



Second cycle

Rules Compendium

Release 2.2

Responsible publisher :
Ragnarok ASBL. 7 Cité du Sureau, bte 10, 1000 Bruxelles
www.ragnaroklarp.be

TABLE OF CONTENTS

- 0. Preamble
- 00. Fair-play
- 000. Safety
- 0000. The Guardians
 - 1. The character
 - 1.1. Background story
 - 1.2. Race
 - 1.3. Inclination and skills
 - 1.4. Evolution
 - 2. Guiding principles
 - 2.1. Equipment, resources and consumables
 - 2.2. Health of a character
 - 2.2.1. Diseases
 - 2.2.2. Poisons and drugs
 - 2.2.3. Wounds
 - 2.3. Death
 - 2.4. Searching a character
 - 2.5. Stun, hindrance and questioning
 - 2.6. Theft and burglary
 - 2.7. Workforce
 - 2.8. The brawl
 - 2.9. The gallantry
 - 2.10. Ethylism and "Biture"
 - 2.11. Special creatures
 - 3. Battle
 - 3.1. Combat
 - 3.1.1. Damage
 - 3.1.2. Special hits
 - 3.1.3. War Machines
 - 3.2. Battlefield
 - 3.3. Siege of caravans
 - 4. Naval warfare
 - 5. Economy
 - 5.1. Harvest of raw material and precious material
 - 5.2. Manufacture of equipments and consumables
 - 5.3. Extraordinary craftsmanship
 - 6. Magic
 - 6.1. Spells
 - 6.2. Ceremonials
 - 6.3. Enchantment of magical objects
 - 6.4. Religious worship and believes
 - 7. Description of skills
 - 8. Chart of craftsmanship
 - 9. Summary of the announces

Preamble

According to the traditional saying, Ragnarok is « **a friendly and immersive mass LARP** ».

Mass LARP means that Ragnarok is a Live action role playing game (not a festival nor a video game) which gathers over a thousand participants. You are one of these participants and thus we need you and your active participation to guarantee and preserve that immersive dimension of Ragnarok. Without your help, all our efforts will be in vain.

A mass LARP also implies, by the large number of participants, that various sensitivities and expectations are co-existing throughout the game. The golden rule for all inter-character interactions is that of continuous roleplay : you must always apprehend situations as well as action through the eyes of your character.

Immersive because Ragnarok is offering a game lore that is original and build upon a strong inner consistency in which characters are figuratively sucked in (the discovery of that consistency is a game drive). And so, to guarantee that consistency et to allow immersion, all characters evolving in Ragnarok must be original characters, which are specifically created to live in Ragnarok's lore .

To ease the immersion in Ragnarok's lore, we boycott nylon tents and plastic arbors. We also demand that all participant take proper care of bringing a decent costume. In the same manner, we ask participants not to use their smartphone and to be discreet while taking pictures. The use for electricity will, in a general manner, be reduced to a strict minimum.

Friendly because we consider that all the participants have to maintain warm and benevolent relations towards each other so that the game may unfold in a mutual trusting vibes. We consider that all the participants have to demonstrate their maturity and are responsible persons. Thus, we are trusting you to verify at each moment that your stuff isn't dangerous for others and to manage your own character sheet fairly. Mutual trust between participants is the indispensable cornerstone for a LARP that will good unfold and entertaining for all.

It's in a friendly spirit that Ragnarok is organised : Each organizer are volunteers and take on their free time in order to organize a quality event accessible to as many people as possible. Ragnarok shouldn't be considered given, it's a wonderful luck. Do everything possible so that we could make it happen every year.

FAIR-PLAY

Without fairplay from every participant, LARP isn't possible. We trust in all participants to comply to all rules (and their integrity) and to adopt a responsible behavior.

- Any act of physical or verbal violence towards another participant is prohibited.
 - Do apologize in case of an unfortunate bad hit.
 - « Rifle » multiple hits are prohibited.
 - You count received hits, not those given.
 - Sanitary areas are not game zones.
 - In case of doubt, do not interrupt the game. Go discretely to a Guardian and talk about it.
- Keep in mind that all participants as volunteers, monsters, players or NPC came to spend good time and have fun above all.

SAFETY

Important !

Security of participants always predominate on the game.

Security is everyone's business ! Each participant must avoid generating or participating in dangerous situations. In case of real danger, the game will be stopped by the Guardians (referees).

Each participant is at all time responsible that his stuff (foam weapons, armours, shields, etc.) is not dangerous for others. Check on a regular basis the state of your equipment because you're always responsible for its state..

At the slightest doubt, go see a Guardian to have his advice. If a Guardian decreed that a weapon or an armour is dangerous, it has to be put immediately offside (TO) and can be no more used by anybody..

You have to be particularly careful and cautious in battle and fight situations :

- Master your hits (strength, direction,...) : we're playing the touch.
- Never thrust with your weapon.
- Don't deliberately aim the head and the genitals.
- Never shoot an arrow at someone under 10 meters (32.8 feet) of your position.
- Pay attention at people on the ground: don't crush anyone.
- Avoid casualties before everything else.

The "battlefields" (large scale battles) are forbidden to people under the age of 16.

In case of problems, a medical aid station is on site and can intervene on a talkie demand of a Guardian or an organizer.

Furthermore, a TO area is also put in place if you need to rest, decompress or discuss about a game situation that you've lived and that is overwhelming you.

Disrespect of this safety rules will lead to a definitive exclusion of the participant.

THE GUARDIANS

The guardians are special characters, which are dedicated to maintaining the rules of the universe, meaning the game rules of the present compendium. To put it differently they are the referees of the game, you'll be able to recognize them from the black and white colours clearly visible on the costume they are wearing. The guardians look after the game development, to be sure it's progressing with the best security conditions possible.

All participants must always optemperate immediately with any demand from a Guardian.

Possible announces:

"Time Out" : the game stops, every participant must stop their actions and raise their weapons downward in the air

"Time In" : the game resumes exactly where it stopped.

"Time Freeze": the time is frozen, the participants close their eyes and ears to avoid hearing or seeing anything around them.

KIDS IN RAGNAROK

Ragnarok has a lot of young participants.

From 0 to 12 years old, children don't have a character sheet.

From 13 to 15 years old, teenagers can create their characters (as adults do) but they cannot go onto the battlefield..

From 16 and above, they are considered as adult and must create their characters.

Some game skills and their effects should never been used on or by minors of age players:

- Martial arts
- Brewer
- Galant
- Liquorist
- Tormenter

In any case, try being especially aware when interacting with kids.

Announce « ZAP »

To protect physically and emotionally younger Ragnarok participants, there is an announce that every participant can use on a kid: "ZAP". This announce makes the kids run away, to avoid them assisting or participating to a potentially shocking game scene.

Don't hesitate to explain to your kids the effect of this announce and how they should react to it.

I. THE CHARACTER

Everything starts from the character: without character, there is no story. It's the character which makes the actions and take the choices allowing the game to progress and reach out to other characters. You should really take time to create properly your character. Obviously, he will be gifted from a range of skills that will allow the simulations of certain game actions, but those skills are far from everything that can constitute your character's possible interactions.

It's the big strength and the specificity of LARP to allow characters to rely on the real abilities of the participants who play them. Going from this principle, a lot of actions don't need any simulation rules: negotiating, making friends and enemies, running, resolving enigmas, eating and sleeping, etc. Those actions don't need any rules and are the kind of actions your character will accomplish most of the time. It's up to you to create a coherent background for your character to allow him to act meaningfully. Therefore we greatly encourage you to define "rules of conduct" for your character to give him deepness. But don't forget that you'll need to be able to act as your character for many consecutive days.

This chapter should help you creating your character so that he will be able to integrate himself into the Ragnarok game universe in an harmonious and believable way.

Briefly you must:

- Think of a background story for your character.
- Choose a race (free and forbidden skills, advantages and inconvenients).
- Choose an inclination which gives access to a set of skills
- Spend your experience points to determine your skills
- Print your character sheet and write down those information on it yourself
- Find an appropriate and believable costume (which means it should seem realistic and gives the illusion)

1.1) Your character's Backstory

Your character's background is a descriptive text that will give him/her substance, complexity and originality. Each and every character has a life history that will lead him/her to the first event which (s)he will be part of. In other words, your background is the story of your character before the game takes place.

However, don't forget that Ragnarok's gaming universe preexists the characters who live within it. Tanak (the known world) has an history, a past, but also a present (factions, remarkable characters,...). Take that into account when you create your character: for example, it is unlikely that he is the legitimate heir to the throne of a mighty empire that nobody ever heard of. Numerous and precious pieces of information are available online, and other players will be glad to tell you more about Tanak and Ragnarok.

It is important to understand that your character is not a hero yet, but that he may become one. **All characters start the game being either members of a caravan trailing the lands of the Golden Empire, or refugees trying to join such a caravan.** Your character's background must therefore explain how your character reached this point in his/her life (refugees characters will receive a common background from the organisation).

We ask all players to take notice of the information about the world, available online, so that the character they create is able to become part of that world in a coherent way.

Here are three sides of your character that you should keep into mind. It is not a comprehensive survey, but thinking about those sides should allow you never to be taken aback when you interact and discuss with other players.

- **Biography** : your character has a name (or a nickname), he belongs to a race, he is of a certain age. He has his own story : he is born somewhere, has grown in a specific environment, has learned things and has probably a profession. Surely something happened to your character that made him/her join a caravan and decide to hit the road.
- **Personality** : your character may be timid or hot-tempered, a coward or ambitious. He/she may have a stutter or a limp. He/she certainly has beliefs, whether he/she worships the Cristal Prophet or the Old Gods, or even new gods. He/she probably has hopes, desires. Maybe there is a driving goal that he/she strives to attain. Surely there are behaviors he/she loathes and others he/she holds dear.
- **Social relations** : your character belongs to a caravan with various members. How does he/she get along? What are his/her relations or feelings towards the Golden Empire? How does he/she perceive the elves or the rebels? Maybe he/she has a leader, bloodbrothers or enemies?

1.2) Your character's race

Your character is inevitably part of a race or a particular ethnic group. This gives bonuses and penalties on different game statistics that represent the physical and cultural particularities of the characters.

If you decide to play a non-human character, you **must** have an appropriate costume and/or make-up.

Racial free skills do no cost experience (XP). Racial free skills are given even if they are not part of the character's inclination (see Your character's inclination and skills).

Racial forbidden skills can **never** be learned by a character belonging to that race (even if they are in that character's inclination).

Remarks :

- Certain game actions might trigger race changes. For example, the bite of a werewolf or a vampire. If it happens, you will be informed on the specific rules for your new race.
- If, for any reason, your character permanently changes race during game (he/she is turned into an undead for example), he/she loses his original racial skills and gains those of his/her new race.

Bondspirits

Bondspirits are creatures of variable morphology and kind (imps, natural spirits, etc.) who have for common features to be called and connected by pact to an invoker (cf. invocation skill). Bondspirits have been invoked by their master in order to achieve their purpose with a blind obedience. The destiny of a bondspirit is irredeemably linked to that of his invoker.

Bondspirits begin the game with the following free and forbidden skills :

- Immunity to the spell "fear".
- Immunity to poisons
- Immunity to stun
- A bondspirit must respect the terms of the pact sealed with his invoker (The invoker must own the copy TI of this pact).
- When his invoker dies, the bondspirit turns back from where he comes if he doesn't find a new invoker to bind with before the end of the event (in the limit of the maximum bondspirits that this one can control).
- The bondspirit's invoker must be a character physically present at the event.

Elves

Elves count among the oldest races who populate Tanak. Originally issued from the fruits of the Tree of Life, it's a graceful people with pointed ears, pragmatic and refined. Elves were the firsts to make use of magic which explains that powerful weavers come from this folk. In his ruthless struggle against elves, the Golden Empire felled the Tree of Life, preventing the birth of new High Elves, and untiringly chases those who stay. For 72 years, the only elves born are from a carnal union of two elves of opposite sex.

Important !

For inherent reasons of the game universe, you should know that interpreting an elvish character will be (very) difficult. The whole race having been declared null and void by the Golden Empire, you will be, de facto, a fugitive. You'll be hunted at sight by the Golden Empire's troop and could be denounced by anyone. Don't be surprised when it will happen to you. Furthermore, if you die, you will not be able to recreate an elvish character during the game. You have to be aware of what that implies.

Elves begin the game with this following free and forbidden skills :

- Free : wizard.
- Free : archery (players that take this skill must acquire the right to use arrows, see "Archery").
- Forbidden : increased stamina.
- Forbidden : Break-through.

Faeries

Fairy peoples or Faerie are almost as old as Tanak and count many creatures like pixies, gnomes, fairy, sprites or korrigans. Their fragile bodies and their childlike attitude pass them often for teenagers. Faeries spend most of their time at creating games that may have unpleasant consequence for the other races. Thereby, other races often consider them with a hint of distrust that can transform in contempt.

Faeries begin the game with this following free and forbidden skills :

- Immunity to diseases.
- Immunity to the spell "kindness".
- Forbidden : increased stamina.
- Forbidden : gallant / chivalrous.

Hobbits

Hobbits are small and smiling. This friendly and jolly people tent is worth to stay away from conflict. Indeed, more than for their fighting talent, hobbits are often famous for their sense of welcome. They are good living, lovers of pipe herbs, beer and good dear, who don't hesitate to organize many feasts in order to share these pleasures. A real hobbit would not miss a meal for anything in the world ! They are skilful of their hands and produce all kind of objects for their comfort.

Hobbits begin the game with this following free and forbidden skills :

- Free : gourmet.
- Free : Lock picking.
- Forbidden : heavy armour.
- Forbidden : Two-handed weapons.

Beastmen

“Beast-men” is a generic name given to all creatures both humanoïd and animal. Some are small with a rat facies, while others can be gigantic and have the attributes of any animal, insect or amphibian. There is actually as many type of beast-men that animals. However, all have a behavior that bring them closer from their animalistic nature that from civilised humans.

Beast-men start the game with the following free skills and interdicts:

- Free: Stamina.
- Free : One or two-handed weapons (one or other, your choice).
- Forbidden : farmer.
- Forbidden : duelist.

Humans

The youngest of the races who people Tanak has also the greatest adaptability. That’s what allowed human specie to proliferate so fast and to spread to colonize almost all types of territory. Humans have neither facility (free skills), neither forbidden. Each population has developed the knowledge essential to life in its environment.

- Humans have 3 more XP to create their character (15 XP in total).

Undeads

The non-life is a disease that is spreading by touching every races. Indeed, everyone can be transformed in the living-death (after his death) by a powerful weaver, although it sometimes spontaneously happens. Rumors say that this disease comes from the Land of Fire of the Golden Empire but nobody knows anything. Anyway, today, ghouls, living on the decline and other skeletons swarm on the continent and everyone knows that it’s wise to carefully close his door and to begin to melt the silver objects to make weapons when this dead things begin to break in.

Important !

You can interpret an inferior Undead, but not a special creature like a vampire or a lich... Particularly, your character will never begin with special abilities other than those presented in the rules. Furthermore, don’t forget that it was found in the past that the miracle workers of the Golden Empire were able to take control of Undeads. You’ve been warned...

Undeads begin the game with this following free and forbidden skills :

- Immunity to poisons.
- Immunity to stun.
- Immunity to diseases.
- An inferior Undead wound by a “silver”, “crush”, or “holy” announce takes two damages in case of one.

Dwarves

Dwarves are one of the oldest races who populate Tanak. Small and strongly structured, they’re living, for the most, in the Mouth of Tanak, entrenched behind the brass gates of Amrung Dohr, the underground citadel. Dwarves spend most of their life underground to dig or fight. However, some make the choice to live in the open air for some time like an initiatory rite before being an adult. Rough character not to say gruff or frowning, they only appreciate very moderately contact with the other races except Elves with which they are closely linked.

Dwarves begin the game with this following free and forbidden skills :

- Free : Intermediate armour.
- Free : Brewer.
- Forbidden : Gallant.

- Forbidden : Swimming.

Green skins

The green skins regroup different species: goblins, orcs and others. Most of the people can't differentiate them and name them "Green Skins", their only common characteristic. They are primitive and violent. They dedicate most of their effort to war.

Green skins start the game with the following free and forbidden skills:

- Free: increased stamina
- Free: Ensnare
- Forbidden: surgery
- Forbidden: Are never allowed to participate to maneuver a ship (excepted if they are ship captain or pirate captain)

1.3) The inclination and skills of your character

When you're creating your character, you must choose an inclination for her among the four available ones. Each inclination pictures the natural way of action for your character, her centers of interest and the things she's good at. Each inclination gives access to a list of skills. Some of these skills, marked with an asterisk, are only available to characters having chosen the corresponding inclination.

Choosing an inclination is a very important choice since it's going to decide which skills your character will be able to master and, therefore, the equipment she'll be allowed to use. Actually you'll only be authorized to give your character a maximum of 2 skills outside her main inclination - either in one or two other inclination(s) - and only if those skills aren't marked with an asterisk. That last restriction does not concern the racial skills your character could have. Ex: *An occultist could take the stamina skill from the weapons inclination, but not the improved stamina skill, since that one is marked with an asterisk.*

You have **12 experience points** (XP) to give initial skills to your character. There isn't any prerequisite or special condition needed to take a skill, except that you can only choose two skills outside your inclination. You're allowed to keep unspent XP for later.

The complete description of all the skills is at the end of the Compendium.

Spells and special strikes can be used once a day. You may take the same skill or spell up to three times to be able to use them more than once a day (the skill or spell costs each time the same amount of XP.) The murder skill is an exception to those rules (see the murder skill.)

XP costs mentioned in the charts are global costs. Ex: *to take the "gallant" skill at the third level, you must spend 3 XP (not 1+2+3.)*

Note :

Remember that the main goal of larping is not to "win the game" but to live together a action-packed story. Therefore a character doesn't need 150 different skills to be fun to play. On the contrary, a character with flaws, limits or bad traits will often be more memorable than an overpowered character running aloof like a zombie searching "quests" and piling "instances dungeons."

1.4 Your character evolution

As long as she stays alive, your character earns 2XP at the beginning of each event she takes part in. If your character dies, she loses all her XP and you must create a new character with the 12 starting XP. Unspent and earned XP can be kept from year to year. Earned XP can be spent to learn new skills allowed by your inclination. Unspent XP can't be used when you create a new character.

To learn a new skill, you always have to follow a more or less long learning time, according to the skill's complexity.

Therefore, to be able to learn a new skill, the character must have the number of XP needed and have to find, beforehand, another character possessing the desired skill and willing to teach it. In no case a character is allowed to learn a new skill by herself (even if she possesses the number of XP needed.) It's only at the end of the learning time, when the teacher considers the student ready, that a character may spend the number of XP needed and put the skill on her character sheet.

Every character is able to teach a skill he possesses to any character, and as many times as she desires to do so.

A character doesn't need to find a teacher to learn a second or third time a skill she already has but must find one to improve her level in a skill (Ex: *you don't need a teacher to learn to do more often a "crush" attack, but you need one to improve your skill in Martial Arts.*)

Important !

A well played relationship between a teacher and a student can become a very intense moment and create meaningful bonds for your characters. The relations woven between characters are of tremendous importance for the richness of the game and everyone is responsible for their blossoming. If you don't play vividly, others will not want to play with you anymore and, in time, the game will lose all its interest and peculiar flavour.

Important !

Never forget that your character earns some "pragmatic experience" during the course of the game : her social network grows, she discovers new knowledges, makes new acquaintances, expands her resources and becomes more famous. So a great part of your character evolution is directly linked to how she lives her existence, and not so much to the skills she earns. And since you're the only people responsible for you character deeds, interpret her with honesty (TO) and coherence (TI.)

Weapons Inclination	
Skills	XP Cost
Literacy	3
Archery	3
Two-handed weapon	3
One-handed weapon	1
Short weapon	0
Polearm	3
Thrown weapon	1
Firearms	3
Light armour	2
Intermediate armour	3
Heavy armour*	4
Martial arts	1
Shield	2
Head-crusher (2 handed)*	4/8/12
Lumberjack	2
Ship captain	4
Quarryman	2
Holy Smite*	6/12/18
Duelist (one-handed)*	4/8/12
Stamina	4

Increased stamina*	5
Gallant	1/2/3
Break through (two-handed)*	4/8/12
Sailor	1
Swimming	1

Craft Inclination	
Skill	XP Cost
Farmer	2
Literacy	2
One-handed weapon	1
Short weapon	0
Light armour	2
Armorer*	4
Cannoneer	2
Artisan	2
Martial Arts	1/2/4
Bard	4
Brewer	2
Shipwright*	4
Surgeon*	4
Cooking	1
Blacksmith*	4

Gallant	1/2/3
Gourmet*	3
Nurse	3
Engineer*	4
Liquorist*	4
Sailor	1
Doctor*	4
Swimming	1
Fisher	2
Bonesetter	2
Toolmaker*	4

Occult Inclination	
Skills	XP Cost
Alchemy*	5
Apothecary	4
Literacy	1
Two-handed weapon	3
One-handed weapon	1
Short weapon	0
Light armour	2
Gatherer	2
Wizard*	4
Esoterist*	3
Gallant	1/2/3
Gleaner	2
Herborist	3
Invoker*	6
Sailor	1

Mystic	3
Swimming	1
Sickmaker	4
Weaver*	4

Note :

The list of the spells available for the weavers or the invokers are at chapter 6 : Magic.

Shadow Inclination	
Skills	XP Cost
Literacy	3
Archery	3
One-handed weapon	1
Short weapon	0
Thrown weapon	1
Firearm	3
Light armour	2
Intermediate armour	3
Assassination*	8
Stun	3
Pirate Captain*	4
Hunter	2
Cut-throat (short weapon)*	3/6/9
Lock picking*	4
Scavenger	2
Scout	3
Stamina	4

Shackle	2
Gallant	1/2/3
Infiltration	2
Miner	2
Swimming	1

Pirate*	2
Sabotage	2
Tormentor*	3
Theft*	2

II. GUIDING PRINCIPLES

Are included in the guiding principles everything that can concern and impact your character, regardless his skills.

2.1) Equipment, resources and consumables

Here are the different game items that your character will be brought to manipulate and exchange.

Play equipment

Every players receive the same starting gaming equipment :

- 1 purse / pouch "hidden possessions" of reduced size to put in the TI possessions that your character conceals on him (money, resources, consumables, etc.) (cf. search and stealing).
- 1 bag of possessions, to put in what cannot enter in the purse / pouch "hidden possessions".
- 1 timer of 3 minutes, essential to time some short actions.
- 2 "Manpower" cards (per event even if the character dies !).

Equipment

Every characters have skills to allow him to use equipment. This stuff, that the participant must procure it himself in order to play, is considered as quality equipment so mediocre that it is not even interesting to take it or to steal it.

Basic stuff cannot receive permanent enchantment or amelioration.

Note:

Almost every skills imply stuff in order to be used. It's obvious for warlike skills like weapons and armours but it's also the case for skills like literacy which requires parchments, feathers and ink or bonesetter which requires bandages (or even a bit fake blood). For every skill that your character have, think about stuff or material that you'll need in order to simulate the actions of your character. These accessories will come to decorate your habit and will give without a doubt more credibility and consistency to your character. Don't hesitate to push the realism as far as possible, actions of your character will only be more remarkable and he will gain in notoriety.

Besides this mediocre equipment, your character can acquire stuff of better quality during the game (see chapter 5. Economy). This special equipment is symbolized by a little coloured velvet purse containing a parchment who describe the properties of this equipment as well as its date of validity. This purse and the parchment that's inside must be hooked to the equipment in question in order to be able to have an effect in game.

The colour of the velvet purse identifies the nature of the equipment in question :

- Black : magical quality equipment (to steal the equipment, you have to take the purse).
- Green : disease (Only the doctors are able to open the purse)(Purse is not burglabable).
- Red : special creature (cf. 2.11. The special creatures) (The purse is not burglabable and is linked to a habit).

Resources

Your character will surely be brought to harvest, own and exchange resources. Every resources are symbolized by a padded satin purse to which is hooked a token showing which kind of resource it is. A resource is available only if the two objects are together (purse + token), if one of the two is missing, the resource is no longer exchangeable. Resources serve not only to manufacture things but also barter for transactions. Resources have an unlimited period of validity and can be conserved year after year by characters until they're used.

Currency

Your character will also manipulate currency, whether in forme of a coin or a banknote. The old currencies (Obols, dricks, sesquins) have today a relative value and are very fluctuant since no more the old nations don't guarantee exchange rates. The Golden Empire has its own official currency usable in the whole Empire. Nevertheless, barter of resources is usually privileged as way to exchange by the caravaners.

Consumables

Your character can also make, have and use consumables. We design under this name everything which produce an effect in game when it's used like potions, remedies, poisons, etc. All of this products have only and only one utilisation (tickets must be torn).

2.2) The health of a character

Diseases

A character can catch a "disease" (cf. skill Sickmaker for some examples of diseases). She has to be healed by consumables "remedies" after a consultation at a "doctor" (cf. skill Doctor). Indeed, only doctors can open the small green velvet purse which symbolize a disease and in which one there's a parchment detailing the disease in question and its treatment. It's highly recommended to doctors to wear gloves and a mask in order to avoid being contaminated by their patient.

Practical, a patient who gets sick receive a green velvet purse that he don't open and passes around his neck so that's visible for everyone. The sick patient does not get fully undergo effects of the disease (he still incubates) but he feels clearly bad and weakened so that he knows he must see a doctor. During the visit at the doctor, this one can open the green purse and take notice of the disease to brief the patient on the effects, its duration and how to treat it.

Each disease needs some amount of remedies to be cured. Each remedy can be administered at 1 hour apart. It exists 4 types of remedies : common remedies, horse remedies, exceptional remedies and prodigious remedies. All can be manufactured by doctors.

If a remedy of superior rarity than the one recommended to cure a disease is used, it count for double for each level of rarity above the one required. In theory, all combinations are possible but, in practice, you will probably sometimes be taken by time. It's not possible to combine several remedies of an inferior rarity to obtain effects of a superior level remedy. (Ex : To cure the disease "pneumonia", it takes 8 common remedies. The doctor can administer 8 common remedies every hour during 8h, or 4 horse remedy every hour during 4h, etc.)

Infection

The virulence of a disease determines the amount of characters that she will contaminate. It's the amount of "doses" of the disease that receives the Sickmaker (the patient 0).

There are two ways to propagate a disease. It's the patient who chose the way to propagate the disease that affect him.

The dispersion : a patient distribute one per one his doses of disease to different characters. Each contaminated character becomes sick but not contagious.

The propagation : a patient gives several doses of disease to the one he contaminate. This one becomes sick and contagious (and he must distribute the doses he received by keeping one for himself).

It's possible to combine the two ways to propagate a disease : in dispersion mode for a few doses and in propagation mode for those who stay.

A patient must always conserve one dose of disease for himself except if he's immune to diseases in which case he must transmit all doses received.

Poisons and drugs

A character can also be "poisoned" or "drugged" by consumables products of an "apothecary" (Cf. skill Apothecary).

In order to delete effects of a poison, the character must ingest an "antidote".

In order to delete effects of a drug, the character must ingest a "purge".

Addiction : When a character consumes a drug, he becomes immediately addict to it and will do everything to take a dose every 24h. If he cannot, he becomes too weak to undertake any action needing a skill (fighting, throwing spells, etc.) until he ingest a dose. Taking one or more purges (depends on the drug) deletes the addiction.

Wounds

A character basically have **1 life point per location** (1 lp/loc). This amount of life points can be increased by the skills "Stamina" and "Increased Stamina". It's also possible to wear an armour to protect yourself (cf. 3.1 Fight and skill "armours").

There are **6 locations** : head, trunk, right arm, left arm, right leg, left leg.

The head location exists, nevertheless, it's forbidden to aim it specifically. If the head is inconveniently touched, the wound must be played and healed normally.

Whatever betide, a character cannot have more than 3 life points per location (3 lp/loc with stamina + increased stamina) except with the spell "berzerk" (and its mass release).

Every hits given by a weapon inflicts 1 damage point to the hitten location even when it's accompanied with an announce (except "Paf"). If the member isn't protected (or anymore) by an armour, it's "slightly injured".

A "light wound" untreated after 6 hours festers and doff 1 more life point at the location in question until it becomes a "serious wound".

When a member falls at 0 LP, it becomes “seriously injured” and cannot anymore be used. Furthermore, a member “seriously injured” needs to be cured by adequate means (surgeon or adequate spell).

A member “seriously injured” untreated after 6 hours cause the definitive loss of the member in question : It must be amputated by a surgeon in order to cure the character seriously injured.

When the head or the trunk fall at 0 LP, the character becomes “dying” : He falls down and he can only groan and crawl painfully during 1 hourglass (3 minutes). The character is in such a second stade and such weak that he’s not able anymore to prevent someone to search him (cf The search of a character).

Note :

- For safety reasons, never fall in dying in the lines of the fighters in order to prevent any risk of trampling. If your character must agonize while he’s engaged in a line combat, take a few steps to withdraw the fight and going down further.
- If your character only has 1 LP per loc and he suffered damages, he’s directly seriously injured.
- If a location is hit while it’s already at 0 LP, damages are reported at the next location (if your arm at 0 LP is hit, damages is inflicted on the trunk).

When the agony ends after 1 hourglass, the character “seriously injured” falls into a coma and becomes unconscious. **A character in a coma must be healed within 5 hourglasses (15 minutes) otherwise he definitely dies owing to his hemorrhage.**

A character seriously injured can be stabilized as long as a character with the skill “bonesetter” work continuously on his patient : the hourglasses who bring him closer of death no longer flow (hourglass set to horizontal). As soon as nobody actively take car of the seriously injured, the hourglasses resume their flow where they were stopped (straighten the hourglass) and the death inexorably approaches.

A character in agony or in a coma can be killed faster. For it, it is necessary to simulate the slaughter, the impalement, etc. of the casualty during 10 seconds and say aloud and very distinctly “Finish”.

A character can also be “killed” (announce “dead”, cf skill “murder”). He then falls immediately stiff dead, anybody cannot do anything to save him (no heal possible).

Note :

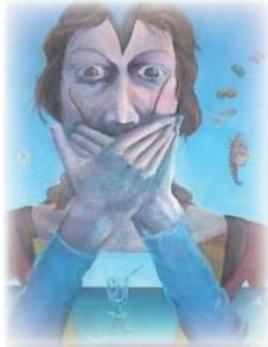
The death of a character must never become innocuous. Think twice before killing somebody.

2.3) Death of a character

Since the Golden Empire occupy Harapan and prevent the holding of the Relics Ceremony, the overwhelming majority of the cemeteries don’t work anymore and no longer allows to characters to reincarnate. The definitive death is a sword of Damocles with which characters had to learn to live with.

Spirits

When a character dies, the player turns into spirit and adopt the characteristic posture own at this kind of creature with hands on the mouth (cf. drawing). The character’s body stay on the ground (with his possessions) and begin its decomposition. **The character’ spirit can still roam during one hour but if he doesn’t find any cemetery in use, he ends up to disappear.**



Posture of the spirits

The spirit is intangible, so we cannot physically prevent a spirit to circulate (Ex. : *if a character dies in a prison cell*). The spirit must always circulate in TI areas.

A spirit cannot talk or interact with other characters, he cannot take any objects, but he sees and he hears what happens around him. Some skills allow to interact with spirits : question them (mystic), transform them in undeads (necromancy spell), etc.

A spirit is repelled by incense (cf. alchemy recipes) and avoids any contact with its smoke or to go in places where its smell floats.

In case of death, the character does not exist anymore. If he was not searched, the player gives his possessions to a Guardian (keeping purses themselves and his hourglass).

Notes :

- Being a "spirit" is the opportunity for the player to incarn during a last hour his character before leaving it definitively behind and going in his pavilion to create a new character, without this displacement being Time-Out.
- Becoming a spirit is almost inevitably synonymous with death : even if some players use particular skills to (inter)act with your spirit, your spirit won't reincarn your old character. He'll be dead.
- In very rare cases, a cemetery could work. Spirits would then be informed by Guardians.
- There will be casualties, many characters will die, important is that they've lived well.

Zombies

When a participant is in the form of spirit, he can be constrained to momentarily become a zombie on behalf of another character.

Zombies are the most servile undeads : they have no free will and obey direct orders received by their master or attack every living meet.

Zombies cannot talk, they growl (except if we cast a spell on them "talk with the deads"). Zombies are slow and are moving with a dragging, they cannot run.

A zombie keeps his fighting abilities (including life points base), but cannot use magic.

Zombies suffer two damages if they're hit by the announces "crush", "silver", or "holy" and are immunized to poisons, diseases and stun.

When a zombie dies, or that the spell's time is over, the participant become again a spirit. It's impossible to heal a zombie for him to become back the character he was before dying.

2.4) The search of a character

A dying character, unconscious or ensnared cannot oppose to a search done by another player.

However, there are some things to distinguish :

- Special equipment worn by the character.
- Possessions placed in the bag "possessions".
- Possessions placed in the purse "hidden possessions".

All characters can search someone. **Every search lasts 1 hourglass** (3 minutes) and allows to take purses who symbolize special equipment worn by the character **and** his possessions which are in the bag "possessions" of the searched character. The victim of a search must inevitably indicate where is his "possessions" bag (if its not visible) and cannot impede access in any way. It is therefore only the contents of the "possessions" bag who can be taken. The bag (the container), must stay with the searched character.

We consider the the contents of the purse "hidden possessions" is too well concealed to be taken. The purse "hidden possessions" of a character is therefore protected from a conventional search.

2.5) Stun, ensnare and questioning

A character can be "stun" (announce "Paf", cf. stun skill), he's then unconscious during 2 hourglasses (6 minutes).

A dying or unconscious character can be "ensnared" (cf. ensnare skill) for a total during time of one hour.

A character ensnared can be subject to the question by a "tormentor" (cf. tormentor skill). A torture session lasts 5 hourglasses (15 minutes) and inevitably leads at least one permanent physical sequelae (scar, burn, injury, etc.) to a location at the choice of the tormentor.

Furthermore, during a torture sessions, the tormentor can ask 3 questions at his victim :

- If this one answers at the 3 questions by the truth, nothing happens.
- If this one doesn't answer at one of the 3 questions, she sudden a second permanent physical sequelae.

A permanent physical sequelae must be materialized by the participant (makeup, prosthesis, etc.). When a location receive 3 permanent physical sequelae, the location loses definitely 1 LP. We cannot suffer more than 2 sequelaees during a torture session.

2.6) Theft and burglary

During a body Search, only the characters with the "stealth" ability can take the contents of the "hidden possessions" purse, on top of the special equipment and the character's possessions.

When they're not transported by a character, possessions must be placed in a "possessions" bag which stays or in the tent or in the building if it's entirely TI, either in front of the entrance of the tent if inside is TO (every tents must have a external TI look). "Possessions" bags cannot be closed by a "padlock" cards.

In order to protect their possessions, players can come with a luggage compartment (min size 30 x 15 x 20cm : 11.8 x 5.9 x 7.9 inches). A luggage compartment acts as a “possessions” bag and can be TI closed by one or more “padlock” that only characters with the “picklocking” skill can force. A luggage compartment “in” or “at entrance” of a tent cannot be moved by a burglar.

Notes :

- We encourage every players to put their “possessions” bag” in leather wallets and other TI bags corresponding to the look of their character.
- We also encourage every players to have at least one luggage compartment per tent in order to sleep more quietly (ideally is that the interior of the tent could also be TI so that the luggage compartment’s closer to you).

2.7) Workforce of a character

The “workforce” card of a character symbolize the time spent by a character to produce something non-qualified or doing something less interesting about the game like, for example, walking hours without anything happening, going at sea, helping somebody having a particular know-how to produce something, executing a long rite, washing utensils, etc.

The workforce card, it’s a bit of a narrative ellipse, she means the time needed to make an action. So, it can be asked one or more cards “Workforce to perform some long time actions.

A workforce card doesn’t have a concrete existence TI, it’s a TO object allowing the simulation. So it’s not possible to steal a workforce card or to constrain someone to give it in any way (a character can constrain another player to do something, but this other player can be recalcitrant, doing it bad, being non productive). On the other hand, a character can voluntary give his workforce to another character. A workforce card is available 1 year.

Every character who wants to harvest raw or rare resources must spend 1 workforce to allow 4 characters to go at the harvesting place.

Otherwise, every character who wants to make something by transforming resources must acquire workforce. Practically, every time a character wish exchanging his resources against his productions (cf. Chapter 5 Economy), the producer must also give a “workforce” card per type of production (alchemy, blacksmithing, craftsman, etc.) that he makes.

Bards and religious ceremonials can bring about a revival of workforce at their audience (cf Bard skill and chapter 6.4 Cult and religious believes).

Note : Workforce is a privileged tool/support ready to order for the participants in order to play learnings.

2.8) Brawl

Brawl allow to simulate clashes with bare hands or to resolve showdowns (am wrestling, displace heavy objects, push a closed door, etc.).

Note :

We heavily insist on the fact that brawling is a simulation system who requires maturity and caution from the participants. At any moment real punches or violent physical contacts are exchanged by the protagonists : brawl is played in advance, it’s just question to set the scene by role-playing.

Brawling rules can be applied everywhere but stay facultative.

This simulation rule are imperatively subject at the will of each participant.

Brawl Points

Brawl points represent the bare hands fighting aptitude in of characters. More a character has brawl points, more he's strong.

Every characters have brawl points that are calculated like this :

- **Base** : amount of brawl points = amount of actual life points at the trunk of the character, to which we add:
- +1 per level of the "martial arts" skill (max. +3) if your character has it.
- +1 if your character has one or more T1 brawl weapons (Punch, stool, stone, little knife, etc.)

Flow of a brawl

The showdown begins by a "tussle" that is to say that the character who wants to initiate a brawl put his hand on the shoulder of his opponent saying "Brawl / Bagarre". If the opponent accept it, he put his turn his hand on the shoulder of his opponent and answer "Brawl / Bagarre". Participants tag this way their mutual agreement to enter in a situation of brawl simulacre.

If a character doesn't want to enter in a brawl, he simply answers "No brawl". A people who refuses to simulate a brawl sudden the effects in game and is considered as loser of the showdown.

If the two protagonists tag their agreement during the "tussle", the brawl fires and they whisper in their ears their respective brawl score. The one who announces the highest brawl score is the one who'll win the showdown at the end of the simulation. The participants are free to set in scene their brawl as they want such they don't put any persons or objects in danger. The simulation lasts about 1 hourglass (3 minutes).

The loser of a brawl is unconscious (out of combat) during 2 hourglasses and loses till 2 life points that he divides between the locations of his choice.

The winner of a brawl doesn't sudden any wounds and decides the amount of damage inflicted to the loser.

In case of equality, the two opponents lose each 2 life points that they divide between locations of their choice.

The level 3 of "Martial Arts" skill allows in addition to inflict a serious injury to a body member of his opponent even in case of a defeat (the character announce it during the tussle just after his brawl score).

Brawls can sometimes degenerate in an assembly brawl involving several participants. Every showdown is adjusted between two protagonists before passing to the next one or that the assembly brawl ends.

If a melee weapon is draw forth, it becomes a classic fight simulation.

Note :

If the two opponents desire it, it's possible that a brawl doesn't generate any injuries.

2.9) Gallantries

The sexual act is simulated by a set of three "Rock / Paper / Scissors". The amount of equalities defines the satisfaction degree by partners. To experience the satisfaction, partners must be consenting.

The "gallant" skill allows to play one or three times more after that his partner made his choices and so orientate the results of the carnal relationship.

If the carnal relationship is made with more than two protagonists, each partner will play at "Rock/Paper/Scissors" with each of his partner. If the carnal relationship counts more gallants, the gallants at the same level cancel their effects. In the case of gallants of different levels, the highest level subtracts the lowest of its level (Ex. : *if I'm a level 3 gallant and my partner is a level 1 gallant, I can play 2 times after him (3-1)*).

3 equalities : Fantasticulous relationship

If one of the partners is gallant, her or his partner falls in love for the during of an event. The partner tries to satisfy the desires of the gallant. The lover become jealous of other pretendants of his/her gallant. If the two are same level gallants, nothing happens, otherwise the highest level wins.

2 equalities : Really good relationship

If one of the partners is gallant, he can pretends to a little gift. If the two are same level gallants, nothing happens. Otherwise the highest level wins.

1 equality with two "winners" : Good relationship

If one of the winners is gallant, he can pretends at a little service. If the two are same level gallants, nothing happens. Otherwise the highest level wins.

1 equality with only one "winner" : Good experience

If the winner is gallant 1 he receive 1 secret on the pillow, 2 for 2 etc.

0 identical draw

The experience doesn't answer at the attempting of the partners.

0 identical draw with a same winner at the 3 draws

It's the breakdown for the loser.

2.10) Ethylism of a character

Some drinks of Tanak's world are particularly strong in terms of alcohol (those drinks don't have obligation to be real TO alcohol) and traitorous. Even the most hardened barfly inevitably end up completely drunk because they cannot be detected. Those drinks inflict from 1 to 3 ethylism points per glass (according to the beverage type, cf. Brewer skill).

A character can absorb up to 5 ethylism points per HP that he has for the body before getting drunk.

When a character is drunk, he draw a "biture" card at random in the nearest inn. A sleeping night cancels the ethylism points received (give it back at the orga pub).

A character that is drunk Time In cannot do any action needing concentration until he ends his "biture" : he cannot fight, cast spells, pick locking padlocks, etc.

Note :

Some drinks can have other effect in addition to confer alcoholism points (cf. Liquorist skill). The one who will makes you drink such a beverage will inform you of the effects you will sudden.

Biture card	Effect
Sad alcohol	You think that nobody loves you and are really unhappy about it so that you begin to cry and sob during 5 hourglasses (15 min).
Paranoid alcohol	You believe to be constantly monitored by men in black who are watching you and conspiring against you...In short, people wants trouble with you everywhere and everytime during 5 hourglasses (15 min).
Singing alcohol	You're starting to sing a t the top of your head during 5 hourglasses (15 min.)
Happy alcohol	You have firm certainly during 5 hourglasses (15 min) that the world is beautiful, that everybody is nice, that we must love each other and you have a large smile.
Clumsy alcohol	Alcohol makes you lose your natural dexterity during 5 hourglasses (15 min), so that you become a real ambulant disaster : You stumble, spill, let fall things, etc.
Dancing alcohol	You cannot help yourself to stop jiggle all the time, as if bards were playing a catching air near you pushing you to constantly dance and waddle during 5 hourglasses (15 min).
Schizophrenic alcohol	You take yourself for someone else (preferably known) during 5 hourglasses (15 min).
Blackout !	Alcohol makes you lose your memory... You forget everything happening this last fifteen minutes...
Indiscretion	Alcohol pushes you to reveal a disturbing verity about yourself to a stranger during the 5 hourglasses (15 min) coming.
Hallucinatory alcohol	You are victim of hallucinations during 5 hourglasses (15 min). Those hallucinations are at choice but must be enough outstanding so that the character is surprised.
Generous alcohol	Alcohol pushes you to be particularly unsparing on the tip that you let to the pub keeper.

2.11) Special creatures

The participants who creates awesome costumes of monster or creature may incarn these creatures during the event. The costumes in question have to be approved by the Guardians before the beginning of the game in order to receive their characteristics. The characteristics are linked to the costume : without a costume, no particular skills and anyone wearing the costume acquires the characteristics of the creature (the participant parentheses his character to incarn the creature).

The special creatures must wear a red velvet purse taking over the characteristics of the creature in question. A special creature has only one life per event but can be healed.

III. BATTLES

3.1) Fights

A fight situation occurs each time characters draw weapons and exchange hits. The fight simulation system must allow to know at what point a character is injured and when he dies.

The fight works in “located life points” that is to say that each location has its own life points which defines the state of this body part of the character (cf. 2.2.3. Injuries). They are 6 locations : 2 arms, 2 legs, 1 trunk, 1 head. The head is a location but not a target, it means that we cannot deliberate aim the head but that a hit who arrives anyway must be played.

Besides life points, it’s also possible to have armour points (AP) (cf. armours). During the fights, armour points are removed before the life points except if the hit is preceded by the “through” announce.

Note :

The helmet is an exception to armours. Indeed, in order to push participants to protect their head, every characters can wear a helmet without having the “armour” skill. This helmet offers, like an armour, from 1 to 3 armour points (depending on the type of helmet) at the head location (who cannot be deliberate aimed). Furthermore, wearing a helmet immunize against stun.

Whatever happens, a character would not have more than 6 points per location (3 lp/loc with Stamina + Increased Stamina and 3 ap/loc with a heavy armour).

Damages

Each hit given by a weapon (whatever its type) inflict 1 damage point a the hitted location even when it’s accompanied by an announce (except “Paf”).

Exceptions :

- Improvised projectiles (stones, mugs, footstools, bottles, etc. in latex !) don’t inflict any damage to an intermediate or heavy armour wearer (not even to the armour).
- Siege engine’s projectiles put all locations and armours at 0.
- Arrows and fire weapons make “through” damages except on heavy armours who have chainmails and plates.

Special hits

Some hits can be accompanied by an announce who causes an additional action.

CRUSH	Destroys the weapon, shield or armor hit.
DEAD	Character immediately drops dead regardless of the number of life points he has and the armor he wears. No one can not anymore do nothing to save it (no heal possible). The participant stands up in the form of spirit
ENCHANTED	Permet de blesser les créatures vulnérables à cette annonce.

	Hurt vulnerable creatures at this injunction.
FINISH	Targeted character is finished and his agony or coma ends immediately: he dies without anyone being able to do anything (no heal possible)
HOLY	Hurt vulnerable creatures at this injunction (almost all existing creatures)
KILL	Character is eradicated. The character immediately drops dead regardless of the number of life points he has and the armor he wears. No one can not anymore do nothing to save it (no heal possible). The participant's spirit is destroyed, he cannot stand up in the form of spirit
PAF	Target is knocked out for 2 hourglasses (6 min.). Do not inflict any damage.
SILVER	Hurt vulnerable creatures at this intimation.
STRIKE DOWN	Target is knocked down (even if the attack is dodged by a shield or a weapon): it must sit buttocks against the ground before being able to stand up. Attention to the risk of trampling.
THROUGH	The hit is ignoring the armor.
TOXIC	In contact with the blood (does not work on armor), this hit causes a loss of consciousness in the victim at the end of an hourglass (3 minutes). 2 hourglasses later (6 minutes), the victim dies choked in his blood if he has not used antidote.

War Machines

There are war machines who inflict terrible damages and able to overcome powerful fortifications. Siege weapons' ammunition cannot be blocked or trimmed, they automatically touch everything they meet.

They are two main categories of offensive siege engines. Anti Personnel siege engine (ballista) don't inflict damages to structures but put every location of a character at 0 LP. Siege engine of artillery type (canoons, catapults, trebuchets) inflict 1 structural damage point **and** put every locations of a character at 0 LP.

It exists other types of siege engine who don't enter in those categories such as defensive engines or battering rams.

Siege engines must be equipped with service manuals, with year validity. Without manual, the engine cannot be used. The service manual contains the following informations : the engine type, the necessary resources to build it (or repair it), the necessary amount of gunners (to fire) and servers (to move it), the eventual specific characteristics of the engine (amphibia, etc.).

Every siege engine must be homologated by the Guardians before the TI begins. Each siege engine must have a 2 meter long rope in order to be sabotaged.

War Machine's sabotage :

A siege engine can be sabotaged by a sapper or an engineer. To sabotage a siege engine, you have to make knots in the rope connected to it (max. 3 knots). Each knot lasts a hourglass (3 min.) to be done. As long as there are knots on the rope, the engine cannot be used.

A gunner or an engineer can repair the engine by undoing knots on the rope with 1 knot per hourglass (3 min.).

3.2 Battlefields

Some fights will take place in particular places such as old ruins, taking a fort, progress in an environment where flora and fauna are hostile, etc. Those particular fights take place in a “battlefield” and specific rules that will be applied will be explained to participants by the Guardians in place.

Here is a non-exhaustive list of places that could be met :

Cemeteries

It can happen, in extremely rare cases, that a cemetery is still active and allows to spirits (those at 0 LP at trunk or head without being healed in due time) to reincarn. If a cemetery is active, spirits would be informed by a Guardian. Spirits will then irremediably attracted by this cemetery where they can regenerate by waiting there during a given period who can vary depending on the situation (5, 15, 30 min.).

Life sources

Life sources allow to weavers to get Life Stones (which the possession is regulated by the Golden Empire). The amount of life stones that they contain is variable. When there are no more, the source is dry. A weaver can dive his hand in the life source and get back a life stone after 1 hourglass (3 min.). After getting back a life stone, the weaver must wait 1 hourglass again to dive again his hand in the source to obtain a new [stone].

Life monoliths

Life monoliths are the greatest and the most powerful kind of life stone. The power that they contain is tremendous. At their contact and after 1 hourglass, a weaver can throw any spell that he knows without entering in the number of spells per day that he can normally throw. Monoliths are endless and indestructible. It's impossible to move a monolith because they're connected on Tanak's surface.

Execution places

In these unholy places, it's possible to slice the link between the body and the spirit of a character. If a character is there killed, his spirit is instantly destroyed.

Others (ruins, grotto, lairs, dens,...)

There are many uncharted places and forgotten by mortals. Some of these places can contain raw materials (that only character with adequate skill can harvest), others contain forgotten or lost objects. In some cases, creatures may have established their camp or their den at the place where's the battle (these places can be searched at risk by the most foolhardy characters).

3.3) Caravan siege

Caravans who desire it can settle down behind fortifications that they made. The murals are insuperable and have a certain amount of structural points (defined about the mural in question. We can't fight above a mural ! Only projectiles and spells cross the mural.)

However, fortifications must be opened at two places obstructed by wooden harrows. When “sappers” have released every poles, a breach is open and it can be taken by the two camps.

Furthermore, each fortification must have a “backdoor” which simulate an infiltration area who can be used by those who have this skill (cf. Infiltration skill). These doors cannot be kept nor trapped because it’s about to simulate many ways of infiltration.

IV. NAVAL BATTLE

4.1) The ships

Every captain or pirate captain owns his own ship (which he must make and bring himself). This one must be mobile and so movable and carried by sailors. He must moreover make a flag in order that his ship can be easily recognizable.

If ship captains want to be able to use their ships during the event, they must moor them in the docks area of the rally.

Each kind of ship has their own characteristics :

- It size : in m² / sq. m. on the ground.
- It strength : in number of structural points.
- It speed : symbolized by a length of rope at the end of which is hooked a buoy.
- The minimum number of maneuvers : characters with the "sailor" or equivalent skill.
- The maximum equipage : the maximum number of people (having the sailor or not skill) who can embark on the ship.

Characters who have the "shipwright" skill can bring ameliorations at the ships (cf. "shipwright" skill).

Caractéristiques des navires Ships' characteristics					
Name	Min. maneuver(s)	Max. equipage	Structure	Speed (in m.)	Size (in m²/sq. m.)
Bark	1 one	4 four	1 one	1 one	2 two
Pirogue	2 two	4 four	1 one	3 three	3 three
Gondola	1 one	4 four	1 one	2 two	2 two
Catamaran	2 two	4 four	1 one	12 twelve	3 three
Zarouk	3 three	6 six	2 two	4 four	4 four
Barge	4 four	10 ten	3 three	4 four	6 six
Knarr	4 four	8 eight	3 three	5 five	5 five
Lugger	6 six	15 fifteen	4 four	6 six	8 eight
Brigantine	6	18	5	7	10

	six	eighteen	five	seven	ten
Junk	6 six	15 fifteen	5 five	8 eight	8 eight
Caravel	8 eight	20 twenty	6 six	6 six	14 fourteen
Flute	8 eight	18 eighteen	6 six	8 eight	12 twelve
Galley	10 ten	25 twenty five	10 ten	10 ten	16 sixteen
Galleon	10 ten	30 thirty	10 ten	10 ten	18 eighteen

Description

Bark : It's a little boat allowing to return to shore when the ship is anchored, it can also be used in river for activities like fishing and don't need a captain on board.

Pirogue : it's a coast boat original from Mahoud principally used for fishing or transporting small furnitures.

Gondola : city boat principally used by the Serene. Ideal for transport of people.

Catamaran : Small fast sailing ship. Its size and speed make it a good messenger ship but too fragile to fight and explore. Impractical in river, it loses half of its movement.

Zarouk : ideal sailing ship for fishing.

Barge : River boat intended to go upstream. Its flat bottom is a big advantage when rivers fill up with alluvium forming sandbars in the rainy season.

Knarr : Ship of ice seas operating by sail or paddle and intended for trade. This double means of propulsion allow it to work as good in river than in sea.

Lugger : It's the biggest sailing ship able to navigate in river, it can't yet sail the shallow portions and must use hauling most often.

Brigantine : Small warship principally used in escort or for coastal surveillance.

Junk : Small merchant ship.

Caravel : Merchandise transport vessel par excellence, principally used for long haul.

Flute : Warship.

Galley : Rowing vessel made to spur and flow the opposing ships. Needs 6 enchained slaves at the paddles (they die if the ship flows).

Galleon : Ultimate warship, true naval fortress.

Ship team

Every ship is commanded by a “ship captain” or a “pirate captain”.

A ship without captain can only move 1m by 1m per phase/ cannot maneuver.

The maneuver is the minimal amount of sailors needed to maneuver the ship. Characters having the “ship captain”, “pirate captain”, “sailor”, “shipwright”, “fisher” or “pirate” skill can participate at the maneuver of a ship. Characters designated to maneuver a ship cannot wear a shield.

Whatever the improvements which benefits a ship, it cannot go down below the half of the amount sailors needed for the maneuver.

Each ship, according to their type, can embark a maximum number of people. “Pirates” aren’t counted even if they can be used as maneuver.

Every ships, whatever the type, can embark war machines (cannon, ballista) which count for three persons. Ballistas don’t inflict damages to ships but can aim the equipage.

The ships resistance

Every ship has a certain amount of structural points. Each time a ship is hit by a cannonball, a grenade or is rammed by another ship, it loses structural points.

When a ship doesn’t have structural point anymore, it flows in 3 hourglasses (9 min.), taking with him men and cargo it carries.

Every ships embarking powder war machines (cannon) have a holy beard (ammunition hold) : a small target placed on his back castle. If this target is reached, the ship blows up whatever its amount of structural points : its equipage is over board and its cargo is lost.

Ships sabotage

A ship can be sabotaged by a sapper or a shipwright. To sabotage a ship, you have to make knots in the connected rope of the ship (max. 3 knots). Each knot lasts a hourglass (3 min.) to be done. As long as there are knots on the rope, the ship is fragilized and has 1 structural point less. This structural point cannot be repaired till the ship is sabotaged.

A shipwright can repair a ship by undoing the knots on the rope at the rate of 1 knot per hourglass (3 min.).

4.2) Flow of a naval fight

Wind direction

The vast majority of ships sailing, the wind direction is primary in order to be able to maneuver. The wind direction is defined once and for all at the beginning of each naval fight by turning a weathercock visible to all.

A ship can end up in three positions according of the wind direction : facing the wind / against wind, with the crosswind or the wind in the back. A ship won’t be moving forward in the same way whether it is on one or the other situations (cf Ship movements).

Actions

The naval fight unfolds in phases of 1 hourglass (3 minutes) punctuated by the sound of a bell.

During each phase, the ship captain can engage his equipage to do an action (and only one) by the following :

- Moving
- Fire
- Spur another ship
- Approach another ship
- Repairing received damages

Moving :

Every ship has a rope at the end of which is hanged a buoy. The other extremity of the rope is hanged at the bow of the ship. To move the ship, the captain throw the buoy and moves the bow of his ship at the place where the buoy fell (or one of the knots). Once the ship occupies its new position, a new buoy throw can eventually be done or the captain can officer the fire, or the approachment.

The length of the rope depends on the speed of the ship in question : more the ship is fast, more the rope is long. This rope is divided in three equal parts marked by knots which represent the range of motion of a ship according of its orientation about the wind direction:

- If the ship is against wind, he doesn't move.
- If the ship is across the wind, it moves from $\frac{2}{3}$ the length of its rope.
- If the ship has the wind in its back, it moves the whole length of its rope.

Firing :

Rather than moving, a captain can officer to his men to fire on a opponent ship with his warmachines or shoot weapons (not throw weapons).

Spur a ship :

A ship can spur another if its bow ends ends its race in the flank of another ship.

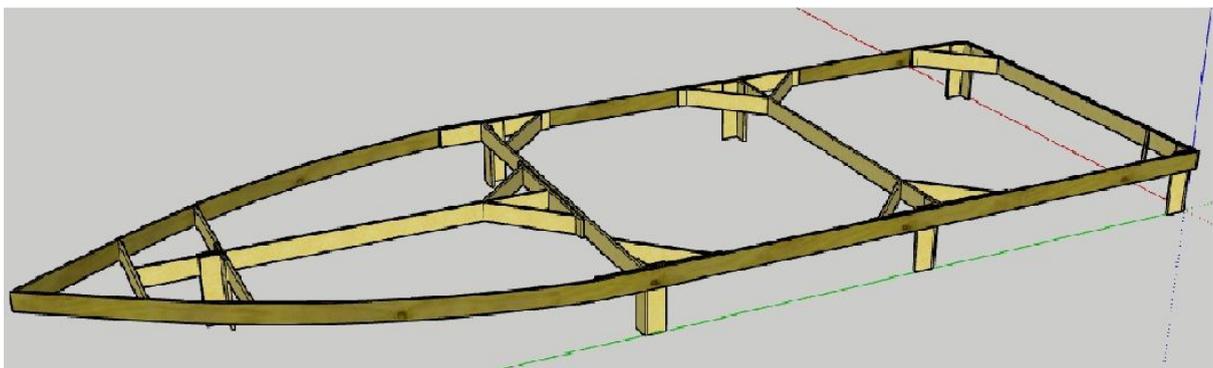
The ship who is spurring loses 1 structural point (except with a spur) while that the one who is spurred loses 2 structural points. A bark can't spur another ship.

Boarding :

When two ships are in contact, they can aboard each other. Then follows a melee till one of the two captain decides to fly away or to move... But he takes the risk to lose men who has to stop fighting to move the ship.

Repairs :

When a ship suddens damages, characters with the 'shipwright" skill can repair lost structural points by spending 3 "wood" per point. Each shipwright can do recover 1 structural point per hourglass spende to repair the ship.



Example of a ship model.

V. ECONOMY

5.1) Harvesting raw and valuable materials

There are 8 different raw materials having each one their precious counterpart. For each kind of raw material and precious, it's necessary to have a specific skill in order to harvest it.

A raw and precious material is symbolized by a padded satin purse at which one is hooked a colored token indicating what kind of resource it is. A resource is valuable only if the two items are together (purse + token), if one of the two is missing, the resource is no longer exchangeable. Resources have a unlimited period of validity and can be conserved year after year by characters until they're used.

Raw resources are the base of the caravans economy : they have a merchant value and can serve as resources for manufacturing objects. Many are the caravans who accept resources barter to seal their commercial transactions.

It's usual to consider that all raw materials are equal and a precious material worth approximately 10 raw materials.

Raw materials	Precious materials	Harvest skill	Inclination
Wood (light brown)	Precious wood (dark brown)	Lumberjack	Weaponry
Rock (light grey)	Gem (dark grey)	Quarryman	
Cereal (light yellow)	Malting barley (dark yellow)	Farmer	Craft
Fish (light blue)	Marine mammal fat (dark blue)	Fisher	
Vegetal (light green)	Rare plant (dark green)	Gatherer	Occult
Fruit (light red)	Exotic fruit (dark red)	Gleaner	
Prey (light mallow)	Fur (dark mallow)	Hunter	Shadow
Ore (black)	Silver ore (silvery) or gold ore (gilt)	Steve (Miner, Minecraft, compris?)	

Suitable places for harvesting these raw and precious materials are far away of the caravans camps, so that it's necessary to spend workforce to go there. **A "workforce" card allows to 4 characters to go on the harvest places** and they can stay as long as they want. The harvest places are continually reachable between 10am and 6pm. Warning, harvest places are strategic locations and we meet there frequently other caravaners, malandrines and unsavory creatures.

On the harvesting grounds, raw and precious materials are get in a degressive way compared on the time spent to harvest : the more time you spend there, fewer are the harvested materials. A harvest sessions lasts 4 hourglasses (or 3 we a manufactured tool by a taillandier / toolmaker (cf. Taillandier / Toolmaker skill)). The first harvest session allows 4 raw materials, the second 3 raw materials, the

third 2 and from the fourth harvest session, it's 1 raw material per session of 4 hourglasses. Sometimes, in place of a raw material, it'll be a precious material.

We can also fortuitously found harvestable resources during various wanderings and adventures. Each raw or precious material needs then 2 hourglasses (6 min.) of simulating before being harvested. This time can be reduced at 1 hourglass with a manufactured tool by a taillandier / toolmaker (cf. taillandier / toolmaker skill).

5.2) Equipment and consumables manufacture

Characters having some know-how can manufacture objects having ingame effects whether it is equipment or consumables. The description of each skill gives more details on the available manufactures (effect, price, etc.).

Skill	Manufacture type	Inclination
Armourer	Armours and shields (equipment)	Craft
Artisan	Works of art (equipment)	
Brewer	Alcoholized liquids (consumable)	
Shipwright	Ship improvements (equipment)	
Blacksmith	Weapons (equipment)	
Engineer	Engines / Machines (equipment)	
Liquorist	Alcoholic effects (consumable)	
Doctor	Remedies (consumable)	
Toolmaker	Tools (equipment)	
Alchemy	Potions (consumable)	Occult
Apothecary	Drugs and poisons (consumable)	
Enchanter / Wizard	Magical objects (equipment)	
Herborist	Preparations (consumable)	
Sickmaker	Diseases (consumable)	

We tried to put together a gameplay which is the most fluidy possible, that's to say a gameplay which demands the less possible the intervention of organizers in order to be able to run. To give more liberty to characters who can produce and manufacture things, we decided to uncouple the "role-play" moment of manufacture of the TO management moment of exchange of resources against cards. This decoupling is possible due to the Great Bazaar.

The TO side of the Great Bazaar

The Great Bazaar is the TO management place of manufacture of equipment and consumables : it's there that characters having manufacture/production skills can exchange their resources against their productions. It means that all other places, buildings, organisations, etc. can and must be managed entirely TI. It also implies that any player can manufacture anything where he wants as long as he has the adequate utensils to simulate his actions. (Ex. : *Any blacksmith can open a forge and manufacture equipment*).

All manufacturing and producing process must be played and simulated (potions, forge, etc.) before exchanging the resources at the Great Bazaar.

Furthermore, all characters who want to manufacture something by transforming resources must acquire workforce. This workforce represent the small tasks that do not require any particular skill but that greatly helps the specialist (washing utensils, preparing tools, maintain the fire, etc.).

In practice, **each time a character manufactures something and he must go at the Great Bazaar to exchange his resources against manufactures, the producer must also give a “workforce” card per type of production** (alchemy, blacksmithing, artisan / craftsman, etc.) that he makes. (Ex. : *that an alchemist wants to produce 1 potion or 20 potions in one time by going at the Great Bazaar, he'll need 1 “workforce” card. If a character wants to manufacture alcoholized beverages (brewer) and weapons (blacksmith), he'll need 2 “workforce” cards*).

Important !

In order to allow this game flexibility for all, this way implies a small imagination effort in two time from every participants :

- Your characters have no conscious of this exchange system in the Great Bazaar. For your character, all persons going to the Great Bazaar are going to exchange equipment. It also implies that for your character, an object is really produced in front of him when he sees a craftsman / artisan working (even if the card or the consumable does not exist yet).
- How playing or interpreting the time spent between the moment of the finished simulation and the one where the “special equipment” purse or the consumable is given after the exchange of resources at the Great Bazaar? See it as a cooling time, a fermenting time, a drying time, etc. during which your production is finalising.

The TI side of the Great Bazaar

The Great Bazaar is one of the most famous merchant caravan who non-stop travels Tanaks roads. It's also one of the only places where we find exceptional and prodigious equipment.

Every stop at the Great Bazaar is the occasion of a great caravan rally which becomes a unavoidable place to exchange and to barter equipment. **Caravan who tries to harm the Great Bazaar is banned of all its rallies.**

The operating mode of the Great Bazaar must not be strange to its success. Indeed, **Each can exchange at the Great Bazaar 5 different equipments against 1 equipment of a superior quality drawn per chance.**

5.3) Extraordinary craftsmanship

It's possible for alchemists, apothecaries and engineers to develop things who are extraordinary and that are not in this compendium. This extraordinary things, whatever it are potions, drugs or machines,

need a important time in order to be developed. All research don't have any chance to be achieved if you don't invest at least 5 workforce cards in this research. More the research is hard, more it needs workforce.

The research project, which has its description and the attending effects, must be placed in an envelope with the invested workforce cards. This envelope must be filed in the "Researches / Recherches" urn of the Great Bazaar. The researches will be treated between the events. Don't forget to indicate a way to contact you (email, caravan, etc.).

VI. MAGIC AND RELIGIONS

Since the Golden Empire extended his dominance on Tanaks fields, the magic became heavily supervised and monitored. Foremost, the access to the schools and academies who dispensed those lessons were drastically regulated : only the one having sworn allegiance to the Golden Empire and duly handpicked received the necessary authorizations. If these restrictions limited the transmission of the magical knowledges, it did not totally prevent that they'll continue to spread confidentially.

What transformed more deeply the practice of weavers, it's the rarefaction of the Life Stones that allowed to throw spells. Indeed, to prevent all dissent use of magic, the Golden Empire imposed a stranglehold on the Life Stones by controlling the approving sources and by distributing them to the only authorized persons.

Fastly, the Life Stones were so rare so that the weavers began to search other ways to practice magic. The caravan weavers have learned to tap into their own body the necessary energy for their spells. So was born a non academic form of magic : more vulgar, less powerful, she relies on fetish, charms and other amulets cradled with charms during their whole manufacture.

6.1) Spells

Characters having the Weaver skill (or invoker) can spend experience points in order to throw chosen spells among the list of spells. Each spell costs a equivalent amount of experience point as its level (Ex. : a level 3 spell costs 3 XP).

Each spell must be individually learned and can be thrown once per day. We can take till 3 time the same spell to throw more than once a day.

Each spell must be linked to an own fetish and who symbolically represents the spell in question. **The weaver must brandish this fetish above his head in order to throw his spell and pronounce distinctly the announce.** Without fetish, it's impossible to throw a spell. (Ex. : *If a weaver masters 3 different spells, he must prepare 3 different fetish. It's not necessary to have more fetish if we master many time the same spell*).

Note :

- When you play the learning of a new spell, don't hesitate to include the manufacture of the symbolical fetish linked to this spell.
- Fetish are linked to the weaver, they won't work with other persons (impossible to give them).
- The magical nature of spells is unmistakable for all. Nobody takes them for technological mechanism for example.

LifeStones

If a mage put his hand on LifeStones (e.g. by dwelling into a LifeSource), he can use them to cast the spells he know. Spells casted through LifeStones are not limited to a single cast per day.

The Life Stones are pebbles of different sizes containing magical energy, who all have a white face, positive, and a black face, negative. These life stones are TI objects and can so be found, exchanged, picked, etc. The life stone dimensions symbolize the energy that it contains : bigger it is, more energy is available. Most of the life stones have a standard size.

To throw a spell, the weaver must throw the life stones in a circle at least 30cm in diameter (almost 12 inches) who will be beforehand delimited or traced on the ground, or by making throw tub, or using a hat. To succeed a spell throwing, the number of positive life stones (white face) must be equal to the

level of the spell in question. (Ex. : *To succeed throwing a level 3 spell, you'll need 3 positive life stones from the throw*). If the necessary amount of positive life stones isn't reached during the throw, the spell fails and nothing happens. You'll have to begin again the throw procedure from the beginning.

A weaver can throw as much life stones as he wants during the throw of a spell in order to increase his success chances. Every life stones falling on the negative face during the throw are lost, success or fail. The power of life stones is consumed and disappear (the weaver put it in a TO purse and give them to a Guardian as soon as the opportunity arises (Well separates the used life stones from the one usable)). Life stones who fall on the positive face can be used again. The weaver can only do one throw per spell.

The gesture of the life stones launch is entirely TI. The spell is thrown when the necessary amount of positive life stone is in the circle.

Note :

A weaver throwing a spell with Life Stones doesn't need a fetish.

Spell Chart

Lvl. 1	Lvl. 2	Lvl. 3	Lvl. 4
Enchanted weapon	Amnesia	Berserk	Spirits capture
Kindness	Animate Dead	Dispel	Evil Command
Blow	Repulsion aura	Domination	Gift of life
Haste	Blinding	Strength of nature	Mass berserk
Mute	Magic shield	Frost	Mass choc
Grigri	Choc	Putrid infection	Mass dance
Immunity to poisons	Dance Puppet	Lacerations	Mass fear
Burning	Tangle	Animal link	Mass glue
Clumsiness	Fear	Bear painting	Mass mute
Talk to death	Repair	Protection pentacle	Power pentacle
Magic cure	Sleep	Vibrations	Regeneration

Description of spells

Spell	Description	Lvl.
-------	-------------	------

Amnesia	<p>Target: one character in sight at less than 10 meters. Injunction: "amnesia". Duration: 1 hourglass Description: The target totally forgets who he is, what he does there, etc. Spell casters no longer have access to their spells, but all characters retain their free will and can defend themselves.</p>	2
Animate dead	<p>Target: the spirit of a dead person in sight and within 10 meters (does not need to be "Mystic"). Injunction: "animate dead". Duration: 1 hour. Description: A corpse rises in the form of a zombie (see 2.3 "the death of a character") and serves the necromancer for the duration of the spell. He keeps his fighting abilities (including his life point base), but can not use magic and can not run. It is impossible to resuscitate the same body twice. After the spell's effect time or if his health points drop back to 0, the character falls dead again (he becomes spirit again).</p>	2
Enchanted weapon	<p>Target: one weapon touched by the weaver Injunction: "enchanted" when hitting with the weapon Duration: 1 hour Description: each hit with this weapon announces "enchanted"</p>	1
Repulsion Aura	<p>Target: the weaver. Injunction: "resist" when it receives a projectile. Duration: 1 hour. Description: The weaver is immune to projectiles (does not immunize against magic bolts or war machines).</p>	2
Blinding	<p>Target: one character in sight at less than 10 meters. Injunction: "blind" Duration: 1 hourglass Description: the target closes his eyes for the duration of the spell</p>	2
Berserk	<p>Target: a person without armor tattooed on the forehead by the weaver. Injunction: "berserk". Duration: 1 hour. Description: Target's hitpoints is multiplied by 2, it attacks its closest enemies and can not flee the fight even if it is forced by another spell. The same character can not be the target of more than one berserk spell per day.</p>	3
Kindness	<p>Target: Visible character and within ten meters range. Injunction: "friend". Duration: 1 hour or until the weaver commits hostile act towards the target. Description: Target considers the weaver as a friend, which does not prevent him from keeping his free will.</p>	1
Magic shield	<p>Target: the weaver. Injunction: "shield". Duration: until the first spell received by the target. Description: The weaver is immune to the first spell cast on him, even if it is beneficial.</p>	2
Blow	<p>Target: Direction of the wind (naval combat). Injunction: "wind".</p>	1

	<p>Duration: 2 naval combat phases / 2 hourglasses.</p> <p>Description: The weaver can determine the direction of the wind. When the spell fades, the wind returns to its original orientation.</p> <p>When a squall is thrown, another weaver can not throw squall until the first squall ends.</p>	
Spirits Capture	<p>Target: a spirit touched by the necromancer.</p> <p>Injunction: "raise dead".</p> <p>Duration: 1 hour.</p> <p>Description: The necromancer can turn any spirits he touches into a zombie (see 2.3 "the death of a character"), these follow his instructions for 1 hour. Zombies keep the physical abilities they had while alive (including basic health) but can not run or use magic. When a zombie dies or the spell stops, the spirit is released.</p>	4
Haste	<p>Target: the weaver.</p> <p>Injunction: N.A.</p> <p>Duration: instant</p> <p>Description: The weaver can join a group going to a harvest field or a scenar area without paying Labor.</p>	1
Choc	<p>Target: a visible character and within 10 meters.</p> <p>Injunction: "shock".</p> <p>Duration: instant.</p> <p>Description: Target falls back 5 meters</p>	2
Dance Puppet	<p>Target: a visible character and within 10 meters.</p> <p>Injunction: "dance".</p> <p>Duration: 1 hourglass.</p> <p>Description: Target can defend itself or perform any other action but must dance for the duration of the spell.</p>	2
Evil Command	<p>Target: an unconscious or hindered target affected by the weaver.</p> <p>Injunction: "command".</p> <p>Duration: 1 hour.</p> <p>Description: can only be started with Lifestones! The weaver records an order in the head of his victim (eg "Go see your king and kill him!" Or "Go get me the purse of ... and bring it back to me!"). The victim does all he can to execute the order even at the risk of his life. If the order could not be executed after one hour, the spell ends. If the victim was aware when the spell was cast, he remembers it and can talk about it at the end of it.</p>	4
Dispel	<p>Target: One target (character or object) visible and within 10 meters range.</p> <p>Injunction: "dispel magic".</p> <p>Duration: instant.</p> <p>Description: All spells and potions that affect the target or its equipment are automatically dispelled. Not the permanent enchantments or the effects of rituals!</p>	3
Domination	<p>Target: One visible character within 10 meters range.</p> <p>Injunction: "dominate".</p> <p>Duration: 1 hourglass.</p> <p>Description: Target turns against the enemies of the weaver.</p>	3

Gift of Life	<p>Target: One character who has been dead for less than an hour. Injunction: "dead end". Duration: permanent. Description: A willing person agrees to give his life (= to be eradicated) to raise another. A character can only be the target of this spell once in his life. Do not work with a spirit, a revived body, a zombie, or a coerced person in any way</p>	4
Tangle	<p>Target: One visible character within 10 meters range. Injunction: "glue". Duration: 1 hourglass. Description: Target is unable to move their feet for the duration of the spell.</p>	2
Mute	<p>Target: One visible character and within 10 meters. Injunction: "mute". Duration: 1 hourglass. Description: The target is unable to speak for the duration of the spell (this prevents weavers from casting)</p>	1
Strength of nature	<p>Target: the weaver. Injunction: "strength". Duration: 1 hour. Description: The weaver gains 2 additional hit points per location (cannot exceed 3 HP per location, whatever the cumulative effects). In addition, he can announce a "crush" and a "strike down" at two of his strikes if he fights with a two-handed weapon (not a pole weapon).</p>	3
Fear	<p>Target: One visible character within 10 meters range. Injunction: "fear". Duration: 1 hourglass. Description: Target flees as far as possible from the weaver, and can never return within 10 meters of the caster for the duration of the spell.</p>	2
Frost	<p>Target: a character hit by the magic bolt (blue). Injunction: "ice". Duration: 1 hourglass. Description: The target is frozen and paralyzed for the duration of the spell.</p>	3
Gri-gri	<p>Target: One unloaded spell fetish. Duration: 1 hourglass Description: <u>Cannot be cast with Lifestones!</u> Properly speaking, gri-gri is not a spell: it's the act of channeling magical energy into a wild fetish spell to be able to "reload" one or more other spell-related fetishes. Whenever this "spell" is learned, it confers a daily virtual positive lifestone (max 3 virtual positive lifestones). These virtual stones can be used by the weaver as he wishes to recharge fetishes that have been used during the day. He can reload 3 fetishes of level spell. 1 or 1 fetish of a level spell. 2 and another of a level spell. 1 or 1 fetish of a level spell. 3. A gri-gri can not be used to reload a level spell fetish. 4. The gri-gri must be put in contact with the fetish that it recharges during 1 hourglass. A gri-gri can not be used on the fetishes of another weaver. Since it is not a spell, the gri-gri can not be reloaded via a life monolith or pentacle of power.</p>	1

Immunity: poisons	<p>Target: One character hit by the weaver.</p> <p>Injunction: "resist" if absorbs poison or if is hit by a poisoned weapon (injunction "toxic").</p> <p>Duration: 1 hour.</p> <p>Description: Target is cured from poisoning (as if it had taken an antidote) and immune to poisons.</p>	1
Burning	<p>Target: One metallic armor visible and within 10 meters.</p> <p>Injunction: "burn".</p> <p>Duration: instant.</p> <p>Description: The target armor becomes hot, the wearer must pour liquid or roll in the grass. If he can not do it (because he is unconscious for example), he suffers 1 point of damage to all locations covered by metal.</p>	1
Putrid Infection	<p>Target: One character hit by the magic bolt (black).</p> <p>Injunction: "sickness".</p> <p>Duration: 1 hour.</p> <p>Description: When the target is hit by the projectile, it immediately loses 1 life at all locations. Then it loses 1 health again per location each hourglass. When the victim falls unconscious, he gets up in a zombie (see 2.3 "the death of a character") who keeps all his fighting abilities (including his basic health points), but can not run or cast spell. The zombie attacks all living in his entourage (except the person who cast the spell) or follows the necromancer's injunctions if he gives it to him. When the zombie dies, the character falls unconscious during an hourglass before waking up with 1 VP to the torso and head. Its other locations are at 0PV.</p>	3
Lacerations	<p>Target: One character hit by the magic bolt (red).</p> <p>Injunction: "scars".</p> <p>Duration: instant.</p> <p>Description: Target suffers 1 point of damage at each of its locations (the armor can take this damage).</p>	3
Animal Link	<p>Target: One giant "animal" within 10 meters range.</p> <p>Injunction: "animal bond".</p> <p>Duration: 3 hourglasses.</p> <p>Description: the targeted animal falls under control of the weaver: he obeys his orders and can communicate with the weaver (some animals are immune to this spell).</p>	3
Clumsiness	<p>Target: One person within 10 meters range.</p> <p>Injunction: "disarm".</p> <p>Duration: instant.</p> <p>Description: The target drops the specified object.</p>	1
Mass « berserk »	<p>Target : till 5 persons without armour touched by the weaver.</p> <p>Injunction : "berserk"</p> <p>Duration : 1 hour</p> <p>Description : <u>Can be thrown only with life stones</u> ! Targets tattooed by the spell see their life points doubled, they attack their nearest opponents and cannot fly the fight anymore even if they're targeted by another spell. A same character cannot be the target of more than once berserk per day.</p>	4

Mass « choc »	Target : all characters in front of the Weaver in a 10m range. Injunction : "Mass choc". Duration: Instant Description: <u>can be casted only with LifeStones!</u> All targets move 5m backward.	4
Mass « Dance »	Target : all characters in front of the Weaver in a 10m range. Injunction : "Mass Dance". Duration: 1 hourglass Description: <u>can be casted only with LifeStones!</u> Targets must dance for the all duration of the spell. They can perform any action as long as they keep dancing.	4
Mass « fear »	Target : all characters in front of the Weaver in a 10m range. Injunction : "Mass Fear". Duration: 1 hourglass Description: <u>can be casted only with LifeStones!</u> Targets flee as far away as possible from the weaver, they cannot come closer than 10m from the weaver for the duration of the spell.	4
Mass « Glue »	Target : all characters in front of the Weaver in a 10m range. Injunction : "Mass Glu". Duration: 1 hourglass Description: <u>can be casted only with LifeStones!</u> Targets cannot move their feet for the duration of the spell.	4
Mass « Mute »	Target : all characters in front of the Weaver in a 10m range. Injunction : "Mass Mute". Duration: 1 hourglass Description: <u>can be casted only with LifeStones!</u> Targets are unable to talk for the duration of the spell.	4
Talk to Death	Target : an agonizing (0 HP) or dead for less than an hour character, touched by the weaver. Injunction : "Talk to Death". Duration: 1 hourglass Description: target answer the truth to the weaver but ONLY by Yes or No.	1
Bear Paintings	Target : a character touched by the weaver. Injunction : N.A.. Duration: Untill end of the day or until the tattoo fades Description: the weaver covers a non armored part of the target body with war paint. Painted location has one more HP. HP on a location can never go over 3.	3
Power pentacle	Target : the weaver. Injunction : N.A. Duration: one hour or until the weaver leaves the pentacle or take damage Description: the weaver draws a pentacle of 2m diameter and cast his spell. The weaver can take HP to whoever is inside his pentacle (himself, a prisoner, a volunteer). He can convert 2HP in one virtual LifeStone. LifeStones gained that way must be spent simultaneously to cast a spell. Conversion must be done before casting each spell. A character can only give HPs once per pentacle. You need to dispel a pentacle before casting another.	4

Protection pentacle	Target : the weaver. Injunction : "resist". Duration: until the weaver leaves his pentacle Description: the weaver draws a pentacle of maximum 2m diameter, then cast the spell. He is then immune to all spells as long as he stays in the pentacle.	3
Regeneration	Target : a wounded character. Injunction : "heal full". Duration: Instant Description: the healer heals a character instantly to full HP no matter the gravity of the injuries. Doesn't work on diseases.	4
Repair	Target : an object touched by the weaver. Injunction : "repair". Duration: instant Description: touched object is immediately repaired. If it's an armor, it recovers all its protection points. The spell works only on transportable objects, not doors, ship hulls or so on...	2
Magic Cure	Target : a wounded touched by the weaver. Injunction : "heal". Duration: Instant Description: the healer heals 1 HP to one location no matter the gravity of the wound. This action can also count as one remedy in disease treatment.	1
Sleep	Target : a character visible at less than 10m.. Injunction : "sleep". Duration: one hourglass Description: the target falls assleep for one hourglass or until it takes damage.	2
Vibrations	Target : a door or a wall touched by a white magical projectile. Injunction : "vibrations". Duration: Instant Description: the weaver cast for two hourglasses, then throws his white projectile. If it touches the target it loses half of it's maximum structre points.	3

6.2) Ceremonials

Characters with the "Esoterist" skill are able to decipher and unleash the magic of parchment on which powerful rituals are written.

Those parchment destroy themselves while unleashing their magic power. The Esoterist must have a parchment of the ritual in his possession to be able to use the ritual. Ritual parchments are found in game. Some parchments are common, other are more scarce, some may even be unique...

In order to be able to unleash the magic of a ritual parchment, Esoterist must stage the ritual following the instructions written on the parchment: gather the resources that will be spent, find enough people to attend the ritual, meet other conditions mentionned, etc. At the end of the ritual, the parchment must be destroyed. Before starting the ritual, the Esoterist must warn a Guardian who will attend the ritual to validate it.

A ritual as a duration of minimum 5 hourglasses, during which the esoterist must perform a ceremony in link with the type of magic they usually use and respecting parchment instructions. Effects of the ritual can be canceled if the spectacle and roleplay is not sufficient.

6.3) Enchantment of Magical Objects

Characters with the Enchanter skill are able to channel the magical essence in various objects. Their knowledge of magic allow them to insert spells in an object so that anybody may trigger it. The duration of these enchantment is three years (current plus two).

Enchantment can only be performed on “good quality” objects and during a ceremony that last for at least 5 hourglasses. It must be adapted to the spells integrated in the object. The enchantment requires the presence of a weaver able to produce the spell: he must cast said spell on the object. Necessary LifeStones are used and emptied of their power. They must be given back to a Guardian.

It is possible to enchant an object with multiple spells, but they must be put in at the same time. It is not possible to add enchantment on an enchanted piece of equipment. Enchanted objects can release each spell once a day.

Magic object = “Quality” object + ((15 LifeStones + 1 gold resource + 2 silver resources) x spell level)

6.4) Cultes et croyances religieuses Cults and religious believes

Since the Relics Ceremony isn't organised anymore, the communion with the Old Gods seems more difficult. Quickly, Priests of recognized cults could no longer solicit the divine power in order to realize faith acts allowing to realize marvelous things. This comforted assertions of the Golden Empire whereby it exists only one God worthy of being revered and which was the Crystal Prophet. However, some murmur that Gods aren't dead and that ceremonies full of sincere fervor still attract their attention.

Every characters, whatever their inclination or skills, can organize religious ceremonies to Gods, entities, ancestors, supernatural powers, largely recognized or confidential. What defines a cult, it's their believers and their fervor. However, there's only one ceremony per day and per God who will generate “divine power”.

A ceremony gathers at least 20 persons and lasts minimum 5 hourglasses, during which the celebrant(s) must achieve a performance about their cult. Effects of a ceremony can be canceled if the staging is non-existent or insufficient in the way where the exceptional character of such a moment wouldn't be marked. A Guardian must assist a the religious ceremony.

A successful religious ceremony allows the officiant to generate 1 “Divine Power” card for each slice of 10 persons attending the whole ceremony. These “Divine Power” cards are immaterial and cannot be stolen. The divine power cards expire a the end of each event.

A “Divine Power” card allows:

- Either for one person to use for free one of his skills of spells (except “Murder”)
- Or to be exchange for 1 “WorkForce” card.
- Or to be used on an undead that keeps getting back up to stop the cycle (Announce: “Rest in Peace”)

- Or to be used to sanctify an object.

Holy Objects

Some object may be sanctified during a dedicated ceremony. He may then transfer as many “divine power” card as he wishes into the object for a ratio of three card for one point of power. These power points can be stored in the object indefinitely, until the power is used or the object is destroyed. It is possible to proceed on the same object multiple times to increase its power (no limit).

For each step of five sanctification points, the priest can decide to spend all the points contained in the object to give divine powers to the object, defined in agreement with Ragnarok’s organisation and according to the background of said religion. (Please contact the organisation)

VII. DESCRIPTION OF THE SKILLS

Farmer

Characters with this skill can harvest “cereals” raw materials and “malting barley” valuable materials (see chapter 5.1 Harvesting raw and precious materials).

Alchemy

This skill allows a character to brew alchemical (consumable) potions that have surprising effects and can be retained from year to year (see 8) Crafting tables). Each potion takes 4 hourglasses to brew, during which the brewing must be simulated and some resources must be used. An in-game laboratory with mortars, scales, beakers, coolers,... must be used to simulate the alchemical operations.

Literacy

People with this skill can read and write in the languages used in the known lands (fr, nl, eng). Moreover, some forms of writing also exist that needs some research before being able to be traducted.

Apothecary

This skill allows the character to craft drugs and poisons (see chart 8 “Crafts charts”) Each drugs or poison needs 2 hourglasses for preparation and a certain amount of crafting resources. Apothecary crafts need to be done in a In Game laboratory containing tools like scales, retorts, coolers, etc., to be able to simulate drugs and poisons preparations.

Addiction : when a character take drug, she becomes addicted to it and will do anything to have another dose every 24h. If she can't do so, she becomes too weak to do any action needing the use of a skill (fighting, weaving spells, etc.) until she can have another dose. Taking one or more purgings (according to the drug taken) suppresses the addiction.

Archery

Archery skill allow one to use a 20 pound tension bow at max.it is mandatory to use the standardised arrows that are supplied by the organisation. The archer has to the possibility to carry a maximum of 10 arrows into his quiver. This skill is submitted to a price majoration of 10€ for arrow rental. It is possible to buy arrows in game to fill one's quiver if one cannot pickup enough arrows.

Note : it is mandatory to successfully fulfill an archery test before receiving one's arrows.

Two handed weapons

Characters with this skill are able to use weapons between 110 and 150 cm size at max. A two handed weapon must be used with two hands! This skill is mandatory to use the skills head crusher (crush) and impale (strike down).

One handed Weapon

Characters with this skill are able to use 110cm weapons at max (exception : Flails 130cm)

Short weapon

Characters with this skill are able to use 60cm weapons at max.

Polearm

Characters with this skill are able to use 150cm to 250 cm weapons at max. A hast weapon must be used with both hands!

Thrown weapon

Characters with this skill know how to use throwing knives, shurikens, throwing axes etc. Improvised latex projectiles (stones, mugs, stools, bottles, etc.) can be used without this skill but inflict no damage neither to medium or heavy armour wearer than to her armour.

Firearms

Characters with this skill know how to use crossbows (exempted from cartridge pouch rules), hand guns (nerf) or arquebuses (nerf). The "shooting weapon" skill allow one to use "nerf" type weapons as long as their look is modified. "Nerf" type weapons are allowed only if they do not possess bullet magazine nor belt-fed loaders and can thus have only one bullet at a time in the loader.

Cartridge pouch : every character possessing a nerf type weapon must carry a 5 bullet "cartridge pouch" or bandolier in a visible manner (a simple pouch is enough). A character with a nerf gun type can only reload it's weapon with bullets from his cartridge pouch. When his pouch is empty, he must go to the "ammunition box" of his caravan to fill it up. If a character possesses multiple nerf gun type weapon, only one cartridge pouch can be used.

Ammunition box : each caravan possess a "ammunition box" containing an infinity of ammunition. It is mandatory to stay for full 2 sand timers in contact with the box to refill one's cartridge pouch (to refill a cartridge pouch always takes two sand timers to refill independtly of how many bullets must be filled into the cartridge pouch). The ammunition box is "in game" material that can be moved to a battlefield for example, it thus also can be stolen. Attention, a ammunition box can explode if it is hit by a siege weapon. This causes every character in a 3m radius from the box to be seriously harmed (0pv to torso location). Also 2 structure points are taken from : doors, walls, boats, etc. . if a caravan loses its ammunition box, a new one is automatically recovered the following year. It is also possible for a caravan to buy or build an ammunition box "in game" during the event.

Light/Intermediate/Heavy armour

Each skill can be learned separately. An armour does offer some protection only to the body part it's really covering : if a hit is done on a body part better than on the armour, the character loses 1PV. Different types of armour doesn't stack their bonuses, but can be combined (Ex : *if a character wears a light and a medium armour on the torso, she has only 2 protection points, but she totally can wear plate armour on the torso and leather protection on her legs.*)

If a character puts on a chainmail (medium armour) and a plate armour (heavy armour), she's immune to "through" strikes where she's protected by both armour.

Helmet is an exception to armour. To incite players to protect their heads, any characters can wear a helmet without having learned the "armour" skill. That helmet gives, like any armour, from 1 to 3 protection points (according to the type of helmet) to the head localization (which can't be directly targeted.) Furthermore, wearing a helmet make a character immune to being knocked-out and to the "paf" injunction.

Light armour: allows the wearing of a rigid leather armour (soft leather does not give any protection) or a gambison giving 1 protection point.

Intermediate armour: allows the wearing of rigid studded leather or rigid leather reinforced with metal armour and chainmail, that giving 2 protection points.

Heavy armor:: allows the wearing of plate, metal scales, shells armour that giving 3 points of protection. Prevents the use of the skill 'swimming'.

Armorer

Characters with this skill are able to repair damaged armor pieces. To do this the armorer needs "in game" material like : needles and threads, rivets, a hammer, a anvil, etc... . The armorer must simulate repairing the armour piece for the time of on sand timer for every armour point to repair.

The armorer is also capable of building good quality or unbreakable armour pieces and shields (cf.8) manufacture table). It is impossible to repair an armour or a shield of good quality that has been destroyed with a 'crush' announce.

Any manufacturing by an armorer need 5 sand timers of crafting simulation to be produced.

Any manufacturing by an armorer are valid of a three year time spawn (the year it is produced +2)

Cannoneer

Characters with this skill have been trained in the use of the various siege engines and war machines (cf Chapter 3) Combat). They know how to use these machines and fire with them.

Players may use another participant's machine only with their consent.

Artisan

Characters with this skill can produce works of art or masterpieces (sculpture, painting, sewing, jewelry, etc.) (cf 8) Fabrications tables).

Martial Arts

Characters with this skill have learned how to fight with their bare hands. Each skill level in Martial Arts gives a +1 bonus in brawl (see 2.8) Brawl). Level 3 in Martial Arts also allows to inflict a serious wound to one of the members of an opponent even if the martial artist is defeated (the character announces it during the brawl, right after his brawl score).

Assassination

Characters mastering this skill can assassinate another character once per event (it is an exception to the normal rule of once per day). An assassination victim loses all his hit points (armors are ignored) and dies at once: it is impossible, even magically, to heal him.

To assassinate someone, the assassin must give him two consecutive blows with a short weapon (maximum 60 cm) to the localisation "torso" (chest, back, belly). After the second blow, the assassin announces "dead". If the assassin cannot give the second blow, the assassination attempt fails and the assassin cannot try again.

Some creatures cannot be assassinated.

Stun

Characters with this skill are capable of rendering unconscious a character by slapping a gentle strike from behind (from the back) at the top of the head with a short weapon. The announce "paf" must be audible to the target. Wearing a hard helmet prevents being stunned. The target is knocked out during 2 hourglasses (6 minutes). There is no daily number of maximum stun. However, a character can't knock out more than one person per hourglass.

Bard

Characters with this skill are able to make representations that allow part of their audience to regain their enthusiasm.

When at least 2 bards play together a performance (musical, theatrical, declamation, performance, etc.) of at least 5 hourglasses (15 min.), they allow to earn 1 manpower to a character of their audience (chosen randomly by a Guardian). For each additional bard participating in the performance, 1 extra labor is generated for the audience at the end of the performance.

Shield

Characters with this skill have been trained to use all types of shields:

- Targe: max. 40cm in diameter.
- Roundel: max. 70 cm in diameter.
- Pavise.

Brewer

Characters with this skill know how to craft alcoholic beverages (see 8) Crafting Charts). These beverages do not need to be actually alcohol. You can create hot cocoa that will have in game effect of an alcohol. When a player drinks one of these beverages, he gets a certain amount of ethylism points depending on the type of beverage he swallows (cf chapter 2.10) Ethylism). Any brew needs 4 hourglass of simulation to prepare.

Head crusher

Characters with this skill know how to channel their strength in devastating strikes: they can once a day (between to sunrises), announce “crush” as they hit. This skill can only be used with a two-handed weapon.

Lumberjack

Characters with this skill can harvest “wood” raw materials and “precious wood” valuable materials (see chapter 5.1 Harvesting raw and precious materials).

Ship Captain

A ship captain can participate in the maneuver of a ship and direct in it naval battles. When attending the maneuver, they cannot use a shield.

Pirate Captain

A pirate captain can participate in the maneuver of a ship and direct in it naval battles. When attending the maneuver, they cannot use a shield.

In addition, a pirate captain doesn't count in the maximum number of people embarked on the ship.

Quarryman

Characters with this skill can harvest “rock” raw materials and “gems” valuable materials (see chapter 5.1 Harvesting raw and precious materials).

Shipwright

Characters with this skill are able to fix structure points lost by damaged ship during a naval battle. Each shipwright can recover 1 structure point per hourglass spent repairing the ship by spending 3 raw material “wood” per point.

Shipwrights are able to sabotage ships.

A shipwright counts as a sailor for the maneuvering of a ship.

Shipwrights can upgrade ships (cf. 8) Tables of Crafts

Every shipwright's upgrades require 10 hourglass of crafting simulation.
Every shipwright's upgrade are valid 3 years (the current year +2)

Hunter

Characters with this skill can harvest "prey" raw materials and "fur" valuable materials (see chapter 5.1 Harvesting raw and precious materials).

Surgeon

Characters with this skill are able to heal severe wounds taken by another character (they cannot heal themselves). The surgeon must simulate during 1 hourglass the heavy procedure performed on the patient, using bloody bandages, needles, scalpels... At the end of the hourglass, the location healed gains 1 HP (from 0 to 1).

Holy Stroke

Characters with this skill are particularly pious and can get some divine help in battles if the fulfil following requirements:

- **Each holy strike hits after announcing "In the name of [God's name]!"**
- The character attend a mass or participate in a ceremony to his/her god(s) at least once per event.

If the character meets these requirements, and only in this case, he can, once a day, (between two sunrises), perform a strike with the announce "holy". These strokes affects most of the creature in Ragnarok.

Cut-throat

Characters with this skill are able to find flaws in the best armors. Cut-throats can, once a day, (between two sunrises) announce "through" when they hit a target in the back with a short weapon of maximum 60cm.

Lockpicking

Characters with this skill are able to open locks and padlocks. To do so, they have to simulate using tools, rossignols, etc for a duration of 1 hourglass on target lock. After 1 hourglass, the lockpick can remove one and only one card "cadenas" from the lock he's trying to pick. Several "cadenas" cards can be applied on the same lock to represent difficulty.

Gatherer

Characters with this skill can harvest "plant" raw materials and "rare plant" valuable materials (see chapter 5.1 Harvesting raw and precious materials).

Cook

Characters with this skill are able to cook delicious dishes. A meal served by a cook cannot be poisoned. The meal must be copious and eaten at the cook's place.

Duelist

Characters with this skill are able to find flaws in even in the best armor. They can once a day, (between two sunrises), announce "through" for a strike. This skill can be used only with a single-handed weapon (sword-like of maximum 110 cm).

Scavenger

Characters with this skill can trade a bag of waste (Time out) with 1 random resource (Time in) at the "Etendard of Grand Bazar" which takes care of its evacuation to the dump (waste container. Wastes

must be moved in a TI manner with a wheelbarrow or in a hessian bag, etc. The bag of chariot must be able to hold an 80 litres waste bag.

Scout

Characters with this skill can enter the battlefield or scenario zone before other characters. Scouts have 5 hourglasses to discover the zone before everybody else get access to the battlefield. Thus, they can inform their caravan of the location of objectives, opposition, etc.

Enchanteur

Characters with the "Enchanteur" skill are able to channel the magic essence into various objects. Their study of magic allow them to insert spells in an object so anybody can trigger it (see chapter 6.3) Enchantment of magical object).

Magical Objet = Quality object + (15 LifeStones + 1 gold resource + 2 silver resource) x spell level

Stamina

Characters with this skill are more resilient than average: they get 1 additional HP on each location.

Increased Stamina

Characters with this skill have trained their body through intense physical effort: they get 1 additional HP on each location.

Stamina and **Increased Stamina** can be acquired independently from each other. Each skill gives +1 HP/Loc. Only by possessing both can a character reach +2HP/Loc.

Shackle

The characters with this skill are able to bind or hinder a character for up to an hour. This obstacle must be removable (in time-out) by the victim, it can not represent a risk for the player.

Esoterist

Characters with the "Esoterist" skill can decipher and release the magic of scrolls on which powerful rituals (to be found in play) are written (see chapter 6.2) Rituals). Esotericists also gain the "Literacy" skill.

Blacksmith

Characters with this knowledge know how to make quality weapons (see chapter 8) crafting charts). They must nevertheless be in possession of a time-in forge to be able to work (hammer, anvil, pincers, etc.).

All the fabrications of a blacksmith require 5 hourglasses of production simulation.

All fabrications of a blacksmith are valid for 3 years (the current year +2).

Gallant

Characters with this talent can use their charms and attributes in gallantries (see Chapter 2.9) Galantries).

Gleaner

Characters with this skill can harvest "fruit" raw materials and "exotic fruit" valuable materials (see chapter 5.1 Harvesting raw and precious materials).

Gourmet

Gourmets are chefs, the elite of cooks. They learned how to choose their food carefully and prepare tasty meals. The gourmets' meals make it possible to restore 1 life point for each location (light injury only). The dish must be hearty and consumed at the gourmet's place to benefit from this effect.

Herborist

This skill allows the character to make herbal decoctions (consumables) that can be preserved from year to year (see 8) Crafting charts). Each decoction requires 3 hourglasses of preparation and a number of resources. Herbalists need tools such as mortars, pestles, scales, pots, cauldrons, etc. in order to simulate the preparation of the decoctions.

Infiltration

Characters with this skill have learned to sneak into the best-kept strongholds. Players can borrow the "back doors" of a camp. These doors can not be guarded or trapped because it is here to simulate a multitude of means of infiltration.

Nurse

The characters who master this knowledge know how to heal minor wounds. After 1 hourglass during which they simulate cleaning and bandaging a wound, the healed localization recovers 1 life.

Engineer

Characters with this knowledge know how to draw plans and make or improve mechanisms (see 8) Crafting charts). An engineer needs tools like hammers, pliers, wrenches, and so on. An engineer can also sabotage / repair war machines (but can not fire with).

All the fabrications of an engineer require 10 hourglasses of production simulation.
All the manufactures of an engineer are valid for 3 years (the current year +2).

Invoker

Characters with this skill are weavers: they can learn and cast spells (see Chapter 6.1) Spells). In addition, they have the knowledge to summon creatures. Each summoner can be bound by pacts with a maximum of 3 bondspirits (cf Race Bondspirits).

Liquorist

Characters with this skill can add one or more effects to an alcoholic beverage that confers a minimum of 3 points of ethylism (see 8) Crafting charts). The added effects last an hour after drinking a glass of the drink in question.

Sailor

Characters with this skill can participate to a ship's maneuver (see chapter 4) Naval battle). When doing so, he cannot use a shield.

Doctor

A character with the doctor's competence can diagnose diseases (green pouch) and make remedies to treat them (see 2.2) Diseases and 8) Crafting charts). Doctors should wear gloves and a mask to avoid being contaminated by their patient. A doctor also knows how to prepare remedies to cure diseases. Each remedy requires 3 hourglasses preparation and resources.

Miner

Characters with this skill can harvest "ore" raw materials and "silver ore" / "gold ore" valuable materials (see chapter 5.1 Harvesting raw and precious materials).

Mystic

Characters with this knowledge have learned to communicate with spirits. They can ask questions to a spirit (this one continues to wander for a maximum of 1 hour). The mind must answer the truth but only by yes or no.

Swimming

Characters with this skill have learned to swim: they can move squatting (like ducks) while in the water.

During a naval fight, they are not drowned automatically if they fall into the water: they must remain squatting on the spot.

A swimming character remains sensitive to all forms of attacks. You can not swim with a shield or heavy armor. One can only be equipped with a short weapon only.

Fisherman

Characters with this skill can harvest "fish" raw materials and "marine mammal fat" valuable materials (see chapter 5.1 Harvesting raw and precious materials).

A fisherman can participate to a ship's maneuver (see chapter 4) Naval battle).

Break-through

Characters with this talent can channel their strength into devastating blows. They can, once a day (between two sunrise), announce "strike down" during a strike. This ability is only used with a two-handed weapon up to 150 cm. (not a pole weapon)

Pirate

Characters with this skill can participate to a ship's maneuver (see chapter 4) Naval battle). When doing so, he cannot use a shield.

A pirate does not count in the maximum number of people embarked on a ship (see chapter 4) Naval battle).

Diving

Allows the possessor of the skill to swim underwater in deep or shallow waters. The character must then lie down and move crawling. A character underwater can no longer be hit by melee weapons, bows or shooting weapons (he remains sensitive to war machines).

Bonesetter

Characters with this skill are able to use bandages to stop bleeding for characters that are critically injured or in a coma. As long as a bonesetter works on a patient in a coma, the 5 hourglasses that bring the patient closer to death are suspended.

Sabotage

Characters with this ability can sabotage fortifications, war machines, and ships. In practice a sapper can make a knot in the sabotage rope or undo a knot that holds the planks of the breaches per hourglass of simulation.

Sickmaker

Characters with this skill are able to evoke ills and diseases among their victims (see 8) Crafting Charts).

Toolmaker

Characters with this skill are able to craft tools allowing to harvest raw and precious materials faster (cf. 8) Tables of crafts).

Every craft from a toolmaker require 5 hourglass of crafting simulation.

Evert toolmaker's craft are valid 3 years (the current year +2).

Weaver

Characters with this skill can spend experience points to learn spells from the spell list (see Chapter 6.1) Spells). The weaver must make a fetish for each spell he masters. Each spell can be cast once a day (between two sunrises).

In addition, a weaver can extract LifeStone from a Source of Life (1 LifeStone per hourglass) and use them to cast spells (see Chapter 6.1) Spells). They can also use Monoliths of Life if they encounter them.

Tormentor

Characters with this skill learned to inflict pain and score flesh to get answers to their questions. When a tormentor tortures a hindered character, he inflicts on him a permanent physical sequel (scar, burn, wound, etc.) to a location of the tormentor's choice for each session of 5 hourglasses (15 minutes) of torture. The prisoner must answer in truth three questions or acquire a new permanent physical sequelae. You can not acquire more than 2 sequels during a torture session. A character can only suffer one torture session per hour. A permanent physical sequel must be materialized by the participant (makeup, prosthesis, splint, etc.). When a location receives 3 permanent physical sequelae, the location permanently loses 1 HP.

Theft

Characters with this skill can find the most hidden objects. At the end of an hourglass search, characters with the "theft" skill can take the contents of a character's "hidden possessions" purse in addition to their special equipment and possessions .

VIII. CRAFTING CHARTS

Crafts marked with a (*) are also used as resources for a crafting recipe in another skill chart. In cost, resources are left with their french denomination as this the name mentioned on game cards.

Alchemy (consumable)

Potion	Effet	Coût
Acid	Instantly melt a padlock. Lose 1 armor point if spilled on armor. Does not work on organic materials.	2 poissons + 1 minerai + 1 roche
Antidote (*)	Instantly cures a poison.	1 roche + 2 fruits + 1 gibier
Living Leather (*)	Can be transformed by an armorer into a soft leather armor that gives 1 pt of armor that repairs itself between fights (+ 1 pt of armor between each fight).	8 gibiers + 4 poissons + 4 végétaux + 1 fourrure
Elixir of tanned leather (*)	This beverage hardens the skin that is exposed to the sun's rays. It gives a armor point on all locations not protected by armor for one hour.	1 gibier + 1 végétal + 1 poisson + 1 graisse de mammifère marin
Incense (provided during the crafting)	This preparation produces a thick smoke, which is commonly used during religious ceremonies or related to the spiritual world. An incense repels the spirits. An incense stops working when it goes out, whether it's finished or not.	1 gibier + 1 végétal + 2 poissons
Floating grease	This preparation allows the one who covers himself to float on the surface of the water (not walk). The character benefits from the swimming skill for the duration of one hour.	3 poissons + 1 graisse de mammifère marin
Grenade (provided)	This alchemical mixture is particularly unstable. When it is hit, it explodes. Placed in a protective shell, this mixture serves as a throwing weapon for the most unconscious. An exploding grenade damages all locations affected by the water it contains and "strike down" on everyone affected (including when the affected person is wearing armor).	1 végétal + 2 roches + 1 fruit exotique + 1 poudre noire
Liquid metal	This liquid congeals on contact with steel or leather. When poured on an armor, it immediately retrieves 1 pt of armor at the treated location. It is impossible to repair an armor that has been destroyed by a "crush" announce.	1 minerai + 1 roche + 1 fruit + 1 céréale

Parfume « lounge armor »	This smell keeps the wearer awake. The wearer is immune to stuning during 5 hourglasses. The label must be glued on a spray bottle and torn during use. The vaporizer can be any size but the effect affects only one individual at a time.	3 céréales + 2 fruits + 1 poisson
Parfume of repulsion	This smell has a calming effect on its wearer, it is no longer sensitive to the effects of Galant's skill. A character who wears this perfume can not, either, use the bonuses of his skill Galant during the games of love. This effect lasts one hour. The label must be glued on a spray bottle and torn during use. The vaporizer can be any size but the effect affects only one individual at a time.	2 poissons + 1 gibier + 1 fourrure
Alchemical surgery potion (*)	This preparation heals magically the wounds of the patient to whom it is administered. The patient is instantly cured of a serious injury and regains 1 HP at the location in question, or a lightly injured limb is treated in full.	2 céréales + 1 végétal + 2 fruits + 1 plante rare
Orkitude potion	This potion strengthens the constitution of the person who drinks it. The character gains 1 additional HP per location (max absolute 3 pv per location). The potion lasts one hour. These health points are not treatable.	1 gibier + 2 roches + 1 orge brassicole
Potion of strength	This potion allows you to hit with a two-handed weapon while announcing "strike down", the potion lasts 5 hourglasses or until the character falls unconscious.	2 roches + 1 gibier + 1 orge brassicole
Potion of underwater breath	Allows a character to acquire the "diving" skill. The character can no longer breathe in the open air and must stay under water. The potion works during 5 hourglasses.	4 poissons + 1 fruit exotique
Black powder(*)	This alchemical mixture is highly flammable and should be stored with care. Spread over an undead or dead and inflamed, it ensures fast burning.	4 bois + 5 roches + 1 fruit

Apothecary (consumable)

Type of drug	Effect	Cost
Whiplash (*)	Powerful booster that causes hyperactivity attacks. Temporarily immunizes to effects of the "fear" announce. During the duration of the effects of the dose, the character refuses to speak under torture (but suffers the consequences inherent to this torture session). Lasts 1 hour. Requires 2 "purges" to remove the dependency.	1 poisson + 1 végétal
Grimlin's Fury	Muscle strengthening. The user strikes "strike down" with each blow carried with a two-handed weapon (not a pole weapon). The user suffer in return for a strike down announce with each strike he carries with a two-handed weapon. The user does not suffer any damage following his announce. He is just thrown to the ground. Lasts 1 hour. Requires 3 "purges" to remove the dependency.	1 poisson + 1 minerai
MOK	Light hallucinogenic. Causes an undeniable general well-being ... we see life more beautiful than it is ... moreover, taking mok can cancel 3pt of ethylism. Regularly, the character is completely lost in the ecstatic contemplation of an innocuous element ... it becomes the most extraordinary thing ever seen by the character who will not hesitate to try to raise his entourage to this element ... Lasts 1 hour. Requires 1 "purge" to remove the dependency.	1 poisson + 1 bois
StoneSkin	Skin thickener. Gives an armor point to locations not protected by a piece of armor. The character can no longer run or use the swimming skill for the duration of the dose. Lasts 1 hour. Requires 2 "purges" to remove the dependency.	1 poisson + 1 roche
Angel's powder	This powder has an aphrodisiac and euphoric effect. Increases "gallant" skill to level 3. If the person consensually consumes the drug, they can no longer refuse to participate in the gallantry. Otherwise, the person will feel uncomfortable with the emotions they feel and will flee people who would like to see it participate in the gallantries, and for the duration of the effect of the potion. Lasts 1 hour. Requires 1 "purge" to remove the dependency.	1 poisson + 1 fruit
Thodrick's Dream	Energizing powder + 1 HP to a limb. The heal provided must last twice as long (2 hourglasses). Lasts 1 hour. Requires 3 "purges" to remove the	1 poisson + 1 céréale

	dependency	
--	------------	--

Type of poison	Materialisation	Effect	Cost
Ingestion	A label to paste under the dish or the glass	Whosoever ingest the poison undergo the announce "Toxic"	1 fruit + 1 bois précieux
Contact	A flask (parchment)	When the poison is spilled on a weapon's blade, the next hit with this weapon will announce "Toxic". One time use.	1 gibier + 1 graisse de mammifère marin
Dispersion	Small smoke bomb (provided at the making)	Whosoever are in contact with the poisonous smoke lose 1HP to all localisations each sandglass (3min.) as long as they are in contact with the smoke.	1 poudre noire + 1 plante rare

Armorer (equipment)

Unbreakable armor and shield : resist the announce « crush ».

Quality armor and shields : can be enchanted and/or be enhanced by an engineer(see engineering rules).

Type of armor	Cost
Unbreakable light armor	6 gibiers + 2 végétaux + 2 poissons + 1 fourrure
Unbreakable medium armor	3 gibiers + 3 minerais + 2 végétaux + 2 poissons + 1 argent
Unbreakable heavy armor	6 minerais + 4 roches + 1 or
Quality light armor	4 gibiers + 1 végétal + 1 poisson + 1 fourrure + 1 cuir vivant
Quality medium armor	2 gibiers + 2 minerais + 1 végétal + 1 poisson + 1 graisse de mammifère marin + 1 élixir de cuir tanné
Quality heavy armor (*)	4 minerais + 2 roches + 1 gemme + 1 métal liquide

Type de bouclier	Cost
Unbreakable Targe	5 bois + 5 végétaux + 1 bois précieux
Unbreakable Buckler	5 bois + 3 gibiers + 2 végétaux + 1 argent

Unbreakable Shield	4 bois + 4 minerais + 2 roches + 1 or
Quality targe	8 bois + 2 végétal + 1 fourrure
Quality Buckler	4 bois + 4 gibiers + 2 végétaux + 1 bois précieux
Quality Shield	4 bois + 4 minerais + 2 roches + 1 gemme

Artisan (equipment)

Type	Cost
Artwork	10 basic resources related to the type of artwork
Chef d'oeuvre	8 basic resources + 2 precious resources related to the art (i.e.:for a sculpture: 8 stones and 2 gold resources)

Brasseur (consommable)

Type of beverage	Cost	Point of ethylism per glass	Number of point of ethylism in total
Cerveoise	8 céréales	1	30
Wine	8 fruits	1	30
Great vintage wine	8 fruits + 1 bois précieux	3	30
Liqueur	4 fruits + 4 céréales + 1 fruit exotique	3	30
Liquor	8 céréales + 1 orge brassicole	3	30

Charpentier de marine (équipement)

Ship enhancement	Description	Cost
Increased sails	Increases the speed of 2m, requires 1 more sailor to be able to maneuver (1 time max.).	10 végétaux + 3 gibiers + 3 bois + 3 poisson + 1 fourrure
Fitted hold	Increases the max number of people on board by 5 and reduces the speed of 2m.	5 bois + 5 céréales + 5 végétaux + 5 gibiers
Lightweight hull	Increases the speed by 2m, reduces the structure points by 1 (max. 1 time).	10 céréales + 5 végétaux + 5 fruits

Reinforced hull	Increases by 1 the number of structural points of a ship (1 time per 3 pt of basic structure). Each reinforced hull level reduces the number of people max. aboard 3.	10 bois + 5 minerai + 3 poisson + 1 bois précieux + 1 graisse de mammifère marin
Spur	Allows you to resist 1 structural point damage when the boat rams another ship (max. 1 time)	12 minerai + 5 roches + 3 poisson + 1 bois précieux
Mechanized rudder	Decrease by 2 the minimum number of sailors required for the necessary maneuver (max. 1 time).	5 bois + 5 minerai + 8 poisson + 1 bois précieux + 1 graisse de mammifère marin
Advanced propulsion	Increases the speed of a ship by 2 m. (1 time max.) Requires a paddle wheel	10 minerais + 5 bois + 4 poisson + 1 graisse de mammifère marin
Paddle wheel	Reduces the speed by 2 m. but allows to ignore the direction of the wind. Must be fueled to move. The propulsion system requires the presence of an engineer on board and reduces by 3 the minimum number of sailors required for the maneuver. If the boiler is hit by a gun, it explodes: the ship shatters regardless of its number of structural points, his crew is at sea and his cargo lost.	1 chaudière + 6 bois + 4 fruits + 3 minerais + 2 poissons Boiler: Consume 5 bois/hour in average situations

Enchanteur (equipment)

Magical Object = quality object + (15 PDV + 1 gold resource + 2 silver resource) x spell level.

Blacksmith (equipment)

Unbreakable weapons : resist the announce « crush ».

Silver weapons : are able to hurt a wider range of creatures (announce "silver").

Quality weapons : can be enchanted.

Type d'arme	Coût de fabrication
Short weapon unbreakable	3 minerais + 3 roches + 2 poissons + 2 végétaux + 1 gemme
One-handed weapon unbreakable	4 minerais + 3 roches + 2 poissons + 1 végétal + 1 argent
Two-handed weapon unbreakable	5 minerais + 4 roches + 1 végétal + 1 or

Pole Weapon unbreakable	3 minerais + 3 roches + 4 bois + 1 or
Short weapon silver	3 minerais + 3 roches + 2 poissons + 2 végétaux + 2 argent
One-handed weapon silver	4 minerais + 3 roches + 2 poissons + 1 végétal + 3 argent
Two-handed weapon silver	5 minerais + 4 roches + 1 végétal + 4 argent
Pole Weapon silver	3 minerais + 3 roches + 4 bois + 3 argent
Short weapon Quality	3 minerais + 3 roches + 2 poissons + 2 végétaux + 1 graisse de mammifère marin
One-handed weapon Quality	4 minerais + 3 roches + 2 poissons + 1 végétal + 1 fourrure
Two-handed weapon Quality	5 minerais + 4 roches + 1 végétal + 1 gemme
Pole Weapon Quality	3 minerais + 3 roches + 4 bois + 1 bois précieux

Herborist (consumable)

Décoction	Effet	Coût
Aphrodisiac (*)	This powder makes people attractive and allows characters to have 1 level bonus in « romantic » skill (with a maximum of level 3) during 1 hour.	1 végétal + 1 céréale + 1 gibier
Anti hangover	Each dose cancel 3 ethylism points	1 végétal + 1 poisson + 1 minerais
Healing balm	Heal 1HP to a lightly wounded location. Act in 1 hourglass	1 végétal + 1 fruit + 1 poisson
Regeneration cream	Heal definitively a permanent physical sequel (not a mutation).	1 végétal + 1 roche + 1 céréale
Disinfectant (*)	When used by a nurse or surgeon while treating a patient, each dose allows one hourglass of healing to recover 2 HPs instead of 1.	1 végétal + 1 céréale + 1 gibier
Purge (*)	Helps get rid of drug addiction. In some cases, several doses are necessary.	1 végétal + 1 gibier + 1 fruit
Stabilizer	A mix of herbs which stops bleedings. Given to a wounded character, it allows to stabilize him during 2 hourglasses..	1 végétal + 1 minerais + 1 fruit

Engineer (equipment)

Type of mécanisme	Effect	Cost
War machine: destroyer	Inflict 1 additional damage to structures.	5 roches + 4 bois + 6 minerais + 1 poudre noire

War machine: reliable	This war machine cannot be sabotaged.	5 roches + 4 bois + 6 minerais + 1 métal liquide
Engineered firearm	Pistol : clip with 3 ammunitions max.	9 minerais + 5 bois + 5 roches + 1 graisse de mammifère marin
	Arquebuse : grapeshot : max 5 ammunitions simultaneously.	6 minerais + 5 bois + 5 roches + 1 poudre noire
Mechanical armor (requires adequate costume)	A mechanical armor has 3 armor points and immunizes its wearer to the "through" announce. A mechanical armor strikes in force: announces "strike down" with each strike with any weapon as long as it is fueled. Mechanical armor can be armored.	1 chaudière + 1 armure lourde Quality
Armoring	Only mechanized armor can be armored. Each level of armoring gives 1 extra armor point per location (max 5 times).	10 minerais + 5 roches + 1 graisse de mammifère marin
Sabotage bomb	These very expensive machines are able to weaken the biggest structures. They can crack the biggest doors and shake the best walls. A sabotage bomb causes the loss of half of the maximum points of structure of the construction against which it explodes (with a minimum of 4 points of structure). Only sappers can use the sabotage bombs. When the bomb explodes, all people within 5m of the bomb are seriously wounded (0 HP) at all locations regardless of their armor. The bomb explodes when the wick is consumed or if the bomb itself or the person carrying the sapper bomb is hit by an artillery fire.	2 végétaux + 5 roches + 1 fruit exotique + 3 Poudres noires
Padlocks	Used to lock a Chest. Several locks can be attached to the same chest.	2 minerais + 2 bois + 1 poisson
Ammunition crate	A crate of ammunition allows the characters to refill their bandolier (Cf. Shooting Weapon). A crate of ammunition explodes if it is hit by a War Machine fire, which has the effect of seriously injuring (0 HP to the torso) all persons within a radius of 3 m around the ammunition box and inflict	5 bois + 5 minerais + 2 végétaux + 2 Poudres noires

	2 points of damage to structures (doors, walls, etc.)	
Boiler (*)	The boiler is a source of energy to power a machine. A boiler requires 5 wood per hour of operation.	10 minerais + 5 bois + 3 gibiers + 2 poissons
Life extractor (*)	The life extractor is a source of magical energy to power a machine or an enchanted object. An extractor requires 1 life stone per day of operation.	5 bois + 5 minerais + 3 gibiers + 5 Pierres de Vie + 2 végétaux
Mechanized limb	The mechanized limb has 3 HP and can only be repaired by an armorer. Gives +1 in brawls.	3 poissons + 4 minerais + 1 Désinfectant + 1 extracteur de vie
Respiratory system	The user is immune to gases, spores and dispersion poisons.	1 gibier + 1 minerais + 5 végétaux + 1 antidote + 1 chaudière
Enhanced eyes	The character is immune to the "Blind" announce and can see the spirits (but not hear them).	2 minerais + 4 roches + 4 poissons + 3 végétaux + 3 gibiers + 1 gemme

Liquorist (consumable)

Type d'effet ajouté	Effet	Coût de fabrication
Friendly	This drink makes the drinker temporarily friendly to the one who offered him the drink. This effect lasts 1 hour.	5 végétaux + 5 céréales
In Love	Adds a level of "Galant" per glass consumed (with a maximum of 3 levels). This effect lasts 1 hour from the first dose ingested.	4 céréales + 4 fruits + 1 fruit exotique + 1 aphrodisiaque
Brave	This drink immunizes to the "fear" announcement. This effect lasts 1 hour.	4 céréales + 4 fruits + 1 orge brassicole + 1 coup de fouet
Culinary	This drink can not be poisoned. Permanent effect as long as there are doses of the drinks.	5 céréales + 3 végétaux + 2 gibiers
Curative	This drink helps treat a minor injury (1 HV) (max 1x per day).	5 fruits + 5 céréales + 5 gibiers + 1 plante rare + 1 Philtre de chirurgie alchimique
Addictive	This drink makes you addicted (see addiction to a drug). Permanent effect as long as the dependency is not	5 céréales + 5 gibiers + 5 fruits + 5 végétaux

	canceled. 1 purge is necessary to cancel the dependency.	
Virtuous	This drink pushes the drinker to be sincere and to tell the truth but does not oblige him to do so if it could seriously harm himself.	5 fruits + 5 poissons

Doctor (consumable)

Type de remedy	Cout de fabrication
Remedy: common	1 gibier + 1 roche + 1 bois
Remedy: de cheval	1 gibier + 1 roche + 1 purge
Remedy: exceptional	1 gibier + 1 roche + 1 antidote
Remedy: prodigious	1 gibier + 1 gemme

Sickmaker (consumable)

Disease	Symptoms	Duration	Treatment	Cost
Rheumatoid fever <i>Virulence 5</i>	Infection that develops arthritis. The character limps, has difficulty moving and can not run.	Indefinitely if not cured.	1 remedy de cheval	2 roches + 2 poisson + 1 plante rare
Tetanus fever <i>Virulence 10</i>	The character can no longer use heavy objects or requiring force (two-handed weapons, heavy armor, bow ...).	Gone after 24h if not cured.	1 remedy de cheval	2 végétaux + 2 céréales + 1 fourrure
Blue mycosis <i>Virulence 3</i>	The character is covered with blue rashes on the skin. Weavers no longer know how to use their fetishes as long as this fungus vampires their energy.	Indefinitely if not cured.	1 remedy exceptional	2 céréales + 2 fruits + 3 Pierres de Vie
Pneumonia <i>Virulence 5</i>	Withdraw 1 virtual HP (cumulative) to the chest every morning. If the torso reaches 0 in this way, the character must remain bedridden and is too weak to get up. In other cases, the character has difficulty breathing and can no longer perform tasks requiring physical effort (running, fighting, swimming, harvesting resources, ...).	Indefinitely if not cured.	8 remedies common	2 fruits + 2 gibiers + 1 orge brassicole

Toothache <i>Virulence 5</i>	The character can no longer drink or eat without experiencing a sharp pain in his teeth.	Indefinitely if not cured.	1 tooth removable intervention by a doctor + 1 remedy common	2 poissons + 3 céréales
Rhinitis <i>Virulence 10</i>	The character has a crowded nose and must speak with a nasal voice.	Gone after 24h if not cured.	1 remedy common	3 céréales + 2 végétaux

Toolmaker (equipment)

Outil	Effet	Cout de fabrication
Fish Rod	Allows a fisherman to harvest fish or furs from marine mammals more quickly (see 5.1) Harvesting).	4 bois + 5 gibiers + 1 graisse de mammifère marin
Hunting knife	Allows a hunter to harvest game or furs on a dead animal more quickly (see 5.1) Harvesting).	2 bois + 3 minerais + 3 gibiers + 1 poisson + 1 fourrure
Gaule	Allows a gleaner to harvest fruits or exotic fruits more quickly (see 5.1) Harvesting).	4 bois + 2 gibiers + 3 roches + 1 fruit exotique
Logger's axe	Allows a logger to harvest wood or precious wood more quickly (see 5.1) Harvesting).	3 minerais + 3 roches + 3 bois + 1 bois précieux
Quarryman mass	Allows a quarryman to harvest rocks or gems more quickly (see 5.1) Harvesting).	6 roches + 3 bois + 1 gemme
agricultural tool	Allows a farmer to harvest cereals or malting barley more quickly (see 5.1) Harvesting).	3 végétaux + 3 gibiers + 3 fruits + 1 orge brassicole
Pickaxe	Allows a miner to harvest ores or silver / gold ore more quickly (see 5.1) Harvesting).	2 bois + 2 végétaux + 4 minerais + 1 poisson + 1 or
Sickle	Allows a harvester to harvest crops or rare plants more quickly (see 5.1) Harvesting).	2 bois + 3 minerais + 4 végétaux + 1 plante rare

IX. SUMMARY OF ANNOUNCES

Combat announces

CRUSH	Destroys the weapon, the shield or the touched armor.
DEAD	The character dies immediately no matter how many HP or armor points he has. Nobody can do anything to save him (no possible healing). The character wakes up in spirit form.
ENCHANTED	The hit allows to harm creatures vulnerable to this announce.
FINISH	The targeted character is finished and his agony or his coma ends immediately. He dies with nobody able to do anything about it (no possible healing)
HOLY	The hit allows to harm creatures vulnerable to this announce (virtually all creatures).
KILL	The character is eradicated. He immediately falls dead no matter how many HP or armor points he has. Nobody can do anything to save him (no possible healing). Even the spirit of the character is destroyed : he doesn't wake up as a spirit.
PAF	The target is stunned for 2 hourglasses (6 minutes). Does not inflict any damage.
SILVER	The hit allows to harm the creatures vulnerable to this announce.
STRIKE DOWN	The target falls on the floor (even if the attack is parried by a shield or a weapon). She has to sits on her buttocks before being able to get up. Warning at the risk of trampling !
THROUGH	The hit ignores armors.
TOXIC	In contact with the blood (so it won't work if it touches an armor), this hit causes a loss of consciousness to the victim after 1 hourglass (3 minutes). 2 hourglasses later (6 minutes), the victim suffocates in her blood if she doesn't consume an antidote.

Spells' announces

“ Amnesia ”	The target forgets everything about who she is, what she does there, and so on. The Spell-casters won't remember their spells, but all characters will keep their free will and can still defend themselves.
“ Blind ”	The target is dazzled for 3 hourglasses.
“Burn”	The target's armor become burning for 1 hourglass. The target must roll in the grass or flush himself with liquid. If he/she can't do it (for example if unconscious), he/she loses 1 HP/loc covered by metal.
“Choc”	The target goes back 5 meters.
“Command”	For 1 hour, the target has to obey to an order given by the Spell-caster <u>no matter what it implies</u> . At the end of the spell, the target can remember to have been a victim from the spell only if she was conscious at the moment of the spell cast (Do not confuse with the spell “Dominate”)
“Control undeads”	The inferior Undeads (non-special creatures) are submitted to the will of a superior Undead (special creature) and obey to him.
“Dance”	The target dances for 1 hourglass. This still allows all interactions the target wants as she keeps dancing while doing it.

“Disarm”	The target lets go of the object specified by the Spell-caster.
“Dispel magic”	Dispel all the spells and potion effects affecting the target (“Dispel magic” does not affect permanent enchantments or rituel effects)
“Dominate”	The target turns back against his allies (Do not confuse with the spell “Command”)
“Fear”	The target runs the furthest possible away from the Spell-caster and can't come within 10 meters from the Spell-caster for all the duration of the spell.
“Friend”	The target sees the Spell-caster as her friend, but keeps her free will.
“Glue”	The target can't move her feet for 1 hourglass.
“Heal”	The target recovers 1 HP for one slight injury <u>or</u> takes the spell as a common remedy for a disease.
“Heal full”	The target recovers all his HP at all his locs whatever the severity of his injuries.
“Ice”	The target is paralyzed for 1 hourglass. All loc falls to 0 HP if the target takes 1 damaged HP (whatever loc is touched).
“Mute”	The target is unable to talk for 3 hourglasses.
“Repair”	The touched <u>transportable</u> object is immediately repaired.
“Rest in peace”	Used on an Undead so he will stop waking up again and again. (Special creature)
“Scars”	The target loses 1 HP/loc (armor can take the damages)
“Sleep”	The target immediately falls asleep for 1 hourglass, but wakes up if she takes damages.
“Sickness”	Immediate loss of 1 HP/loc. Next loss 1 HP/loc each following hourglass. When the target falls unconscious, the target turns into a zombie, which responds to the necromancer for 1 hour.
“Talking to dead”	The targeted spirit answers the questions ONLY by yes or no.
“Vibration”	The structure touched by the projectile lose half of its maximum structure points.
“Wind”	Change the direction of the wind for 2 hourglasses.

Notes

- Xellonox O'Clock
- Renaud Comans
- Lyam Bernard

- Simon Legrand
- Frédéric Vauthier
- Malevran
- Basile Herpigny
- Luciano Baldassi
- Charline Delmarche
- Dominique Smitz
- Arthur Mignon

