journeyman		1 Scarce (Animal), 4 Common (Plant), 5 Abundant (Ore), 4 Abundant (Animal).	149	186	112
Well	Once per day, A character may roll play here for 1 minute to receive 1 use of a 4 or 5 use ability.	Artisan	Journeyman		1 Scarce (Chemical), 3 Common (Plant), 11 Abundant (Stone).	141	176	106

Recipe Name	Description	Crafting		Recipe	Base		
		Type	Level		Cost	Buy	Sell
Workbench	Once per crafting at this station, a character may use a higher-level resource in place of up to 9 of the same type of resources 1 step down. For example, one scarce can act as 9 commons.	Artisan	Journeyman	1 Scarce (Stone), 6 Common (Plant), 4 Abundant (Ore), 1 Abundant (Animal).	165	206	124
Repair Kit	Use 1 to repair any 1 piece of Equipment or Armor. Use 2 to repair a Station. Use 3 to repair a Building.	Artisan	Journeyman	5 Common (Ore), 5 Common (Animal), 5 common (Plant).	150	188	113
Workshop	Items crafted here take 50% less time to craft. Recipes normally take 1 min per resource required.	Artisan	Master	1 Rare (Ore), 5 Common (Plant), 3 Common (Tech), 3 Abundant (Stone), 2 Abundant (Ore).	1083	1354	812
Infirmary	Time spent here can heal wounds. 5 Mins heals 1 hp. 10 Mins heals 2 hp. 15 Mins heals the character fully. This station cannot regrow limbs or cure status effects.	Artisan	Master	1 Rare (Chemical), 5 Common (Plant), 2 Common (Magic), 7 Abundant (Stone).	1077	1346	808
School	Training here counts as 2 hours instead of 1 towards learning abilities.	Artisan	Master	1 Rare (Ore), 2 Common (Tech), 4 Common (Plant), 4 Common (Stone), 1 Abundant (Stone).	1101	1376	826
Shop	Owner has access to a Catalogue of Recipes. Upon purchasing a recipe, it becomes available at the beginning of the next in-game day.	Artisan	Master	1 Rare (Ore), 5 Common (Plant), 1 Common (Tech), 9 Abundant (Stone).	1069	1336	802
Spa	Once per day, A character may roll play here for 1 minute to receive 1 use of a 2 or 3 use ability.	Artisan	Master	1 Rare (Animal), 2 Common (Magic), 3 Common (Ore), 11 Abundant (Stone).	1061	1326	796
Temple	Characters may spend 2g 5s here to cleanse themselves of any Ailments. Coins are returned to the Staff.	Artisan	Master	1 Rare (Ore), 5 Common (Stone), 4 Common (Magic), 3 Abundant (Plant).	1093	1366	820

Appendix VII: Artisan Recipe List

Recipe Name	Description	Crafting		Recipe	Base		
		Type	Level		Cost	Buy	Sell
Barrier Effect	Give item 1 use of Barrier.	Magitech	Apprentice	2 Common (Chemical), 1 Abundant (Ore).	25	31	19
Blast Effect (PAC)	Give item 1 use of Point and Cast Blast.	Magitech	Apprentice	2 Common (Chemical), 1 Abundant (Stone).	21	26	16
Disguise Self Effect	Give item 1 use of disguise.	Magitech	Apprentice	1 Scarce (Chemical), 5 Common (Animal), 2 Abundant (Plant).	152	190	114
Dodge Effect	Give item 1 use of dodge.	Magitech	Apprentice	1 Scarce (Animal), 1 Common (Ore), 10 Abundant (Chemical).	120	150	90
Entangle Effect	Give a throwable 1 use of entangle.	Magitech	Apprentice	1 Scarce (Plant), 4 Common (Stone), 1 Abundant (Chemical).	141	176	106
Foresight Effect	Give item 1 use of Foresight.	Magitech	Apprentice	1 Common (Animal), 8 Abundant (Chemical).	18	23	14
Forgettable Face Effect	Give item 1 use of Forgettable Face.	Magitech	Apprentice	2 Scarce (Plant), 3 Common (Stone), 3 Abundant (Animal).	233	291	175
Heal Self Effect	When hp becomes 0, regain 1 and heal a limb immediately.	Magitech	Apprentice	3 Common (Chemical), 4 Abundant (Stone).	34	43	26
Lore Resource Effect (Common)	Create 1 common stationary spawn point with 15 Common materials of your choice. Anyone may collect 1 resource from it once it has been placed with 2 minutes of roleplay.	Magitech	Apprentice	1 Common (Animal), 1 Common (Chemical), 1 Common (Ore), 1 Common (Plant), 1 Common (Stone).	50	63	38
Blink Effect	Give item 1 use of Blink.	Magitech	Journeyman	5 Scarce (Chemical), 2 Common (Tech), 1 Abundant (Plant).	521	651	391
Decoy Effect	Give item 1 use of Decoy.	Magitech	Journeyman	1 Rare (Stone), 4 Scarce (Chemical), 1 Common (Animal)2 Abundant (Tech).	1412	1765	1059
Intimidation Effect	Gives item 1 use of Intimidation.	Magitech	Journeyman	1 Scarce (Chemical), 4 Common (Animal), 10 Abundant (Animal).	150	188	113
Waylay Effect	Give item 1 use of Waylay.	Magitech	Journeyman	1 Rare (Chemical), 3 Scarce (Ore), 3 Common (Plant), 1 Abundant (Magic).	1331	1664	998
Lore Resource Effect (Scarce)	Create 1 common stationary spawn point with 3 Scarce materials of your choice. Anyone may collect 1 resource from it once it has been placed with 10 minutes of roleplay.	Magitech	Journeyman	1 Common (Animal), 1 Common (Chemical), 1 Common (Ore), 1 Common (Plant), 1 Common (Stone).	50	63	38
Maim Limb Effect	Give item 1 use of Point and Cast Maim Limb.	Magitech	Journeyman	4 Common (Stone), 10 Abundant (Animal).	50	63	38
Mimic Effect	Give item 1 use of Mimic.	Magitech	Journeyman	1 Rare (Chemical), 2 Scarce (Ore), 1 Scarce (Tech), 3 Common (Stone), 1 Abundant (Plant).	1331	1664	998
Silence Effect	Give item 1 use of Silence.	Magitech	Journeyman	1 Rare (Ore), 2 Scarce (Plant), 4 Common (Magic), 2 Abundant (Animal).	1242	1553	932

Recipe Name	Description	Crafting		Recipe	Base		
		Type	Level		Cost	Buy	Sell
Suggestion Effect	Give item 1 use of Suggestion.	Magitech	Journeyman	1 Rare (Chemical), 2 Scarce (Plant), 2 Scarce (Magical), 4 Abundant (Animal).	1404	1755	1053
Taunt Effect	Give item 1 use of Spellball Taunt.	Magitech	Journeyman	3 Scarce (Animal), 3 Common (Stone), 1 Abundant (Chemical).	331	414	248
Knockdown Effect	Gives item 1 use of Knockdown.	Magitech	Journeyman	1 Rare (Stone), 3 Scarce (Ore), 2 Common (Chemical), 3 Abundant (Magic).	1323	1654	992
Truth Effect	Give item 1 use of Truth.	Magitech	Journeyman	3 Scarce (Chemical), 2 Common (Ore), 3 Abundant (Stone).	323	404	242
Deafen Effect	Gives item 1 use of Deafen.	Magitech	Master	1 Rare (Ore), 2 Scarce (Stone), 4 Common (Magical), 7 Abundant (Chemical).	1247	1559	935
Lore Resource Effect (Rare)	Create 1 common stationary spawn point with 1 Rare material of your choice. Anyone may collect 1 resource from it once it has been placed with 30 minutes of roleplay.	Magitech	Master	1 Common (Animal), 1 Common (Chemical), 1 Common (Ore), 1 Common (Plant), 1 Common (Stone).	50	63	38