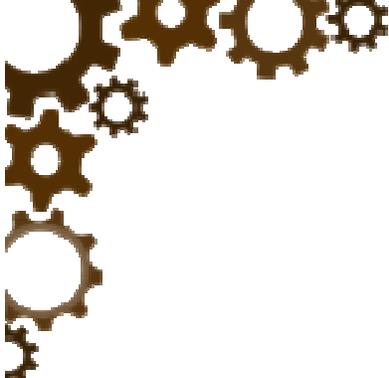


# AURUM

## RULEBOOK v2.0

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## CHAPTER 1: INTRO

Aurum is a Gaslight Fantasy/Steampunk-themed combat LARP centered around exploration, discovery and teamwork.

What makes Aurum different?

The story of Aurum takes place in a world that started out as high fantasy, but with magic slowly dying and the discovery of a new element, the technology of the world moved away from magical reliance to that of machines and steam power.

The Aurum combat system borrows from Nordic, SCA and Western LARP cultures to form a unique combat system that minimizes damage calls and maximizes realness with safety being of utmost importance.

The game does away with levels entirely, instead choosing to focus on story and character development through roleplay as the pinnacle of player achievement. Endgame character development is based on roleplay and exploration to find new skills within the world.

The magic system is innovative in that mages are not the glass cannons with words of power to destroy their foes even at the lowest levels. Mages start as ritualists, needing to slave over their books and components to make their effects take place. As their power grows, they become more succinct and exacting in their art and become the spellslingers we are more familiar with.

# CHAPTER 2: BASIC GAME RULES AND CONCEPTS

## SKILL BASICS

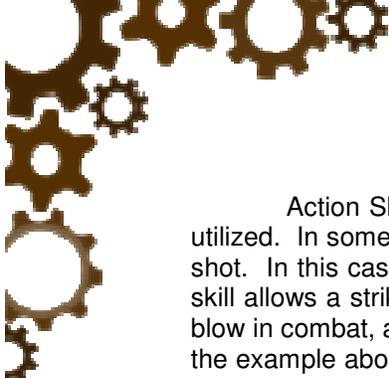
When a player or NPC takes aggressive action towards another, this starts an “Encounter.” Encounters can last as long as a few seconds or several minutes or hours, depending on the situation. Aggressive action is typically combat oriented, which is fueled by melee or ranged weapon strikes at a target. While PCs and NPCs can go through an entire Encounter by only swinging weapons or shooting ranged weapons, many will want to use the skills they purchased with XP. There are skills called “Action Skills,” which require Action Points to activate them. There are also Permanent Skills, which are static skills that do not require Action Points. Usually, Permanent Skills can be used between Encounters without initiating a new Encounter.

When creating a character or learning new skills, sometimes a skill will be flagged as Discounted. This means that the XP (Experience Point) cost to learn that skill is reduced by 1 XP to a minimum of 0 due to either your species or class. It is possible that if a skill is ranked the discount may only apply to a given rank (this is actually the case more often than not) or if a skill requires a choice, the discount may only apply to a given set of choices (for example, Durs receive a discount to the Trade Contact skill if the trade contact selected is a Dur). If a species receives a discount to a skill or skill rank that is not available to their class or found on the general skill list, the player then gains access to the skill as if it is on one of their lists and may purchase that skill for the standard price on whichever class list possesses it for the highest cost. (for example, the Afsla Nisse receive a discount to both Occult I and Occult II. Occult I is available on the general skill list, Occult II is only available on the Hedgemage list. If an Afsla Nisse Mercenary decided to purchase Occult I and II they would reduce the cost of Occult I on the general list by 1 XP, and purchase Occult II at the cost on the Hedgemage list as normal.)

The game also contains Found Skills. Found Skills behave the same way as normal skills in that they cost XP to learn, they could be ranked, and can be Permanent or Action skills. There are three main differences between standard skills and Found Skills. First, Found Skills are not on any class or general list in the game, so they cannot simply be purchased at character creation. They must be, as the name implies, found within the game world through exploration and roleplay. The second difference is that Found Skills cannot initially be directly taught to other players. In order to teach a Found Skill you must have discovered a separate Found Skill that will allow your character to do so. However, nothing is preventing you from sharing your adventuring experiences with others so that they too can follow the path that lead you to your new found knowledge. Finally, Found Skills may have multiple paths of discovery. In other words, vastly different pre-requisite skills and roleplay experiences could lead you to possess the same Found Skill as another character.

## PERMANENT SKILLS VS. ACTION SKILLS

Some skills are considered “Permanent Skills.” Permanent Skills are typically skills that provide some form of knowledge or permanent bonus/ability and require no Action Points to use. Example: Tough allows a Character to take an additional Torso hit per rank of Tough they possess before entering the first stage of Dying, per Encounter. This skill does not require Action Points to fuel and is active on the Character at all times.



Action Skills, once learned, require the expenditure of an Action Point within an Encounter to be utilized. In some cases, Action Skills are only activated with a successfully landed melee strike or ranged shot. In this case, the player must first land a given strike and then call the skill. For example, The Crit skill allows a strike to go through all ranks of Tough. In order to use the skill the player must first land a blow in combat, and then call Crit. Other action skills are used in reaction to an action skill being used. In the example above, a player with Dodge or Parry could call this skill in order to defend against the use of Crit. Once you have run out of Action Points, you may not use any Action Skills until the next encounter or until you utilize another route of replenish Action Points.

Although not absolute, typically Action Skills are active and Permanent Skills are passive.

## ACTION POINTS

Action Points are used to fuel Action Skills. They auto-reset when not in an encounter, so if the character is not in a stressful situation (such as combat) or in a direct contest against another player (such as a player using Action Skills against them), then they may regain all of their action points. While in an Encounter, action points do not recover on their own. There may be other methods, such as potions or items, that could allow you to recover some of your action point pool within a given encounter, but such things typically have finite uses.

Actions Points are a shared resource for all Action Skills. All characters start with a base of five (5) Actions Points. This pool may be modified by items, skills, temporary bonuses, etc. Some Action Skills may have a duration. In this case, the Action Skill may not be activated on the same target from any source until the first time duration has finished or the skill is cancelled. For example, if the Distraction skill is successfully used on a target, a second use of the skill could not be activated on the same character, regardless of source, until the duration of distraction has ended or another skill cancels the effect. Action points are spent as soon as an ability is called out and are not refunded unless the skill states otherwise. Once an Encounter is over, all Action Points are immediately restored for all characters. If there is a dispute as to when an Encounter ends, GMs are the final arbiters. When an Encounter ends, the remaining duration on any Action Skill also immediately ends. Typically the cost to use an Action Skill is one Action point per use. Some skills may require additional Action Point expenditures, either because a skill is inherently more powerful than a standard skill or because it has an additional/alternative effect. For further details, see individual skill descriptions. Regardless of how many additional Action Points are gained via any method, no character may have or spend more than 15 Action Points per Encounter. If a skill does not specifically state that it requires the expenditure of AP to activate, it does not. An example is the First Aid skill, which only requires time to activate, and not AP.

## TIME INTERVALS

Time intervals are used throughout the game to indicate how long it takes to do things such as create an object, roleplay a skill, etc. Below are the set time intervals used for the game. Sometimes a skill or item will increase or decrease a time interval by one step or more, in that case you would use the time interval above or below, respectively:

Instant -> 5 seconds -> 15 seconds -> 30 seconds -> 1 minute -> 5 minutes -> 15 minutes -> 30 minutes  
->1 hour -> 4 hours -> 8 hours -> 16 hours

## STORY DEVELOPMENT ACTION

Aurum is a game that focuses on storytelling, but sometimes a character's story cannot develop simply from the time spent at an event. The Story Development Action system is designed to quantify what a character does between events so that a player may further along the narrative of their character. When a player attends an event as a PC they may submit a single story development action of their choosing. The story development action does not necessarily have to be applied to the character played by the player at that event, it can also be applied to one of their alternate characters if they choose. Full Time NPC's do not receive Story Development Actions.

**Correspond With Trade Contact:** This action allows the character to contact an NPC they have established as a Trade Contact. They may ask that NPC to perform a favor, procure information, or give them a lead on employment opportunities. Although the player determines what their relationship with their trade contact is like, Plot ultimate determines what that NPC is capable of and who they are connected to besides the character.

**Research:** Allows a character to track down information on a person, place or object. Unlike using your trade contact to do so, the research action is instead undertaken with the character's own skill set. If the character possesses the skills Occult, Alchemy, or Theory they may instead research new recipes to craft. New Poisons are researched through the Theory: Natural Science skill and not through the Poison skill.

**Assist:** Characters may also opt to assist other characters with their Story Development Actions, rather than performing their own action. The effectiveness of the assistance is dependant on both the character being assisted and the character(s) doing the assisting.

## NPCING

Players are not required to perform an NPC shift during any event. Players may decide to perform a shift or shifts at their discretion, or play an NPC during an entire weekend (FTNPC). Performing an NPC shift is rewarded with SP and FTNPCing an event is rewarded with SP, 2 XP, and \$5 off the next-attended event, if you choose to PC. This discount does not stack with itself, so FTNPCing two events in a row would not result in \$10 off, it is still only \$5 off. It is free to FTNPC a weekend event. FTNPC's may opt to spend \$10 to PC for one shift and get their SDA that month.

Our NPCs and FTNPCs are encouraged to come wearing a white or black shirt and black or brown pants or sweatpants. We discourage wearing jeans, both as PCs and during NPC shifts.

## STATES OF CHARACTER INTERACTION

Players may sometimes be wearing a headband or baseball cap that is uniform in color. These are meant to be visual cues that signify certain states of interaction to other players in the game. The following list includes the most common colors you may see during the course of play and their meaning. Specialty bands that are not on this list may be used during special events. In those cases, their significance will be explained at events during opening ceremonies.

**White:** This player is out of game. If it is an NPC or Marshall, ignore them unless instructed otherwise by a Marshall. If it is another player character, ignore them. This is used for those times when a player must remove themselves from play (to use the bathroom, to take a phone call, etc) or when a Marshall/NPC needs to set up an encounter.

**Orange:** This player is a non-combat player. They may not engage or be engaged in normal combat. For more details, see the rules for non-combat players in the combat section.

**Blue:** This character is Aetheric in nature. Aetheric creatures include things like ghosts, poltergeists, and haunts. They require special skills and equipment to interact with.



**Purple:** This character is hidden, sneaking, or somehow invisible to the naked eye.

## MAGIC

Magic in the world of Sha'uru is dying, but it can still be encountered. Most magic will be found in the form of Alchemical Creations and Occult Rituals which require some form of prop to activate or use. Firebombs can be delivered either via a skill packet or an appropriate foam prop, Warding Charms can be placed onto jewelry and worn, and Beguiling Trinkets can be made out of a cotton stuffed pouch and placed onto a person. Sometimes, players may encounter an area or object that contains magical properties. These will typically have appropriate set dressing and accompanying marshal notes describing the properties in detail. The marshal notes are out of game, but can be read by anyone using Arcane Sight to bring that knowledge into game, and will be marked with a purple piece of ribbon, duct tape, and/or paper. Typical information found on the marshal notes are the name of the ritual or object, the rank of the ritual or object, the magical effects of the ritual or object, the duration of the enchantment, the date the notes were issued and a marshal's signature. Unsigned notes are not valid in play, and should be ignored, treating the object or location as mundane.

When crafting magical items with Alchemy and Occult, a marshal must be present to see that the character has all of the appropriate components, Schematics (Scrolls/Tomes/etc), and rank of the skill needed. Once the crafting is complete, the marshal will provide the player with the item card or marshal notes and sign them. Though the game will provide ritual and recipe roleplay instructions on the props for the schematics, players are encouraged to make up their own roleplay steps so long as they are immersive and they take the appropriate amount of casting/brewing time as per the crafting description.

Occasionally players encounter NPC's that are able to cast True Magic or have magic like abilities. These spells and abilities may only be defended with another spell or ability that states it can defend against magical attack (such as a Warding Charm) unless the spell itself states that it can be defended by mundane means. They are delivered via skill packet and affect the player no matter where they are struck on their person.

## CRAFTING

Aurum has several skills that allow for the creation of permanent and consumable in-game items. These craft skills mechanically operate in the same manner out of game, but differ in terms of the types of props they use, the roleplay of creating these items, and how the end results are utilized in game. The skills that can create permanent items are Alchemy, Occult, Poisons, and Science skills. In order to create the item the player must first report to logistics, handing in the components and displaying proof that they can craft the item (blueprint/scroll and/or character sheet). Logistics will hand the player the finished product card with the start time stamped and signed. The player then proceeds to the in-game area designated for that type of crafting and begins roleplaying the creation of the item. At any point after the minimum amount of roleplay time required to craft the item has been reached, the player can then return to logistics who will sign and stamp the end time on the card, validating the item as usable in game from that point forward. We expect players to properly roleplay the creation of the items, creating an immersive experience for themselves and others as they work through the process. Players who are found to be repeatedly and/or willfully disregarding the creation of immersion by avoiding the roleplay aspects of crafting may find their crafting privileges suspended.

All crafted items, regardless of their use each event, will typically have durability of three attended events. After three events attended consumables will become inert and equipment will require repair. Durability does not apply for schematics/recipes/scrolls or bullets.

## BUYING SKILLS

While the game does not have “Levels,” you do receive 2 XP for every event you attend. XP is used to purchase skills. Some skills cost more than 2 and in those cases you may have to save up over several events in order to learn a skill.

Skills learned from the General list or from the character’s chosen class list can be learned at any time so long as the character has the appropriate amount of XP available.

With the exception of Found Skills, Skills can be taught by any character that possesses them, to any character that can learn them (meaning the skill is available on the receiving characters class list or the general list) , and you will have access to the skill(s) the following period or some time after the teaching session (Typically in the next period, but it could be a smaller amount of wait time for single day events).

In a case where you pay for an event but cannot attend, you can either choose to have the 2 XP added to your character card for use at a later time and you may submit an SDA for that month, or you can request that the payment go toward a later month, where you would instead be able to play, receive XP and submit an SDA for that month. Aurum LARP currently has a strict No Refund policy.

Should you find that you have paid for an entire event but you must either leave early or arrive late, you of course will receive the 2 XP and SDA submission for that month. Aurum LARP does not provide partial refunds.

## CHECK IN / CHECK OUT

Check-in: All players and staff must check in before they can begin playing. Check-in is performed at Logistics. Logistics is typically found in the main play area (the “Pub House”) and usually is somewhere near the kitchen. You will receive your character card in a clear plastic bag along with any component/item cards and currency your character has acquired. Players who are FTNPCing should still check in and get their card as it a) makes staff aware of your presence on the camp and b) allows staff to document the donation of your time to the game so you can be properly rewarded.

Check-out: Once play has been called for the day or weekend, players may go to Logistics for check-out. Players are encouraged to bring back their character cards, plastic bag and components/item cards/currency. This allows for the Logistics team to update your card between months, keeps your items and currency safe and allows Logistics to keep track of durability and to alert you if an item needs repair.

Please note that if character cards are not handed in, there is no way for Logistics to update your card. If component/item/currency cards are not handed in, Aurum LARP cannot guarantee they will be available for your next event and will not replace any lost, forgotten or destroyed cards. If a card is lost, forgotten or destroyed, it is as if the item, component or currency it represents was lost, forgotten or destroyed in-game. Component and Item Cards are small enough to fit into clear trading card sleeves, we suggest using these as it may extend the life of your cards.

Please remember, Players are responsible for cleaning up their own sleeping space after game is called for the weekend. This includes but is not limited to, packing and removal of costuming, bedding, makeup, etc as well as food, food wrappers, debris and so on. Everyone forgets things sometimes, but perpetual failure to clean up after oneself may result in disciplinary action. We want to maintain good relationships with our camps and one way is to take responsibility and clean up after ourselves!



## CHAPTER 3: CHARACTER CREATION

### CHARACTER CARD

Players will first want to choose a Class and Species for their new characters, and begin the game with 10 XP to spend, which can be used to purchase skills in your chosen class list or from the general list. You may not spend more XP than you have at character creation, however you can spend less and bank the remainder to use at a later time. You will additionally want to choose a Character name. All characters start with 5 Action Points. No skill may be purchased beyond second rank at character creation.

Sometimes after a few events, we realize the character we designed isn't quite what we wanted it to be and wish we could change a couple skills or the species. Sometimes we don't enjoy playing the character at all and want to go in another direction with it. Players are allowed to change any aspect (or all aspects) of a character before their fourth event played. If you FTNPC an event, meaning you do not play your character at all for a weekend, it does not count toward your three events. After this point, a character can be 're-rolled' after this point, meaning the character no longer exists, passes on, etc and a new character can be made with 16 XP (10 starting XP + XP from three events), with the understanding that all character ties, memories, experiences, etc do not carry over to the new character. This character should be completely new and separate from the character that was 'rolled.'

Starting money is K5 Durren Kroner and starting equipment is chosen based on what skills the character has purchased, each bullet point applies separately:

- One set of melee weapons from among all of the melee weapon skills the character knows.
  - (1 Handed & Shield, Florentine, Great Weapon, Simple Weapon)
- One weapon and six units of ammunition from among all the projectile weapon skills the character knows.
  - (Firearms, Ranged Weapon)
- Up to one piece of armor for each location from among the armor skills the character knows. The Armor locations are Head, Torso, Left Arm, Right Arm, Right Leg, Left Leg.
  - (Light Armor, Medium Armor, Heavy Armor)
- Two Recipes and enough raw materials to craft at least one of each from among all of the skills that allow items to be crafted.
  - (Poisons, Alchemy, Occult, Scientific Theory/Scientific Practice)

The player may forego one or more of the above bullet points to receive K5 Durren Kroner per bullet point of additional starting cash. Certain items are not required as equipment so long as the player can provide an immersive physical representation of the item. For example, if a player disguises an LED or Flashlight to look like a lantern or a torch, they may use it without it needing to be equipment they purchase.

# RACES/SPECIES

Below is a list of the different races/species that you can be as a player character. There are more species than those listed below, but they are reserved for non-player characters. The proper name will be listed followed by the names that Humans have given those species in parentheses.

## DUR (DWARF)

### CULTURE

Dur, whom have been clannish since ancient times, were once divided into noble houses united under a single monarch. In modern times, only a few of the great noble houses have survived, as many of the clans gave way to merchant households. Stoneforge, a mountain Dur house, is the oldest and most powerful. A common trait in dwarven culture is a deep-seated need to leave behind a legacy of some kind. This is what leads most Dur to seek out their fortune in the world at large, and to join several of the expeditions that are exploring Antioch. Their gruff nature and ancient lineage tend to make them appear to be intolerant of other Species. They have a particularly strong hatred of goblin kind, as the Dur and goblins warred since time immemorial. Many claim (especially the Dur themselves) that they were responsible for the genocide of orcs in the old world. There are some Dur, the **Astegos Dur** (colloquially known as City Dwarves) that have settled in human society, either for trade or curiosity. These Dur are seen as lesser cousins by their brethren from the Durren nations, though still a cut above humans and elves.

Below are the main Durren factions within Dur Society:

**The Vrachos Dur** (Deep Dwarves): The Vrachos Dur claim to be oldest of Dur Species. They are of the opinion that the other Dur made a grave error by leaving behind their sacred duty to care for the deep places in the earth. By interacting with the world above on a regular basis they became corrupted by other cultures, and only they are the TRUE Durren culture. The rest of the Dur tend to see them as stuffed shirt traditionalists who are generally too frightened of the world above to leave it. There are a few among them that choose the life of adventurers, whether for personal gain or through the behest of a patron who needs an agent in the world above.. The Vrachos Dur maintain the largest trade, to this day, in plants and fungi that only grown deep beneath the ground. These underground commodities are greatly sought out by poison makers and alchemists.

**The Vuono Dur** (Mountain Dwarves): The Vuono Dur still see earth and stone as true home, so they tend to build most of their settlements at the base of mountain ranges or large hills. They are more social than their Vrachos Dur cousins and recognize the need to forge strong alliances with the other Species in order to prosper. Strongest merchant in the world are counted among the Vuono Dur. Because of this they believe in strong family ties and personal honor, to impune upon the honor of a Mountain Dur is to invite his wrath.

**The Ouranos Dur** (Sky Dwarves): The Ouranos Dur are the youngest of Dur Species. Only a few generations old their society and culture developed alongside steam technology. The merchant houses of the Ouranos Dur were the first to recognize the value of Aurum and its engineering applications. So these Dur decided to break away from traditional dwarven norms and have made their homes above mountain tops in large floating cities. Chief among the Ouranos Dur inventions is the aether ships, large steam powered dirigibles. This allowed them to become experts at shipping goods through air travel, earning the enmity of Vand Nisse who see it as less of an art and more of trusting contraptions. Most Sky Dwarves tend to have brash and big personalities - loud and raucous. Whereas the other Durren Species tend to grate non-Dur with their self proclaimed greatness, Sky Dwarves do so by being obnoxious and rowdy.



## COSTUMING REQUIREMENTS

**Astegos Dur (City Dwarves)** - Long, fake beard of any (natural) hair color. Cannot decorate the beard in any manner\*.

**Ouranos Dur (Sky Dwarves)** - Blonde or light-brown long beard with feathers (of any color) woven in or somehow attached\*. Beards can be naturally grown, they do not need to be fake.

**Vuono Dur (Mountain Dwarves)** - Dark brown or black beard with jewelry (such as chains, pendants, etc) woven in or somehow attached\*. Jewelry can be any color and any metal. Beards can be naturally grown, they do not need to be fake.

**Vrachos Dur (Deep Dwarves)** - White, light silver or a natural red colored long beard\*. All exposed skin must be a light grey color with a stone-like texture. Beards can be naturally grown and should Not have any decoration woven in.

\*By long we mean that the beard must reach the player's chest. Players who intend to play a female character may substitute the beard for a single braid on the left side of their head. It must be a minimum of 1" thick and all other requirements (length, color, decoration, etc) must be met as well.

## BOONS

**All Dur:** Trade Contact I (Dur) and Tough I (-1XP on class list or general list).

In addition to the Boons above, the following Durren Species receive additional Boons:

**Oranous Dur (Sky Dur):** Cannot take Goblin or Vand Nisse as a Trade Contact, Trade Contact II (-1XP on class list or general list) and Practice II (Physics) (-1XP on class list or 3XP off-list)

**Vrachos Dur (Deep Dur):** Blind Fighting (-1XP on class list or 2XP off-list), Tracking (-1XP on class list or 1XP off-list), Poisons II (-1XP on class list or 3XP off-list)

**Vuono Dur (Mountain Dur):** Discounted Grit II (-1XP on class list or 4XP off-list)

# NISSE (ELF)

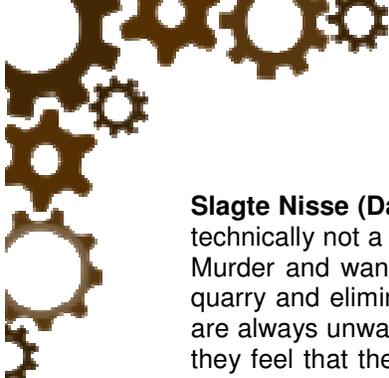
## CULTURE

The core belief of all elves is “life is beautiful.” They believe that in order to promote life and to enhance its beauty, they should devote themselves to a high art that benefits the world at large. But not all possess the talents of an artisan, and therefore, nisse culture recognizes that there are portions of that high art that individuals can devote themselves to. To the elves, the greatest aspiration one can have in life is to devote themselves to an mastering a single aspect of life in order to heighten the beauty and perfection to the world. Through the ages, like minded elves gathered together in order to support that high art which they felt called to them. This evolved into the nisse cultures of the modern age. The most numerous in the world are the Vand Nisse, Afsla Nisse, and Slagte Nisse. (Though other nisse cultures exist beside these three, only these are available as player character Species). Even Nisse who did not grow up in nisse culture, the Hus Nisse, seem to share a portion of this belief in spirit. Many **Hus Nisse** (colloquially known as City Elves) become philanthropists in order to be patrons to artisans of skill greater than their own. Most elves tend to be good-natured but view goblinoids and other monster Species with disdain; though they typically are not outwardly violent about it (even dark elves).

Below are the main factions within Nisse Society.

**Vand Nisse (Sea Elves):** Vand Nisse do not dwell or survive *in* the sea, they take joy in sailing upon it. They view sailing (by water) as a true expression of the freedom that mortals possess. To sail is not simply to place a ship in water. There are nuances that most of the lesser Species cannot fathom about guiding a ship from port to port. Knowing the weather, currents, ship and crew and how all these pieces comes together. Charting a course, menial tasks such as maintenance and negotiating safe passage are all an artform. Because of this viewpoint, Vand Nisse have a whole mercantile society where being a ship captain is a major status symbol and owning a fleet puts you amongst the elite. Even piracy and the like still hold true to the core tenants of these beliefs, though it is still considered an unsavory lifestyle. Vand Nisse who leave to become Adventurers, do so to seek their fortune so they're better able to own their own ship. These elves make up the bulk of the Vand Nisse seen outside of the high seas and port cities. Their natural ability and work ethic make them excellent philanthropists. Most Vand Nisse tend to come in contact with Vrachos and Vuono Dur who use their services to transport their goods across the world.

**Afsla Nisse (Arcane Elves):** The Afsla Nisse are the oldest of the nisse Species. As such their high art is also one of the oldest in the world. The Afsla Nisse believe magic is the true art. As such, occult study, arcane practice and recovering forgotten arcane knowledge is all within the purview of their high art. The great capital cities of the Afsla Nisse are also home to some of the strongest ley lines in the world, and they comprise a majority of The Curiositas Arcanum Circle membership. Some Afsla Nisse spend years as apprentices studying lore and magical history before attempting to wield the arcane at all. Within the Afsla Nisse society, the height of renown is discovering forgotten arcane knowledge, second only to the invention of new spells and charting new ley lines. It is this search for glory and power that drives many Afsla Nisse to leave the cities to seek their fortune. Even the few elves who show little talent or care for the arcane, find a facility with it that others do not share.



**Slagte Nisse (Dark Elves):** To outsiders the Slagte Nisse claim that theirs is the Art of the Hunt. Though technically not a lie, this is a mere cover for their true love. Slagte Nisse employ the Art of Assassination. Murder and wanton destruction are ugly and cheap compared to the exquisite thrill of finding a worthy quarry and eliminating them. The Slagte Nisse believe that society must constantly progress and there are always unwanted elements that hold it back. These elements must be removed or repurposed. When they feel that they have found a truly irredeemable individual, they employ stealth, subterfuge, poisons, and guile to eliminate them. The true master of the art can make it seem as if their quarry died when they were meant to. Though sometimes Slagte Nisse can be hired to kill, they never accept a contract without first ensuring that their subject is truly meant to die. The Black Rose, the largest guild of Assassins in the known world is run by the Slagte Nisse. Very few people outside of Slagte Nisse culture know the truth, and those that do, never speak of it, lest they be seen as untrustworthy, or worse, prey. The greatest crime in Slagte Nisse society is the taking of innocent lives. To cut a life short before it has had the chance to prove its potential and worth is something that also brands you as prey.

## COSTUMING REQUIREMENTS

**Hus Nisse (City Elf)** - Pointed ears of any length.

**Vand Nisse (Sea Elves)** - Blue tribal tattoos on upper half of face (nose and up), pointed ears of any length

**Slagte Nisse (Dark Elf)**- Blackened scar makeup covering the upper half of the face in specific patterns (like writing), pointed ears of any length

**Afsla Nisse (Arcanum Elf)** - Purple runes on the upper half of the face, pointed ears of any length

## BOONS

**All Nisse** Trade Contact I (Nisse) (-1XP on class list or general list) and Charm I (-1XP on class list or 3XP off-list)

In addition to the Boons above, the following nisse Species receive additional Boons:

**Afsla Nisse (Arcanum Elf)** - Occult I (-1XP on class list or general list) and Occult II (-1XP on class list or 3XP off-list)

**Slagte Nisse (Dark Elf)** - Waylay (-1XP on class list or 4XP off-list) and Tracking (-1XP on class list or 1XP off-list)

**Vand Nisse (Sea Elves)** - Cannot take Oranous Dur as a Trade Contact. Swim (0XP), Climb (-1XP on class list or 1XP off-list) and Trade Contact I and II (Dur) (-1XP on class list or general list)

# GOBLINITES

## CULTURE

Goblinites are so named because they are half-breeds. They are the offspring of Goblins and another sentient species. They have no society of their own, instead they tend to incorporate themselves into human or goblin societies. Nisse do not welcome any Goblinites into their lands with the exception of Kobolds, whom they acknowledge are part Nisse. However, because of how they are treated in Nisse lands, Kobolds typically find their prospects are better within Human or Goblin lands. Durs tend to treat all of the Goblinite Species except Homunculi as beasts, no better than dogs. Many actively put down Goblinites found within the borders of their lands (especially Gnomes). Homunculi they recognize as property, but still regard them as unclean and unfit to respect. Goblins welcome Goblinites into their lands, but tend to exploit them knowing that if they are desperate enough to come live within the goblin kingdom, they don't have better prospects elsewhere. Due to the terms of the Peace Accords that ended the wars between Goblins and the other Species, Goblinites are afforded the protection of not being destroyed outside of the sovereign lands of Nisse and Dur.

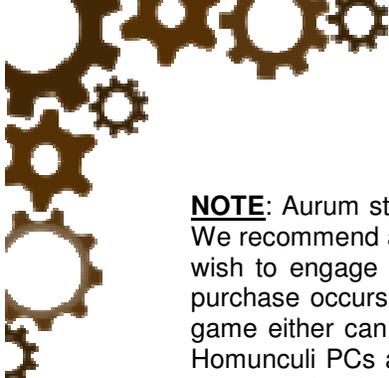
**Halfling** (aka Halvdelen Maend [elvish], Andres Miso [dwarven]) - Halflings, or Half-men, are the product of human and goblin parents. They tend to lead happy-go-lucky lifestyles, enjoy drinking and merrymaking. This is mostly to drown away the fact that they are considered lessers by both Species of their parentage. Humans typically see them as "notably different", relegated to being treated as side-show freaks or cripples. Goblins tend to see them as lesser goblins who are only good for working in food service and as messengers and not much else. Because of this, Halflings tend toward adventuring and being vagabonds to seek out their fortunes in the world.

**Kobolds** (aka Snavset Nisse [elvish], Vromikos Xotica [dwarvish]), - half goblin/nisse - Nisse see Kobolds with pity, because they may be "corrupted," but they are still elves. Kobolds are considered to be unclean or undesirable and are typically in the lowest caste system as indentured servants or take on menial jobs. If they are in human cities, it is because they ran away or are representatives of a Nisse family that took them in as indentured servants.

**Gnomes** (aka Vdelygma Dur [dwarvish], Unaturlig Dvaerg [elvish]) - half goblin/dur - Durs are highly intolerant of Gnomes. Though a Dur will not kill a Gnome just for existing, even in non-Durren lands, Dur will typically refuse to acknowledge or work with Gnomes. This has made Gnomes very crafty at hiding and existing underfoot. When living in Durren cities, Gnomes will make home in the sewers of sky Dur cities, or further underground than the deep or mountain dwarves.

**Homunculi:** It is common knowledge that Homunculi are created by Goblins and sold as constructs, like golems. Homunculi are actually alchemical created via a process that fuses the dead tissue and blood of other Species with that of Goblins. Nine out of ten of the homunculi created have no free will and barely any personality. The bulk are kept by Goblins as subservient automatons. All PC homunculi belong to the 10% that have personalities and free-will. These are sold off to other Species. Because of their method of creation, what they are capable of varies from one to the next. Homunculi are seen universally as constructs that sacrifice raw strength and durability to be able to perform more complex tasks and cognitive thinking. Homunculi are also inherently genderless (they do not have reproductive organs as they are unnecessary for the task they were created for), though some have adopted gender traits by choice.

All PC Homunculi must have a PC or NPC owner. If the player chooses an NPC owner, the player has the option of working towards their owner's goals or being a runaway. Players can buy multiple Homunculi contracts In-Game but can only have a maximum of one at character creation. If several players want to be owned by one particular PC, that PC would have to buy them from an NPC or another player in-game, which is handled by Plot.



**NOTE:** Aurum staff recognizes that the ownership of another player's PC can be a very fragile situation. We recommend a lot of communication regarding boundaries and expectations between any players who wish to engage in this sort of RP together, before the characters are submitted or before the in-game purchase occurs. In-game purchases can only occur if both parties agree to it out-of-game, though in-game either can act less than enthusiastic toward the other if that is within the character's personality. Homunculi PCs are still given their XP, SDA, and SP (if applicable) to spend as they wish. A PC owner **cannot** take these away, force the Homunculi player to use any of them a certain way, or use these things for their own purposes unless the player of the Homunculi enthusiastically consents to it out-of-game. Should a player agree to either side of the PC ownership dynamic, later determine they are uncomfortable with it, but does not feel comfortable renegotiating with the other player involved, please notify a staff member you are comfortable with ASAP and we will do our best to create an equitable situation for the transfer of ownership as discreetly as possible. As this is sensitive information, such a request will only be made aware to Aaron, Kelvin, Robyn, and the staff member told (if not one of those three). Please remember we have a zero tolerance policy for mistreatment of players.

## COSTUMING REQUIREMENTS

**Halflings** (half human, half goblin) - Costume Requirements: green makeup around the eyes, unibrow, fake mutton chops (optionally, female characters can choose to wear curls in place of mutton chops instead), optional: fur on feet.

**Kobolds** (half Nisse, half goblin) - pointed ears, green makeup around the eyes, and either a septum ring with a charm attached or a series of linked chained earrings on either ear (or both).

**Gnomes** (half Dur, half goblin) - green makeup around the eyes; large, fake "Dwarf ears"; fake, elongated goatee (must be fake, at least 3 inches in length and of a color available to Dur beards). Players who intend to play a female character may substitute the goatee for a single braid on the right side of their head. It must be a minimum of 1" thick and match the corresponding hair color.

**Homunculi** (alchemically created) - full makeup over all exposed flesh, 50% must be green, 50% of a natural flesh tone, and all of it must appear to blend and mix in places. Pointed ears of any length and an elongated goatee (must be fake, at least 3 inches in length and of a color available to Dur beards, Players who intend to play a female character may substitute the goatee for a single braid on the right side of their head. It must be a minimum of 1" thick and match the corresponding hair color of the Dur species of their parentage.)

## BOONS

**Goblinite:** Dodge (-1XP on class list or 3XP off-list) and Trade Contact I (-1XP on class list or general list). May opt between Literacy of a non-Goblin or Goblin at character creation instead of Literacy Common.

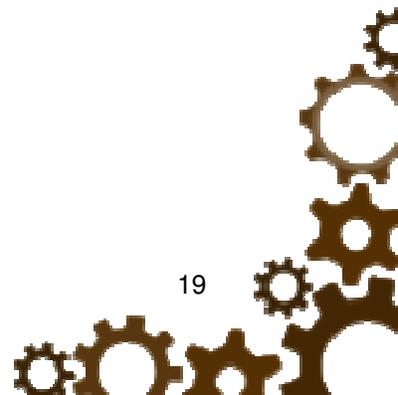
In addition to the Boons above, the following Halfling Species receive additional Boons:

**Halflings:** No additional boons.

**Gnome:** Cannot take Dur as a Trade Contact, Disable Devices (-1XP on class list or 2XP off-list) and Tough I (-1XP on class list or general list)

**Kobolds:** Cannot take Nisse as a Trade Contact, Hide (-1XP on class list or 2XP off-list), Find/Set Traps (-1XP on class list or 2XP off-list) and Blind (-1XP on class list or 3XP off-list)

**Homunculi:** Pick one racial each from a human, dur, and nisse species. Must modify their makeup and costuming accordingly to reflect one requirement from each.





## HUMANS

### CULTURE

Humans are the youngest of the four major Species of the world. Most archeological evidence shows that Dur and Nisse had established cities that are older than any artifacts of ancient human cultures. However, humans possess a spirit and wanderlust that has made them more prolific than the other Species. The Silverthorn Empire, established in 1178 spread through most of the known world and controlled vast sections of land. They were instrumental in ending the Goblin War of 1663 by force, and it was their decision to make Goblins subservient to the Human Empire that eventually saved the species from extinction. As the Dur continued their purge of the monstrous Species from the world of Sha'uru, the humans saw merit in recognizing them as a people. In 1771 the humans freed the Goblins and negotiated their recognition as a sovereign nation with the The Bicontinental Pact. Since then, Humans have been the central hub of trade and commerce among the Species of the world who prefer not to deal with the others for whatever reason. The last empress, Viola-Rose Harewood Silverthorn, dissolved the empire to form the the Confederacy of Allied Republics, the current Human government. The Confederacy is divided into 13 Republic States. Below are the humans who populate it:

**Human** (The Common Man) - This species represents the bulk of the common citizens of the Confederacy. Most are monotheistic and follow the teachings of the Temple of the Golden One. It is through the teaching of the church and through their warlike and wandering past that most humans have culturally become familiar with the medical arts.

**The Tribes of Barlethan** (The Tribals) - The Tribes of Barlethan are a curiosity, as they were a political movement that began in the smallest of the 13 Republics, Barlethan, at the start of the discovery of Aurum and the development of Durren Steam Technology and Aetheric Science. They are a deeply spiritual people, but unlike most of their brethren, they follow a sort of naturalistic view of the world. The Tribals began to go into the secluded places of the world and set up communities who revered the natural world and proscribed the use of Steam Technology. Today all of the tribes are collectively represented within the Confederacy by a council in Barlethan that acts as their Governor. This Council selects the Parliamentary Representatives that speak for the Tribal nation as a whole.

**The Wayfaring Seekers** (The Wayfarers) - The Wayfaring Seekers were once a small group of humans that believed that out in the world there existed a great artifact of magical power, the heart of Sha'uru. They believed this legendary device had the power to restore the waning magic of the world. So many of them decided to wander the world and seek it out. In their travels, they convinced like minded people to join them, and eventually The Wayfarers became a culture unto themselves. Within a few generations, the die hard seekers who still searched for the Heart of Sha'uru became fewer in number, as no trace of the artifact had been uncovered. Families of Wayfarers continued their way of life, and they became a people unto themselves. Wayfarers are known as resourceful traders who are friendly and jovial, though a few bad eggs have given some the impression that they tend to be vagrants and thieves.

**Imperial Humans** (Blue Bloods) - Though the Silverthorn Empire was dissolved 66 years ago, the noble families of the Confederacy were cultivated for over 700 years. As such they are a cut above the common humans of the Confederacy, or so they believe. The Blue Bloods have had to reconcile with the fact that in an industrial society the nobles only hold as much sway as their businesses. This is not a problem for the major noble houses. For the lesser houses who do not have that sort of financial clout, the expedition has presented a unique opportunity. The new continent of Antioch will need infrastructure and political leadership, and who better to establish that than those who have ruled in the past.

## Costuming Requirements

**The Common Man:** No costuming requirements. It is always recommended that players retain a Victorian flair to their costuming choices, however.

**The Tribes of Barlethan** - Lots of beaded accoutrements, such as necklaces and in the hair. Must be easy to see, so jewelry must be kept over the clothing. All of the beads must be uniform in color/pattern as this denotes the specific tribe. As such, several players choosing to play the same family must all use the same bead pattern.

**The Wayfaring Seekers** - Comfortable and worn clothing suited for travel, with a typically patchwork, ruffled/latered or makeshift look about it. A compass rose tattoo must be on a constantly exposed body part. The tattoo must be easily visible, larger than a half dollar coin, and any color except green. It can be as plain or as intricate as the player chooses.

**Imperial Humans** - Imperials lean toward fancier outfits that showcase their perceived superiority and wealthiness. They always try to wear high necklines and gloves, as a barrier against the lesser beings they come into contact with day-to-day. All Imperial characters must have a hyphenated first name. Examples: Viola-Rose, Ewan-Price, Katheryn-Anne, Geoffrey-Thomas. All imperial characters must also roleplay a strong disdain for physical contact with anyone except other Imperials.

## BOONS

**Humans:** Practice II (Natural Science) (-1XP on class list or 3XP off-list)

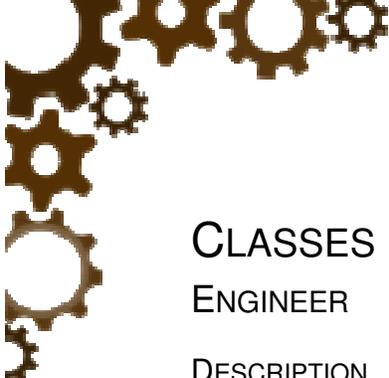
In addition to the Boons above, the following Human Species receive additional Boons:

**The Common Man:** No further boons.

**The Tribes of Barlethan:** Alchemy II (-1XP on class list or 3XP off-list)

**The Wayfaring Seekers:** Any Single Purchase of a Rank II Trade Contact Skill  
(-1XP on class list or general list, this includes Underground Trade Contact)

**Imperial Humans:** Willpower II Discounted (-1XP on class list or 5XP off-list)



# CLASSES

## ENGINEER

### DESCRIPTION

Engineers are primarily a crafting class, with an emphasis on repair and researching new mechanical items.

Skill Name	Max Rank	Cost/Rank
Acuity	3	1/2/3
Armor (Light)	N/A	1
Armor (Medium)	N/A	2
Disable Device	N/A	2
Focused Study	N/A	2
Practice (Choice, Except Math)	4	1/2/3/4
Practice (Math)	4	2/3/4/5
Theory (Math)	4	2/3/4/5
Theory (Physics)	4	2/3/4/5
Theory (Choice)	2	2/3
Tough	1	2
Weapon (Firearm)	N/A	2

## ENTREPRENEUR

### DESCRIPTION

Entrepreneurs are designed to be a “Jack of all Trades” class. Though they have the largest spread of skills, they are meant to only dabble in the vast majority and typically do not have access to higher ranks of most skills.

<b>Skill Name</b>	<b>Max Rank</b>	<b>Cost/Rank</b>
Acuity	4	1/2/3/4
Armor (Light)	N/A	1
Blind	N/A	3
Charm	N/A	3
Climb	N/A	1
Disable Device	N/A	2
Distract	N/A	1
Dodge	N/A	3
Find/Set Traps	N/A	2
Hide	N/A	2
Pick Lock	N/A	2
Pickpocket	N/A	2
Poisons	3	2/3/4
Practice (Chemistry)	2	3/4
Sneak	N/A	3
Underground Trade Contact	2	3/4
Waylay	N/A	4
Weapon (Firearm)	N/A	2
Weapon (Ranged)	N/A	2
Willpower	2	4/5



## EXPLORER

### DESCRIPTION

Explorers are a secondary fighter class. They are not the heartiest of fighters, but make up for it in having access to ranged weapons and more utilitarian skills.

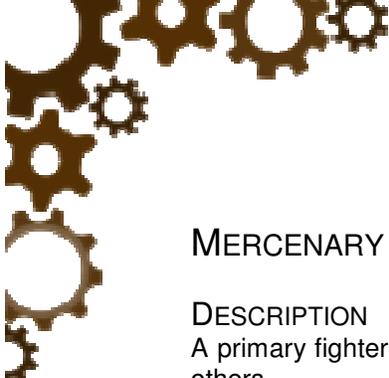
<b>Skill Name</b>	<b>Max Rank</b>	<b>Cost/Rank</b>
Acuity	4	1/2/3/4
Armor (Light)	N/A	1
Blind	N/A	3
Blindfighting	N/A	2
Climb	N/A	1
Crit	N/A	3
Crit Shot	N/A	3
Find/Set Traps	N/A	2
Disarm	N/A	2
Dodge	N/A	2
Grit	2	3/4
Hide	N/A	2
Jump	N/A	1
Tracking	N/A	1
Waylay	N/A	4
Weapon (Firearm)	N/A	2
Weapon (Florentine)	N/A	2
Weapon (Great Weapon)	N/A	2
Weapon (Ranged)	N/A	2
Willpower	1	3

## HEDGEMAGE

### DESCRIPTION

Hedgemages are primarily a support class, creating potions and trinkets that grant protection and minor bonuses. Hedgemages are more of a ritual-based class and thus tend to mimic a crafter class more so than a fighter class in combat situations.

Skill Name	Max Rank	Cost
Acuity	2	1/2
Alchemy	4	2/3/4/5
Occult	4	2/3/4/5
Practice (Aetheric)	4	2/3/4/5
Theory (Aetheric)	4	2/3/4/5
Weapon (Ranged)	N/A	2
Willpower	3	4/5/6



## MERCENARY

### DESCRIPTION

A primary fighter class, they are able to use all weapons and armor types, and can even parry blows for others..

Skill Name	Max Rank	Cost
Acuity	3	1/2/3
Armor (Heavy)	N/A	3
Armor (Light)	N/A	1
Armor (Medium)	N/A	2
Blind Fighting	N/A	2
Climb	N/A	1
Crit	N/A	3
Crit Shot	N/A	3
Disarm	N/A	2
Dodge	N/A	3
Grit	3	2/3/4
Jump	N/A	1
Parry	N/A	2
Resilient	N/A	3
Skilled Defender	N/A	3
Taunt	N/A	2
Tough	3	3/4/5
Weapon (1-H. & Shield)	N/A	2
Weapon (Firearm)	N/A	2
Weapon (Florentine)	N/A	2
Weapon (Great Weapon)	N/A	2
Weapon (Ranged)	N/A	2
Willpower	2	4/5

## SCIENTIST

### DESCRIPTION

The primary healing and invention class in the game. They excel at Theory in all fields of science.

Skill Name	Max Rank	Cost
Acuity	2	1/2
Charm	N/A	3
Focused Study	N/A	1
Poisons	4	2/3/4/5
Practice (Choice)	2	2/3
Practice (Math)	4	2/3/4/5
Practice (Natural Science)	4	2/3/4/5
Theory (Math)	4	2/3/4/5
Theory (Choice, Except Math)	4	1/2/3/4
Willpower	1	3



## GENERAL SKILL LIST

A set of skills that's available to everyone in order to help them round out their character.

Skill Name	Max Rank	Cost
Alchemy	1	3
Armor (Light)	N/A	2
Fisticuffs	N/A	0
Grit	1	3
Literacy (Other)	N/A	1
Occult	1	3
Poisons	1	3
Practice (All)	1	3
Resilient	N/A	4
Retain	N/A	2
Swim	N/A	1
Theory (All)	1	3
Tough	1	3
Trade Contact	3	2/3/4
Trip	N/A	2
Underground Trade Contact	1	4
Weapon (Simple)	N/A	1
Weapon (Ranged)	N/A	3
Weapon (Firearms)	N/A	4
Willpower	1	4

## CHAPTER 4: SKILL DESCRIPTIONS

**Acuity** - Permanent Skill - This skill increases the Action Point pool of a character permanently by +1 per rank possessed.

**Alchemy** - Permanent Skill - Allows the character to craft Alchemical items up to the rank purchased. Please see Chapter 6 for more information on ranks, craft timers, etc.

**Armor** - Permanent Skill - This allows players to wear and receive a bonus from certain types of armor. Armor only works if the player is struck on the armor itself. If multiple types of armor cover a single location, only the highest type of armor counts for protection. At the end of the encounter a character may roleplay resetting their armor to bring it back to its full efficiency for the next fight. Light Armor (Leather, Studded Leather) can negate one strike before it needs resetting, Medium (Ringmail or Chainmail) can negate two strikes before needing resetting and Heavy (Plate or Banded Mail) can negate three strikes before needing resetting. Armor does not stop bullets. When dealing with Torso shots, Armor is used before Tough unless an attack can bypass armor. Helmets provide one additional point of armor to the Torso and it is the last Armor point lost in combat.

**Blind** - Action Skill - This renders the target Blind and unable to see, attack or defend for 5 seconds unless they have Blindfighting. For the duration, the player may only move at a heel to toe rate. The character using this skill must roleplay as if they are throwing sand or some other foreign substance that is not an in-game item at the target's face by using a skill-packet. This skill can be Dodged, but it cannot be Parried.

**Blindfighting** - Permanent Skill - This allows a player to continue fighting as normal while blind with anyone within ten feet of them. The player must still call "Blindfighting" when using the skill, though they do not expend an Action Point to use it. This is a non- ranked skill.

**Charm** - Action Skill - (Charm Effect) Causes the target to view the character using this skill as non-hostile for 5 minutes, as if they were a brand new friend or beneath their notice. This is not a dominate skill, so the target is not required to do anything the caster asks, but they may be more inclined to go along with, or perform a

favor for the caster, much like a friend would. In order to activate this skill the character must roleplay with their target in such a way that would immediately see them as non-threatening. This includes, but is not limited to: complimenting your target, begging for your life, offering a bribe, etc.

**Climb** - Permanent Skill - This allows players to climb obstacles in GM designated areas. This is a non- ranked skill.

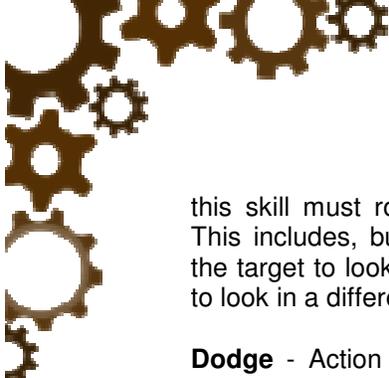
**Crit** - Action Skill - This ability allows a Torso melee strike to go through all ranks of Tough. The player must successfully land the blow on the Torso area. This ability will not go through any rank of Armor. This is a non- ranked skill.

**Crit Shot** - Action Skill - This ability costs 3 Action Points and allows a Torso hit with a ranged weapon or firearm to go through all ranks of Tough. The player must successfully land the shot on the Torso area. This ability will not go through any rank of Armor on its own, but will bypass armor normally if the weapon type used does so. This is a non- ranked skill.

**Disable Device** - Permanent Skill - This skill allows the player to attempt to disarm, disengage or otherwise turn off any sort of trap, machinery, etc. This is a Permanent Skill. The player must convene with a GM to see if their attempt is successful. If a trap is hidden, it may not be disabled until someone who has successfully found the trap points it out.

**Disarm** - Action Skill - This skill causes the player to drop whatever is in the hand of the arm that was successfully struck. If a one-handed weapon is struck, they drop that weapon. The player must drop it straight down, they cannot 'toss' it in any direction and they cannot pick anything up with that hand for 5 second. This skill is non-ranked. This skill may be used with Two Handed Ranged weapons or Two-Handed Firearms (Rifles, Crossbows, Bows).

**Distract** - Action Skill - (Charm Effect) Causes the target to be distracted, meaning they look away and cannot take offensive action for 5 seconds. Taking offensive action against someone affected by this skill will break the Distraction. The target can use defensive actions while Distracted. The character using



this skill must roleplay causing the distraction. This includes, but is not limited to: shouting at the target to look at them, shouting to the target to look in a different direction and pointing, etc.

**Dodge** - Action Skill - This allows a player to negate any one physical attack or AoE attack that would otherwise affect them, except Waylay or attacks from Firearms. This ability can only be used when wearing no armor or Light Armor. This is a non-ranked skill.

**Find/Set Traps** - Permanent Skill - This skill gives the player the ability to successfully find and set a trap. To find a trap the character must stand still and look around them for 15 seconds, revealing any traps within a 10' visible radius. Please see the Physics section for more information on individual traps.

**Fisticuffs** - This skill allows a player to use Unarmed Attack Boffers in combat. See the combat section for further limitations of Unarmed Attack Boffers.

**Focused Study** - This skill allows a player to select a specialization within a field of science. May be purchased once for each field of scientific theory the character possesses.

**Grit** - Action Skill - This allows the player to continue using a limb normally immediately after it has been struck in combat for 30 seconds. After the duration of Grit has lapsed, the limb will be completely useless until healed by a splint or another appropriate item. Each successive rank of Grit beyond the first increase the duration by one time interval. Once the duration has expired Grit may not be called for that same limb unless the limb has been restored to full use by another skill or item.

**Hide** - Action Skill - This skill makes the player invisible while they are standing completely still behind any foliage, object or structure that can reasonably hide at least 75% of their body. Any offensive action, movement or loud noises from the hidden character will break Hide immediately. Characters with Tracking may, at a Marshal's discretion, denote the general area (within 15 feet) in which the hidden character is located. This skill is non-ranked.

**Illiterate** - Permanent Skill - 0xp - This renders the player unable to read or write in any language, including their native language. This

skill may be removed by being taught to read in game and spending 1 xp.

**Jump** - Permanent Skill - This skill allows players to jump in GM designated zones. This skill is non-ranked.

**Literacy (Other)** - Permanent Skill - Everyone starts with their base literacy at no cost. Purchasing this skill allows the character to read and write in the alphabet of another species. The choices available to all are Nisse, Dur, Human and Goblin, however Goblin may only be purchased at character creation by Goblinites and Humans.

**Occult** - Permanent Skill - Allows the character to craft Occult items and use Occult skills of the appropriate rank. Certain occult items may require a character to have the appropriate rank of Occult to use. Please see Chapter 6 for more information on ranks, craft timers, etc.

**Parry** - Action Skill - This skill allows a player to spend an action point to negate one physical attack against themselves or a target within weapon reach. Cannot be used on Disarm, Area of Effect attacks, attacks from Firearms or Waylay. Skills used against the character with Ranged Weapons may only be parried with a shield. This skill can only be used with melee weapons or shields. This skill is non-ranked. This skill can be used on attacks from behind that are not Waylay.

**Pick Lock** - Permanent Skill - This skill allows the player to pick locks on GM designated items.

**Pickpocket** - Permanent Skill - This skill requires a Marshal to witness the use of it. The character may place an alligator clip on the pouch, bag or pocket of another character. If the clip is not detected after 10 seconds the character may place or remove a single in-game item large enough to fit in the palm of their hand into that bag, pocket or pouch. Players may not take out-of-game items from other players using this skill. If a targeted bag, pocket or pouch only has out-of-game items the character receives nothing. If after 10 seconds the target player does not realize the alligator clip is present, their character is unaware in-game that something was stolen from them and every effort should be made to only 'discover' the theft in a natural, roleplay appropriate way.

**Poisons** - Permanent Skill - Allows the Character to craft and safely handle Poisons up to their current rank. Please see the Chapter 6 for more information on crafting, timers, etc.

**Practice** - Permanent Skill - Gives the character access to the appropriate rank of Practice for the Scientific field purchased. Rank restrictions can be found in the individual class information. Please see Chapter 5 for more information on Scientific Skills and Schematics.

**Resilient** - Permanent Skill - This skill allows the player to stay in the Injured state for 5 minutes longer. This skill is non-ranked.

**Retain** - Action Skill - This is the only skill that will negate the Disarm skill. This skill is non-ranked.

**Skilled Defender** - Permanent Skill - This skill allows a character to regain up to 3 spent Action Points once per encounter, so long as they used the Parry skill against an attack for another player within the current encounter. The character announces 'Skilled Defender' in order to activate this ability. This skill does not allow a character to exceed their maximum Action Point pool.

**Sneak** - Action Skill - This skill allows a character who has successfully used the Hide skill to remain invisible for 5 seconds after the hide skill has broken, even while moving. The character must audibly call Sneak 1, Sneak 2, Sneak 3, etc. all the way to 5. The Hide skill may not be used for 5 seconds after the Sneak skill has been successfully used. Any offensive action taken by the character will immediately break Sneak and make the character visible. This is a non-ranked skill. Characters with Tracking may be able to loosely pinpoint the location of a character sneaking as per the hide rules.

**Swim** - Permanent Skill - This skill allows players to swim in GM designated zones.

**Taunt** - Action Skill - (Charm Effect) Causes the target to concentrate their attacks on the character using this skill for 1 minute. If Willpower would reduce this to instant, the target must still throw a single attack at the character using this skill before attacking normally. The character using this skill must roleplay taunting the character in order to use this skill. This

includes, but is not limited to: Hurling insults, challenging them to a duel, angering the target either by telling them a lie or a harsh truth. The target of the taunt must be within 10 feet of the character.

**Theory** - Permanent Skill - Gives the character access to the appropriate rank of Theory for the Scientific field purchased. Rank restrictions can be found in the individual class information. Please see the Chapter 5 for more information on Scientific Skills and Schematics.

**Tough** - Permanent Skill - This ability allows the player to negate a successful Torso attack. This skill is ranked and each higher rank allows the player to negate one additional Torso strike. This does stack with Armor and would be called after the armor has been depleted or bypassed. Certain attacks may temporarily reduce the ranks of this skill possessed by a character starting with their highest rank. This skill is latent and does not require Action Points to use. This skill may stop the blow from a bullet, but not the Bullet Wound effect. For more details see the Guns & Bullet Wound heading in the combat section.

**Tracking** - Permanent Skill - Allows the Character to attempt to follow a target using varying methods such as via footprint, scent, noises in the forest, etc. Player must speak to a GM or marshall to attempt to use this ability. This skill does not allow for the detection of the exact location of characters using Hide or Sneak, however at the Marshal's discretion it may denote the general area (within 15 feet) in which the hidden or sneaking character is located.

**Trade Contact** - Permanent Skill - This skill denotes an NPC contact that the character possesses who is able to assist in finding information or employment. Each rank of this skill denotes a new contact that the character has established. There are a few restrictions: The NPC contact may only be a Goblin if the character is a Human or Halfling species archetype. Oranus Dur may not select Vand Nisse and vice versa. Gnomes may not select Durren contacts of any type. Kobolds may not select nisse contacts of any type. The NPC contact may not be a criminal of any type. Unlike other skills, ranks of this skill that are not purchased at character creation must be



purchased with plot permission to ensure that a proper relationship with the NPC has been established.

**Trip** - Action Skill - This skill is used when a player wishes to slow or delay a character without causing them injury. The player may throw a skill-packet or strike a leg with a weapon to affect their target. Upon successful contact, the affected character may not move from where they are standing or take offensive action (They may still defend themselves normally) for 5 seconds. Although taking a knee is not required, it is encouraged if the targeted player may do so safely. If a skill packet, Ranged Weapon or Rifle is used to activate the skill, the character may hit the torso or the leg to call this skill. If a Ranged Weapon or Rifle is used the player must still shoot their weapon, expending the bullet or releasing their arrow/bolt. Standard bullet wound rules do not apply to the strike as it is assumed you are causing the target to stop moving by intentionally missing them.

**Underground Trade Contact** - Permanent Skill - This skill denotes an NPC contact that the character possesses who is able to assist in finding information or employment of an illegal nature. Each rank of this skill denotes a new contact that the character has established. Unlike Trade Contact there are no restrictions as to the nature of the NPC. Unlike other skills, ranks of this skill that are not purchased at character creation must be purchased with plot permission to ensure that a proper relationship with the NPC has been established.

**Waylay** - Action Skill - This skill requires that a player successfully strike the target between the shoulder blades while they are unaware of the player's presence with a melee weapon. A successful strike will knock the player out for 5

minutes. The target is not in any rank of Death count because of this skill, though they may be injured normally. Injuring the character will wake them.

**Weapon** - Permanent Skill - This skill allows the player to use the chosen weapon or combat style. The full list of weapon types/styles to choose from are as follows. Please see Class and General lists for which are available to you:

1. Simple Weapons: The character may use a single Dagger, Staff, Sword or Club in either hand. The character may not wield a weapon in their off hand or use a shield.
2. Florentine Weapons: The character may use two weapons from the Simple Weapons category (excluding Staff), one in each hand.
3. Ranged Weapons: Bow, Crossbow, and Throwing Knives (Bows and Crossbows allow for the use of Crit and Trip)
4. Firearms: Rifles and Pistols (Rifles allow for use of Crit and Trip)
5. One-Handed Weapon and Shield: The character may use one weapon from the Simple Weapons category (excluding Staff) and a shield. Please note: normal shields do not stop bullets
6. Great Weapons: Polearms, Bastard Weapons and 2 Handed Weapons (Swords, Clubs, Hammers, etc)

**Willpower** - Permanent Skill - This skill reduces the amount of time a player is affected by a Charm effect by one time step per rank. Charm effects reduced down to instant may be negated entirely or have a reduced effect instead.

## CHAPTER 5: SCIENCE

Science is a major part of Aurum. The exploration theme is not simply limited to physical places, it is also done through scientific discovery and innovation. We realize that science is vast, and we cannot encompass all of it in a few skills within our game, so do not expect to find every single field of scientific study represented by a skill of some kind. We prefer instead to instill the following core rule of science:

Any player may attempt to use their scientific knowledge to improve immersion so long as it does not provide a mechanical advantage or seem to be unreasonably out of reach of their character's current abilities.

So what does this mean? It means that we respect you, the player, to create an immersive experience without abusing our trust in you. As an example, if your character has purchased skills in chemistry and is teaching another character these skills by mixing vinegar and baking powder, we aren't going to require you to have a special skill or recipe called "Chemistry Volcano". By the same token, if you are creating a chemical compound to erode a structure, poison another character, or do simple things so often that it stretches believability to the point it becomes immersion breaking, then you are in violation of this rule. This game is about fun, and the fantastical sciences of the era ARE fun. Help us bring that to life for yourself and your fellow players.

## THEORY AND PRACTICE

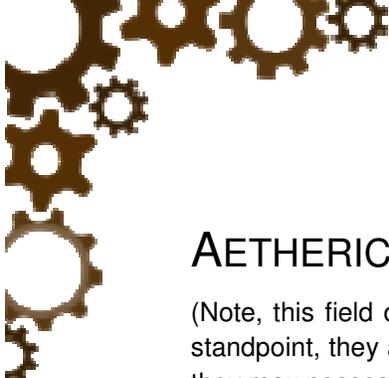
The mechanics of Science in Aurum are divided into Theory and Practice. Theory is meant to represent abilities that a character has acquired through scientific study and research. It will typically denote what schematics the character can learn and abilities that are analytical and research oriented. Practice is meant to represent abilities that a character has acquired through hands on training or trial and error. It will typically denote scientific Action Skills and abilities that affect other players or objects directly.

## SCIENTIFIC FIELDS

The following are the fields of Science that Aurum has developed mechanical skills for. Please note that some names were used to encompass an overall general field. We realize that there is a big difference between a Physicist and a Mechanical Engineer, but for game purposes both derive Practice and Theory skills from Physics. It is the responsibility of the player to bring to life that distinction through role play.

**Schematics:** Schematics are in-game items that have instructions on how to craft a scientific item. They can be found on adventures, Story Development: Research actions or crafted by characters with the appropriate skill. In order to create the schematic the character must either have previously memorized the schematic or have a separate copy of the schematic on hand. The character can then spend 15 minutes and Schematic Paper component to craft the schematic. Some schematics may require multiple fields of science. In order to craft these schematics a character must either possess all of the appropriate fields of science, or work with another character who can craft schematics in the fields they are missing. Characters automatically memorize a schematic once they have crafted three of the item within a single event, including items they collaborate with others because they do not possess all of the fields of science. However, they will still require someone who does possess the fields they are missing in order to craft the item or schematic at a future date.

Within each field you will note starting schematics and available schematics. Starting schematics are ones that every character gets for free when they learn or start with the appropriate rank of scientific practice. Available schematics may be purchased as part of starting equipment or from other characters.



# AETHERIC

(Note, this field of science is also possessed by Hedgemages for mechanical purposes. From a flavor standpoint, they approach this field through more occult means. For example, instead of Aether Goggles they may possess a shard of crystal that they look through in order to garner the same effect)

## AETHERIC - THEORY I

**Aetheric Analysis** - allows the character ask a marshal, at the cost of one action point, to provide a reasonable estimate to the Aetheric properties of an object, creature or force on a given encounter. Ex: figuring out the if an aetheric force can manifest, general information on the Aetheric resonance of an object, etc.. If the question is not relevant to the encounter, the marshal tells them and point isn't spent. Requires Aetheric Goggles if the Aetheric force is invisible to use.

**Aetheric Design** - Allows the character to do a Story Development: Research action to design Aetheric Crystals and Devices. Additionally the character may copy Aetheric Schematics for 1 Textile Component.

## AETHERIC - THEORY II

**Aetheric Intuition** - Once per event the character may craft a Aetheric Schematic they know as a Masterwork Item. Masterwork Items take one time interval less to repair and/or have an increased expiration date of 1 event.

## AETHERIC - THEORY III

**Aetheric Intuition** - bonus to researching new designs in the Aetheric category.

## AETHERIC - THEORY IV

**Master of Resonation** - When crafting Aetheric Attraction Crystals (A.C.C.) the character may increase the craft time by one time interval to create an Unstable Aetheric Attraction Crystal (U.A.C.C.). U.A.C.C.'s may not be used as components, but have double the number of charges.

**Paragon of Invention (Aetheric)** - When performing Research Story Development Actions to invent new Aetheric Schematics, the character rolls twice and takes the most favorable of the two rolls.

## AETHERIC - PRACTICE I

**Build Aetheric Device** - May follow Rank 1 Aetheric Schematics to build Aetheric Crystals and Devices.

**Repair Aetheric Device** - Repair a Rank 1 or 2 Aetheric device by expending 1 generic component normally used to craft the device and 1 time interval less than it takes to craft the device roleplaying it's repair.

## AETHERIC - PRACTICE II

**Build Aetheric Device II** - May follow Rank 2 Aetheric Schematics to build Aetheric Crystals and Devices.

**Aetheric Tampering** - Double the effectiveness of an Aetheric Device when activating it. The object is destroyed at the end of its duration and cannot be repaired. This skill may not be used on objects that are naturally destroyed by their use (such as Aetheric Disruptors).

## AETHERIC - PRACTICE III

**Build Aetheric Device III** - May follow Rank 3 Aetheric Schematics to build Aetheric Crystals and Devices.

**Repair Aetheric Device II** - Repair a Rank 3 or 4 Aetheric device by expending 1 generic component normally used to craft the device and 1 time interval less than it takes to craft the device roleplaying it's repair.

## AETHERIC - PRACTICE IV

**Build Aetheric Device IV** - May follow Rank 4 Aetheric Schematics to build Aetheric Crystals and Devices.

**Tempered by the Aether** - The character is considered to have one point of Armor in every location vs. attacks from Aetheric sources only (1 in each limb, 1 in the torso, and the Helmet location). If the Aetheric attacks can also be stopped by physical armor, these points stack.

### Aetheric Schematics:

#### **Rank 1:**

**Aether Goggles:** Spend 1 AP to be able to see Aetheric Forces and Creatures that may be hidden to the naked eye. Craft Time: 10 minutes

**Aetheric Attraction Crystal I:** Aetheric Device Component. Creates a single large crystal with 5 charges. Craft Time: 5 minutes

#### **Rank 2:**



**Aetheric Stabilizer** - Requires the use of an Aetheric Attraction Crystal (A.A.C) as a power source once crafted. Dampens Aetheric fields by 1 rank while active. Duration 1 Hour per charge of the A.A.C. used. Craft Time: 15 minutes

**Aetheric Disruptor** - A single target grenade that counts as physical attack vs Aetheric creatures only. Bypasses Armor and Tough. Can only throw one at a time. Craft Time: 5 Minutes

### Rank 3:

**Aetheric Attraction Crystal II:** Aetheric Device Component. Creates a single large crystal rank 2 A.A.C. with 10 charges. Craft Time: 15 minutes

**Aetheric Cage Trap:** Requires the use of an Aetheric Attraction Crystal (A.A.C) as a power source once crafted. Creates a device that can be thrown or laid down as a trap to imprison one Aetheric Creature. If thrown (instead of used as a trap) the Aetheric Creature may dodge or parry the attack. Duration 5 Minutes per charge of the A.A.C. used. Craft Time: 10 minutes

### Rank 4:

**Aetheric Neuralizer:** Requires the use of an Aetheric Attraction Crystal (A.A.C) as a power source once crafted. This is a special type of Firearm that affects Aetheric Creatures even if they are not materialized. The attacks from the Aetheric Neuralizer bypass Aetheric Armor and may not be parried. Each shot uses a charge from the A.A.C. Craft Time: 15 Minutes

**Aetheric Rift Generator:** Requires the use of an Aetheric Attraction Crystal (A.A.C) as a power source once crafted. Requires either Aetheric Practice or Theory IV to operate. This device uses 5 charges from the A.A.C. in order to allow the character to move briefly through the Aether for 15 seconds. While in the Aether the character may only be detected by characters using Aether Goggles and may only be affected by devices and attacks that can target Aetheric Creatures (such as Aetheric Neuralizers). The character may also not move through physical objects (such as doors and walls) and may not attack other characters that are not Aetheric Creatures. Craft Time: 30 Minutes

## CHEMISTRY

### CHEMISTRY - THEORY I

**Chemical Analysis** - allows a character to ask a marshal, at the cost of one action point, to provide a reasonable estimate of the chemical properties of an object on a given encounter. Ex: figuring out the chemical composition of an object, general reactive nature of an object, etc.. If the question is not relevant to the encounter, the marshal will notify the player and reimburse the action point..

**Chemical Design** - Allows the character to do a Story Development: Research action to design Chemicals and Medicines. Additionally the character may copy Chemistry Schematics for 1 Textile Component.

## CHEMISTRY - THEORY II

**Artisan's Hand** - Once per event the character may craft a Chemistry Schematic they know as a Masterwork Item. Masterwork Items take one time interval less to repair and/or have an increased expiration date of 1 event.

## CHEMISTRY - THEORY III

**Formulaic Intuition** - bonus to researching new designs in Chemistry category

## CHEMISTRY - THEORY IV

**Master of Distillation** - The character can take the named component of any Item craftable by Chemistry that has the Chemical or Medicine affix and double it after 5 minutes of roleplay. Distilled components cannot be further doubled. This has no effect on the name component of Chemistry Items that do not have the Chemical or Medicine affix (such as Smelling Salts, Explosives and Gunpowder).

**Paragon of Invention (Chemistry)** - When performing Research Story Development Actions to invent new Chemistry Schematics, the character rolls twice and takes the most favorable of the two rolls.

## CHEMISTRY - PRACTICE I

**Mix Chemical Formula I** - May follow Rank 1 Chemistry Schematics to build chemical formulas and medicines.

**Apply Chemical** - Allows the application of Rank 1 Chemistry crafted items that are labeled as Chemicals. Medicines and Poisons cannot be applied with this skill.

## CHEMISTRY - PRACTICE II

**Mix Chemical Formula II** - May follow Rank 2 Chemistry Schematics to build chemical formulas and medicines.

**Apply Chemical II** - Allows the application of Rank 2 Chemistry crafted items that are labeled as Chemicals. Medicines and Poisons cannot be applied with this skill.

## CHEMISTRY - PRACTICE III



**Mix Chemical Formula III** - May follow Rank 3 Chemistry Schematics to build chemical formulas and medicines.

**Apply Chemical III** - Allows the application of Rank 3 Chemistry crafted items that are labeled as Chemicals. Medicines and Poisons cannot be applied with this skill.

## CHEMISTRY - PRACTICE IV

**Better Living Through Chemistry** - Medicines applied to this character have their durations increased by one time interval.

**Apply Chemical IV** - Allows the application of Rank 4 Chemistry crafted items that are labeled as Chemicals. Medicines and Poisons cannot be applied with this skill.

**Mix Chemical Formula IV** - May follow Rank 4 Chemistry Schematics to build chemical formulas and medicines.

### Chemistry Schematics:

#### **Rank 1:**

**Iodine** - (Medicine) Reduces the penalty duration of Bullet Wounds and Splinted Limbs by one time interval. *This does not remove the Bullet Wound.* The effects of this medicine stack with the Treat Gunshot skill. Craft Time: 1 minute.

**Ferric Chloride** - (Chemical) Duration: 4 hours. A piece of armor or weapon treated with this chemical will avoid the next strike or skill that would put it into repair. (For example, a piece of armor hit with acid would typically be put into repair.) When applied, an index card signed and timestamped must be kept with the item card of both the chemical and the item being treated. The chemical item card and the time stamped index card must be handed in when the strike is prevented or the duration has lapsed. Craft Time: 1 minute.

**Smelling Salts** - One dose will wake an unconscious character up from the effects of a Waylay without injuring them. Craft Time: 1 minute Yield: 10 doses.

#### **Rank 2:**

**Temporary Adhesive** - (Chemical) Will attach an inanimate object weighing 5 lbs or less for 1 minute onto any solid surface (If attaching to another inanimate object use of Duct Tape to represent the bond is encouraged). Craft Time: 1 Minute.

**Anesthetic Ointment** - (Medicine) Will negate pain effects on the target for 1 hour (including those caused by Bullet Wounds). Craft Time: 1 Minute.

**Gunpowder** - A single dose of this item serves as ammunition for Pistols and Muskets. This item is the named ingredient for bullets. Craft Time: 5 minutes, Yield: 5 doses.

**Minor explosive** - This item can be thrown at a target to hit for 1 point of damage in a 5 foot radius. (See the combat section for Area of Effect combat rules). Armor and Tough will stop this as normal. Craft Time: 5 minutes.

### Rank 3:

**Lesser Acid** - (Chemical) This chemical can be thrown or applied. If thrown at a target, it will cause 1 point of damage and is considered an area of effect ability for the purposes of defense. If the location that was hit was covered in armor, the strike places the armor into repair (after absorbing the damage). If the acid is applied instead, it will permanently destroy up to 1 cubic inch of metal or wood. Roleplay for 15 seconds is required to apply acids. Craft Time: 1 Minute.

**Erigeron Heterophyllum** - (Medicine) Duration 1 hour. While under the effects of this medicine, the character's Injured state is increased by 1 minute and their Critical Stage is increased by 15 minutes. This combines with the resilient skill and has no effect on the Comatose stage. Craft Time: 5 Minutes.

**Explosive** - This item can be thrown at a target to hit for 2 points of damage in a 5 foot radius. (See the combat section for Area of Effect combat rules). Armor and Tough will stop this as normal. Craft Time: 10 minutes.

### Rank 4:

**Acid** - (Chemical) This chemical can be thrown or applied. If thrown at a target it will cause 2 points of damage and is considered an area of effect ability for the purposes of defense. If the location that was hit was covered in armor, the strike places the armor into repair (after absorbing the damage). If the acid is applied instead it will permanently destroy up to 5 cubic inches of metal or wood. Roleplay for 15 seconds is required to apply acids. Craft Time: 1 Minute.

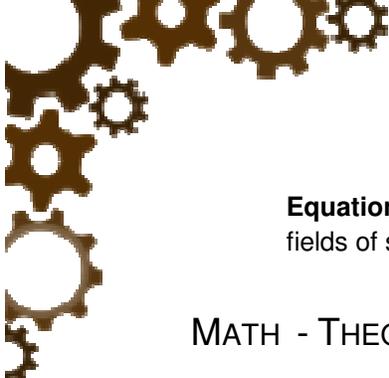
**Bartholomew's Efficacious Elixir** - (Medicine) While under the effects of this medicine all Natural Science Practice skills used on the character have their roleplay time requirements reduced by one time step. This combines with other like effects (such as those from kits). A character may only be affected by this Medicine once per event. Duration: 1 hour. Craft Time: 15 Minutes.

**Major Explosive** - This item can be thrown at a target to hit for 3 points of damage in a 5 foot radius. (See the combat section for Area of Effect combat rules). Armor and Tough will stop this as normal. Craft Time: 15 minutes.

## MATHEMATICS

### MATH - THEORY I

**Basic Calculation** - Allows a character to ask a marshal at the cost of one Action Point per question to provide a reasonable estimate to a mathematical question on a given encounter. Ex: figuring out the distance between one object and another or the general volume of an object. If the question is not relevant to the encounter, the marshal tells them and the Action Point does not count as spent.



**Equational Reasoning** - provides a bonus to researching knowledges and schematics in other fields of science

## MATH - THEORY II

**Statistical Probability** - Spend 1 minute working out figures and ask a Marshal a single question regarding the likelihood of a given event. The character must have at least some basic data on the given event in order to begin the calculation. The character may not ask the marshal the likelihood of a given event again unless a substantial amount of new data regarding the situation comes to light. Examples include (but are not limited to): "Based on their known criminal records what is the likelihood that these bandits are currently armed?", "Based on the size and weight of the Aethership, was is the likelihood we will plummet to our deaths should the second engine fail?" The answer will most often be presented in a percentage or a range based on which fits the question better.

**Collaboration** - The character may use their Story Development Action: Assist to add their Equational Reasoning bonus to another character's Story Development Action: Research.

## MATH - THEORY III

**Geometric Perception** - The character is able to spend 2 Action Points to reveal hidden or Stealthed characters or objects. This skill does not reveal things that are rendered Invisible by magical means, just hidden from plain sight through skill or construction, including hidden doors, false bottoms, and hidden traps.

**Mathematical Micromanagement** - When crafting or assisting in the crafting of a recipe that is using salvage to replace generic components, the character may convert the salvage at a ratio of 3 for 2 instead of 2 for 1.

## MATH - THEORY IV

**Equational Reasoning II** - provides an additional bonus to researching knowledges and schematics in other fields of science in addition to those provided by Equational Reasoning. This bonus is not transferred over by Collaboration.

**Game Theory** - the mathematician gains tactical insight into predicting the moves of his opponents. The character may defend against attacks as if they possessed the Dodge skill. Game Theory requires two action points to activate.

## MATH - PRACTICE I

**Geometrical Alignment** - Spend an action point and 5 seconds of roleplay to increase the use duration of a mechanical or aetheric device by one time step. This can only be used on an item once per event.

**Mathematical Reclamation** - Spend 15 seconds of roleplay to attempt to scrap a destroyed scientific device and gain a single salvage component. This skill may only be used on objects that are beyond repair and may only be used once ever per object. Scientific devices are any objects that are specifically crafted using scientific schematics.

## MATH - PRACTICE II

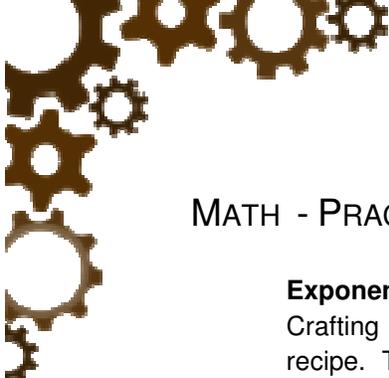
**Precise Measurements** - When crafting, double the generic components and increase the Crafting time by one interval of a Chemistry or Alchemy recipe to double the yield of the recipe. The character may use this skill to assist others in doubling their crafting yield, so long as both players roleplay collaborating in the crafting.

**Cryptography** - This skill may be used to either decode or encode a message with a cypher by spending 30 seconds of roleplay per complete sentence that is encoded or decoded.

## MATH - PRACTICE III

**Efficient Re-Calibration** - The character may spend 3AP to have a broken item work for one encounter. This skill may only be used on an item once ever before it is repaired.

**Mathematical Reclamation II** - Spend 15 seconds of roleplay to attempt to scrap a destroyed scientific device and gain two salvage components. This skill may only be used on objects that are beyond repair and may only be used once ever per object. Scientific devices are any objects that are specifically crafted using scientific schematics



## MATH - PRACTICE IV

**Exponential Application** - When crafting, triple the generic components and increase the Crafting time by one interval of any rank 3 or lower Scientific recipe to double the yield of the recipe. The character may use this skill to assist others in doubling their crafting yield, so long as both players roleplay collaborating in the crafting. This skill may not be used with Poisons, Alchemy or Occult.

**Calculating Aim** - The character may spend 3 AP to automatically hit a target with a Firearm or Ranged weapon within 30 feet.

# NATURAL SCIENCE

## NATURAL SCIENCE -THEORY I

**Natural Science Savant** - May follow Rank 1 Natural Science Schematics to build medical devices. Additionally you may repair Rank 1 and 2 Medical Devices and copy Natural Science Schematics for 1 Textile Component.

**Natural Research** - Allows you to do a Story Development: Research action to design medical devices or poisons. SD: Research actions to invent medical devices (not poisons) receive an additional bonus.

## NATURAL SCIENCE -THEORY II

**Diagnosis** - Spend 1 AP to ask any number of questions within 1 minute to a Marshal about a specific targets health and wellbeing. Some questions may require additional roleplay.

**Natural Science Savant II** - May follow Rank 2 Natural Science Schematics to build medical devices.

## NATURAL SCIENCE -THEORY III

**Natural Science Savant III** - May follow Rank 3 Natural Science Schematics to build medical devices. Additionally you may repair Rank 3 and 4 Medical Devices.

**Poison Adaptation** - The character increases or decreases the time interval on any poison that is affecting them by one step so long as doing so makes the poison less effective.

## NATURAL SCIENCE -THEORY IV

**Medical Prodigy** - Spend 1 AP to reduce by one time interval the next use of any Natural Science - Practice I or II ability, and 5 AP to reduce by one time interval the next use of any Natural Science - Practice III or IV ability. This skill does combine with equipment that reduces the time interval of those skills as well.

**Paragon of Invention (Natural Science)** - When performing Research Story Development Actions to invent new Natural Science Schematics, the character rolls twice and takes the most favorable of the two rolls.

**Natural Science Savant IV** - May follow Rank 4 Natural Science Schematics to build medical devices.

## NATURAL SCIENCE - PRACTICE I



**First Aid** - This skill allows you to heal injured characters and requires 15 seconds of roleplay per use (reminder: First Aid Kits reduce the roleplay timer to 5 seconds per use). A single use of first aid will do one of the following:

- Restore a limb that was disabled due to a standard combat strike (not because of a skill or skill usage).
- Restore a character from Injured, allowing them to speak at a normal volume and use any un-disabled limbs normally.
- Apply a Splint Item to heal a limb that has been disabled through skill use (such as being disabled after the duration of Grit has expired).
- The use of an item or skill that states it requires First Aid.

**Administer Medicine** - allows you to administer any rank 1 medicine. Chemical Formulas and Poisons cannot be applied with this skill.

## NATURAL SCIENCE - PRACTICE II

**Treat Gunshot Wound** - This skill requires 1 minute of roleplay. If used on a character that is currently in their Injured, Critical or Comatose count and affected by a gunshot wound, this skill will double the current count on their timer (effectively negating the halving penalty of gunshot wounds). If used on a character that is not currently in their Injured, Critical or Comatose count, it will reduce duration of the debilitation effects of gunshot wounds by 1 time interval. These effects provided by this skill cannot stack upon themselves even from other sources.

**Administer Medicine II** - allows you to administer any rank 2 medicine. Chemical Formulas and Poisons cannot be applied with this skill.

## NATURAL SCIENCE - PRACTICE III

**Transfusion** - Expend a Transfusion Kit and designate a Donor and a Recipient. After 15 seconds of roleplay, bring the Donor character from healthy to Injured and Resuscitate the Recipient character, bringing them from Critical to Injured. A character may only be a Donor once per event. Some other status effects may require a transfusion to lessen or cure, this skill can be used on those effects instead.

**Administer Medicine III** - allows you to administer any rank 3 medicine. Chemical Formulas and Poisons cannot be applied with this skill.

## NATURAL SCIENCE - PRACTICE IV

**Surgery** - This skill allows the character to follow surgery schematics to perform surgery on other characters. It requires the use of a Full Surgery Tool Kit and 30 minutes of roleplay.

**Intensive Care** - After 5 Minutes of Roleplay you may Resuscitate a character in the Critical stage and bring them to the Injured state, or a character in the Comatose state to the Critical

Stage. See the Death and Dying subheading of the Combat section for what penalties are applied for being in the Comatose state.

**Administer Medicine IV** - allows you to administer any rank 4 medicine. Chemical Formulas and Poisons cannot be applied with this skill.

#### Natural Science Schematics:

##### **Rank 1:**

**First Aid Kit:** Reduces roleplay time of First Aid by one time interval. Craft Time: 5 Minutes

**Field Surgery Kit:** Reduces roleplay time of Treat Gunshot by one time interval. Craft Time: 5 Minutes

##### **Rank 2:**

**Splint:** Allows a character with First Aid to expend this item to fix a limb that has been disabled (via the use of Grit or some other means). The limb must remain splinted for 30 minutes after receiving treatment before it can be used normally again. While in the splint, if the character possesses the Grit skill, they may use this skill as per normal Grit rules. Doing so will require that the limb be fixed again with a new Splint and the 30 minutes to start over. The Splint Phys. Rep. must be safe for use in LARP combat. Craft Time: 1 minute.

##### **Rank 3:**

**Minor Corrective Surgery:** This schematic allows someone with Natural Science: Practice IV to perform a surgical procedure on a character to correct a minor physical debilitation (such as those gained from being in the Comatose death count). Once the surgery is complete the debilitation is removed and replaced with the Minor Recovery debilitation. See the Permanent Debilitation section for further details.

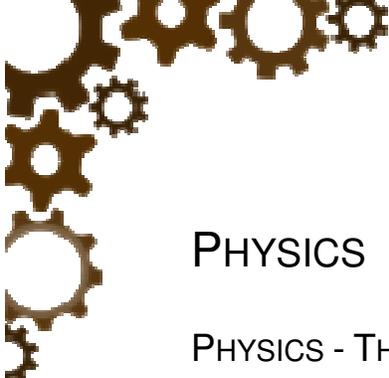
**Transfusion Kit:** This schematic manufactures a Transfusion Kit. This item is required in order to use the Transfusion ability. Craft Time: 1 Minute

**Medical Trauma Kit:** This schematic manufactures a Medical Trauma Kit. Reduces roleplay time of Intensive Care by one time interval. This item also functions as a First Aid kit if used with First Aid. Craft Time: 5 Minutes

##### **Rank 4:**

**Corrective Surgery:** This schematic allows someone with Natural Science: Practice IV to perform a surgical procedure on a character to correct all minor or one moderate physical debilitation (such as those gained from being in the Comatose death count). Once the surgery is complete the debilitation(s) is(are) removed and replaced with the Moderate Recovery debilitation. See the Permanent Debilitation section for further details.

**Full Surgery Tool Kit:** This schematic manufactures a Full Surgery Tool Kit. This item is required in order to use the Surgery ability. Craft Time: 15 Minutes



# PHYSICS

## PHYSICS - THEORY I

**Mechanical Design** - Allows the character to do a Story Development: Research action to design Physics devices. Additionally the character may copy Physics Schematics for 1 Textile Component.

**Mechanical Intuition** - The character gains a bonus to researching new designs in the Physics category

## PHYSICS - THEORY II

**Physical Analysis** - Allows the player to ask a marshal at the cost of one Action Point per question to provide a reasonable estimate to the physical properties of an object on a given encounter. Ex: figuring out what an object is made of, the general mass an object, etc.. If the question is not relevant to the encounter, the marshal tells them and point isn't spent.

## PHYSICS - THEORY III

**Artisan's Eye** - Once per event the character may craft a Physics Schematic they know as a Masterwork Item. Masterwork Items take one time interval less to repair and/or have an increased expiration date of 1 event. The item is permanently a Masterwork item and these effects can be combined with the Physics Practice II Ability, Improvised Adjustments.

## PHYSICS - THEORY IV

**Paragon of Invention (Physics)** - When performing Research Story Development Actions to invent new Physics Schematics, the character rolls twice and takes the most favorable of the two rolls.

**Discern Design Flaw** - After having performed a successful Physical Analysis on an object that is craftable with Physics, the character may spend 5 AP and tag the target holding the object, or object the object itself, with a skill packet in order to place the item instantly into needing repair.

## PHYSICS - PRACTICE I

**Build Mechanical Device** - May follow Rank 1 Physics Schematics to build Physics devices.

**Repair Mechanical Device** - Repair a Rank 1 or 2 mechanical device by expending 1 generic component normally used to craft the device and 1 time interval less than it takes to craft the device roleplaying its repair.

## PHYSICS - PRACTICE II

**Build Mechanical Device II** - May follow Rank 2 Physics Schematics to build Physics devices.

**Improved Adjustments** - When crafting a Rank 1 or 2 Physics device the character may expend an additional named component to increase one numerical aspect of the device by one step. (example, Armor can take an additional point of damage, a devices duration lasts for an additional time step, etc.) If the device does not have any numerical aspects (such as Firearms) then decrease the time to repair the item by an additional time step interval. A given item can only have one improvised adjustment, and this adjustment will fade over time, making the item normal at the end of the event. A marshal will sign and date an index card describing the improvised adjustment that must be kept with the item card for the rest of the event.

## PHYSICS - PRACTICE III

**Build Mechanical Device III** - May follow Rank 3 Physics Schematics to build Physics devices.

**Repair Mechanical Device II** - Repair a Rank 3 or 4 mechanical device by expending 2 generic component normally used to craft the device and 1 time interval less than it takes to craft the device roleplaying its repair.

## PHYSICS - PRACTICE IV

**Build Mechanical Device IV** - May follow Rank 4 Physics Schematics to build Physics devices.

**Forged by Invention** - The character is considered to have one rank higher of Grit and Tough than what is on their character card for the purpose of effect. This does not substitute for the pre-requisite when purchasing higher ranks of Grit or Tough.

### Physics Schematics:

#### **Rank 1:**

**Bullets:** Ammunition for Revolvers and Rifles. Craft Time: 5 minutes per bullet. Each bullet requires one dose of Gunpowder.

**Melee and Ranged Weapons:** Can manufacture any Melee or Ranged Weapon (excluding guns). Must specify what type of weapon at the time of crafting. Craft Time: 5 minutes per weapon.



**Traps I:** (The Craft Time for all Rank I Traps is 1 minute each)

**Caltrops:** Can be thrown down onto the ground into a 2' x 2' area (represented by a piece of cloth or tarp). The item card must be visibly attached to the middle of the trap phys rep. Anyone stepping on the area takes 1 point of damage to the limb that comes in contact with the caltrops. This does not slow them down, however, unless it disables the limb(s). This trap lasts 5 steps or until disabled with Disable Device (15 seconds).

**Shackle Trap:** Can be thrown down onto the ground into a 2' x 2' area (represented by a piece of cloth or tarp). The item card must be visibly attached to the middle of the trap phys rep. This trap lasts for 1 minute and will root the limb that touched it to the ground or until disabled with Disable Device (15 Seconds).

**Rank 2:**

**Firearms** (The Craft Time for all Firearms is 15 minutes each)

**Pistol-** A single-fire 1 handed firearm that uses Gunpowder as ammunition.

**Revolver-** A 1 handed firearm that can be loaded with 5 Bullets or fewer of ammunition, either through a clip or barrel. This item cannot use Gunpowder as ammunition.

**Musket-** A single-fire 2-handed firearm that uses Gunpowder as ammunition.

**Rifle-** A 2-handed firearm that can be loaded with 5 Bullets or fewer of ammunition, either through a clip or barrel. This item cannot use Gunpowder as ammunition.

**Armor** (The Craft Time for all Armor pieces is 5 minutes each)

**Shield-** Can craft standard shields.

**Light Armor-** Can craft a single piece of Light Armor that covers either the torso, a limb, or head. The location covered must be specified at time of crafting.

**Medium Armor-** Can craft a single piece of Medium Armor that covers either the torso, a limb, or head. The location covered must be specified at time of crafting.

**Heavy Armor-** Can craft a single piece of Heavy Armor that covers either the torso, a limb, or head. The location covered must be specified at time of crafting.

**Traps II:** (The Craft Time for all Rank II Traps is 5 minute each)

**Springboard Trap:** Can be thrown down onto the ground into a 2' x 2' area (represented by a piece of cloth or tarp). The item card must be visibly attached to the middle of the trap phys rep. The first person to step on the trap is knocked back 10' and takes one point of torso damage from the fall. The trap will arc the person backwards, so that any characters behind the target are leapt over. This trap lasts for one event or until triggered, and is only detectable by people with disable device. Disable Device (1 minute) can be used to remove the trap intact.

**Needle Trap:** This trap may only be placed onto a door or locked container (such as a trunk or box). You may load the trap with a dose of poison if you have the appropriate rank of Administer Poison, or someone with the skill must do it. The first person to open the door or container will be pricked with the needle, dosing them with the poison. This trap lasts for one event or until triggered, and is only detectable by people with disable device. Disable Device (1 minute) can be used to remove the trap intact.

**Net Trap:** Can be thrown down onto the ground into a 3' x 3' area (represented by a piece of cloth or tarp). The item card must be visibly attached to the middle of the trap phys rep. This trap may only be used outdoors near a tree. Will bind a person in a net, 10' up in the air for 1 hour or until Disable Device (1 minute) can be used to get the person down.

**Pit Trap:** Can be thrown down onto the ground into a 3' x 3' area (represented by a piece of cloth or tarp). The item card must be visibly attached to the middle of the trap phys rep. This trap may only be used outdoors on non-rocky terrain. The targets(s) will fall 10 feet, taking 1 point of torso damage and will remain in the pit unless they can use Climb or if someone lowers a rope to them.

### Rank 3:

**Basic Clockwork Limb** - This limb can be placed over a debilitated limb or used to replace a missing limb. The clockwork limb has a single armor point to that location, but can be used by anyone regardless of them possessing the Armor skill. While the clockwork limb is worn and in operation, the character can function as if they had a normal limb in that location. Should the limb have its armor rating reduced to 0 due to combat, it becomes inoperable until repaired. As a reminder, the limb should be costumed appropriately. Craft Time: 30 minutes

**Steam Powered Battering Ram:** This battering ram collapses down to 12" x 3" x 3" when not in use. When activated it will anchor itself on the ground and thrust forward, battering down any non-reinforced door. Craft Time: 15 minutes

**Spring Loaded Boots:** Allows the user to use the jump once per period and at no AP cost, as if the user possessed the Jump skill. Craft Time: 5 minutes

**Reinforced Armor Plating-** Can be permanently installed onto a clockwork limb or a piece of Heavy Armor so that it can stop bullets. The Reinforced Armor Plating counts as a separate item for the purposes of repair. Craft Time: 5 minutes



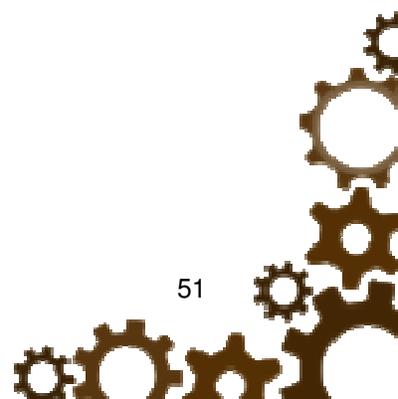
**Rank 4:**

**Steam Powered Personal Magnetic Field Generator:** This device required Physics Theory IV to operate and can only be activated once per period. This device will generate a field strong enough to make only the user immune to all attacks for 5 minutes or until they stop operating the device. The operator may take no other actions (including walking) except to continue to operate the Steam Powered Personal Magnetic Field Generator. Craft Time: 30 minutes

**Hyper Collapsible Parachute:** Behaves as a normal parachute except that the phys rep can be as small as 2" x 4" x 6" (can be larger if desired). Craft Time: 5 minutes

**Energy Displacement Kit:** This can be attached to a piece of armor so that it will stop a specific energy type for one encounter, including attacks that would normally bypass armor. The energy types are fire, electric, cold, aetheric and magic. At the end of the encounter the kit is destroyed regardless of use. Craft Time: 5 minutes

**Basic Clockwork Messenger** - This schematic allows you to craft a clockwork messenger and an accompanying homing beacon. Once per event the clockwork messenger can be activated so that it will attempt to move directly towards its paired homing beacon. The clockwork messenger can travel anywhere that can be reached by foot within 30 days, after that time it will wind down and stop moving. The clockwork messenger can be no larger than 1 cubic foot, but can be of any configuration of the crafter's choice. The most common designs are small toy homunculi and lap dogs. All clockwork messengers have a space inside of them large enough to fit a single scroll of parchment that will open once it is paired with its homing beacon. Alternatively a disable device check can be attempted to force the compartment open or a pick lock check to so do discreetly. Craft Time: 30 minutes





## FOCUSED STUDY

Focused Study is a skill that may only be purchased by Scientists and Engineers. This skill has a prerequisite of another Scientific Theory Skill, and can be purchased multiple times, each time applying to a new science. This skill signifies a specialization in a specific form of Science. Examples include Botany (Natural Science), Geology (Physics), Statistics (Mathematics), Endocrinology (Chemistry), and Possession (Aetheric). When using the analytical skills in the specific science and/or performing research in those fields, the character may announce their specialization for additional plot information.

## SPECIALTY SCHEMATICS

### Interdisciplinary Schematics

There are schematics in the game that may require multiple fields of study. There may be Aetheric Devices that also requires ranks in Physics, Math, Natural Science, and/or Chemistry, and vice versa. Characters attempting to craft these schematics need to either possess all of the appropriate ranks of Science or have an assistant(s) that possess the ranks of Science that they do not.

### Multi-Person Schematics

There are schematics in the game that may require multiple crafters to make. Without the minimum number of crafters, the recipe cannot be crafted. If the Multi-Person Schematic is also an Interdisciplinary Schematic, it has an additional restriction: If the recipe requires one field of science at a higher rank than others, all of the crafters crafting the schematic must have this field of science at that rank. This restriction is only for Schematics that are Multi-Person and Interdisciplinary.

# CHAPTER 6: ALCHEMY, OCCULT, AND POISONS

## ALCHEMY

### RANK I

**Apprentice Alchemist** - Spend 1 AP to identify an alchemical compound. The character may follow Rank 1 Alchemy Recipes to manufacture Rank 1 Alchemy. Also grants the ability to copy Alchemy Recipes for 1 textile component. Allows the character to do a Story Development: Research action to design new Alchemy Recipes.

**Basic Transmutation I** - take two named alchemical components and transmute into a single but different alchemical component used in rank 1 alchemical compounds. Takes 5 minutes to transmute.

### RANK II

**Basic Transmutation II** - take two named alchemical components and transmute into a single but different alchemical component used in rank 2 alchemical compounds. One of the two components used to transmute must be a rank 2 component. Takes 5 minutes to transmute.

**Journeyman Alchemist** - The character may follow Rank 2 Alchemy Recipes to manufacture Rank 2 Alchemy. Provides a bonus to researching new Alchemy Recipes.

### RANK III

**Master Alchemist** - The character may follow Rank 3 Alchemy Recipes to manufacture Rank 3 Alchemy. This allows the dissection of components from carcasses.

**Basic Transmutation III** - take two named alchemical components and transmute into a single but different alchemical component used in rank 3 alchemical compounds. One of the two components used to transmute must be a rank 3 component. Takes 5 minutes to transmute.

### RANK IV

**Grand Master Alchemist** - The character may follow Rank 4 Alchemy Recipes to manufacture Rank 4 Alchemy. Allows the gathering of rare alchemical components.

**Basic Transmutation IV** - take two named alchemical components and transmute into a single but different alchemical component used in rank 4 alchemical compounds. One of the two components used to transmute must be a rank 4 component. Takes 5 minutes to transmute.



## Alchemy Schematics:

### **Rank 1:**

**Lesser Antidote** - heals a rank 1 poison. Craft Time: 1 Minute

**Lesser Healing Draught** - This potion will instantly bring a character from Injured to Healthy or restore the use of a limb that does not require a splint. Craft Time: 5 Minutes

**Lesser Firebomb** - Counts as physical attack, dealing one point of fire damage. Bypasses armor, does not bypass Tough. Can only throw one at a time. Packet cast. Craft Time: 5 Minutes

**Lesser Potion of Sunset and Sunrise** - When imbibed by a willing person it will change their biological gender to the opposite gender or make them completely genderless for the duration of the potion. Duration: 1 Day Craft Time: 1 Minute

### **Rank 2:**

**Antidote** - heals a rank 2 or lower poison. Craft Time: 1 minute

**Pure Breath Potion**-Duration: 10 minutes. Allows a character be be able to breathe normally for 10 minutes in situations that would impede such, including being able to breathe underwater. (This means a character could survive breathing in poisonous gas or smoke for the duration). Craft Time: 5 Minutes

**Firebomb** - Counts as physical attack, dealing one point of fire damage. Bypasses armor, does not bypass Tough. Can only throw one at a time. Packet cast. Strikes everyone in a 5' radius from the primary target. Craft Time: 10 Minutes

### **Rank 3:**

**Greater Antidote** - heals a rank 3 or lower poison. Craft Time: 1 Minute

**Healing Draught** - This potion will instantly bring a character from Critical to Injured. It will also restore the use of a limb that does not require a splint or reduce the recovery time of a splinted limb by 1 time interval (this combines with similar effects). Craft Time: 5 Minutes

**Potion of Clarity** - This potion will reduce the craft time of all Science, Poison and Alchemy Schematics that the character attempts to craft on their own by one time interval while under the effect of the Potion. Duration: 1 hour. Craft Time: 30 minutes.

**Potion of Sunset and Sunrise** - When imbibed by a willing person it will change their biological gender to the opposite gender or make them completely genderless for the duration of the potion. Duration: 1 Event Craft Time: 1 Minute

#### Rank 4:

**Juggernaut Potion** - This potion increases the character's rank of Grit and Tough by +1 for the duration. (If the character does not have these skills, they gain Rank I of them) . Duration: 1 hour. Craft Time: 15 Minutes.

**Draught of Life** - This potion will instantly bring a character from Comatose to healed. It will also restore the use of all limbs. It will not cure any disabilities that the character acquired due to being Comatose for an extended period of time. Craft Time: 30 Minutes

**Greater Firebomb** - Counts as physical attack, dealing two points of fire damage. Bypasses armor, does not bypass Tough. Can only be thrown one at a time. Packet cast. Strikes everyone in a 5' radius from the primary target. Craft Time: 15 Minutes

## OCCULT

### RANK I

**Arcane Study I** - Allows the character to do a Story Development: Research action to design new Occult Rituals. The character may follow Rank 1 Ritual Scrolls to cast Occult rituals. Additionally the character may copy Ritual Scrolls for 1 Textile Component.

**Arcane Sight** - spend 1 AP to see the arcane properties of a place or object. Certain things may only be able to be seen with Arcane Sight. This information would be obtained through a marshal or marshal notes

### RANK II

**Arcane Tampering** - may attempt to dampen or enhance the flow of magic in a magic device/area (at most 8x10) and depending on nature of tampering may have unexpected or catastrophic effects. Requires 1 AP. If it is deemed that the character does not possess enough skill to tamper or that the device/area does not contain enough magic to tamper, the AP is refunded.

**Arcane Study II** - Provides a bonus to researching Occult Rituals. The character may follow Rank 2 Ritual Scrolls to cast Occult rituals. .

### RANK III

**Tap Into The Arcane** - The character can use ley lines to assist in the creation of rituals as well as be able to sense ley lines and discern their basic properties. When attempting rituals while standing on a ley line the character may reduce the cast time by one time interval. Doing so temporarily drains the ley line. The ley line will have have marshal notes which denote how often it can be drained in a single event. Anyone with this skill may read the notes and have that information in character.

**Arcane Study III** - The character may follow Rank 3 Ritual Scrolls to cast Occult rituals.



## RANK IV

**Channel The Arcane** - The character can use ley lines to empower themselves with the Arcane. By draining the ley line in a similar fashion to Tap Into The Arcane the character becomes empowered so that any melee weapon they pick up will swing for magic. This ability will last for 1 hour.

**Arcane Study IV** - Provides an additional bonus to researching Occult Rituals. The character may follow Rank 4 Ritual Scrolls to cast Occult rituals.

### Occult Rituals:

#### **Rank 1:**

**Warding charm** - stop one physical or magical attack directed at the person wearing the charm. The character must call "Warding Charm" aloud when using it. You can only have three active defensive magic items on you, and each must be unique. The Warding Charm is destroyed upon use or at the end of the event. Ritual Cast Time: 15 Minutes.

**Beguiling Trinket** - a small pouch or bag that is placed upon the target. Once it is in the targets possession, the character must spend an action point to activate it calling out "Beguiling Trinket". You can only have three active offensive magic items, and each must be unique. The effect of the trinket is identical to the Charm skill in terms of effect and duration, but counts as a magical attack instead of a charm effect. Once the duration is over, the target will know that they were under a spell effect. The Beguiling Trinket is destroyed upon use or at the end of the event. Ritual Cast Time: 5 minutes.

**Arcane Ink** - once the ritual is complete it will create enough ink to cover one 8.5\*11 sheet of paper which will fade from the page but can be read by anyone with Arcane Sight. The ink otherwise acts and has properties of standard pen ink. This does not count as either a defensive or offensive magic effect. Arcane Ink can be stored indefinitely, but is used up once applied. Ritual Cast Time: 1 minute.

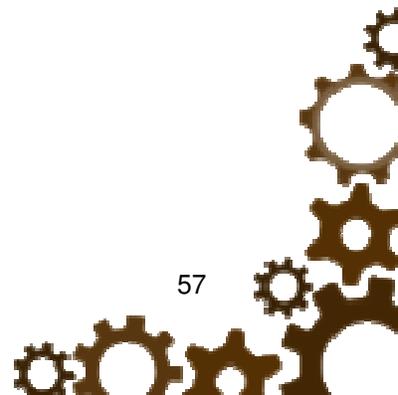
#### **Rank 2:**

**Spirit Fetish** - This ritual creates a permanent fetish that requires the person using it to possess the Occult II skill. It allows the user to expend an action point in order to be able to ask a spirit one question and hear that answer. The spirit must be truthful and keep their answer to three sentences or less. A spirit may not be the target of any Spirit Fetish more than three times in a single encounter. Ritual Cast Time: 1 minute

**Sever Lesser Bond**- this ritual, once complete, will sever the bond between a willing target and a magical item in their possession. This ritual has no effect on the item itself, and if it is cursed, it is possible that it will curse a new target as per that items rules. It can also be used to release a target (willing or unwilling) from Rank 2 or lower curse, or a Rank 2 or lower spiritual possession. Ritual Cast Time: 5 minutes

**Lesser Weapon Enchantment** - once the ritual is complete, it will enchant a single weapon, arrow, bolt or bullet to strike once for Magic. A weapon may be used normally

until the magical attack is invoked. An arrow, bolt, or bullet will expend the enchantment once fired. Certain supernatural creatures are harmed or killed by magical weapons that would otherwise not affect them. The attack may be defended normally. This enchantment lasts until used or the end of the event, whichever comes first. Ritual Cast Time: 10 minutes





### Rank 3:

**Lesser Arcane Seal** - This ritual is cast upon a container no smaller than a vial and no larger than 2 cubic feet. While the ritual is active the container may only be moved, opened and/or closed by the caster. The container is also completely immune to destruction, including disable device attempts. Only one Lesser Arcane Seal may be active at a time. Items are to be marked with purple ribbon or duct tape to denote the ritual is active on the object. The ritual expires at the end of the event. Ritual Cast Time: 5 minutes

**Sever Bond**- This ritual, once complete, will sever the bond between a willing target and up to three magical items in their possession. This ritual has no effect on the items themselves, and if they are cursed, it is possible that they will curse new targets as per those items rules. It can also be used to release a target (willing or unwilling) from a Rank 3 or lower curse, or a Rank 3 or lower spiritual possession. Ritual Cast Time: 10 minutes

**Weapon Enchantment** - Once the ritual is complete, it will enchant a single weapon, arrow, bolt or bullet to strike for Magic. A weapon may be used normally until the magical attack is invoked, upon which the weapon will swing for magic for 1 minute. An arrow, bolt, or bullet will expend the enchantment once fired. Certain supernatural creatures are harmed or killed by magical weapons that would otherwise not affect them. The attack may be defended normally unless delivered by an arrow or bullet, in which case it can only be stopped by a warding charm. This enchantment lays dormant until used or until the end of the event, whichever comes first. Ritual Cast Time: 15 minutes

### Rank 4:

**Arcane Seal** - This ritual is cast upon a container no smaller than a vial and no larger than 2 cubic feet. While the ritual is active the container may only be moved, opened and/or closed by the caster and up to two other individuals denoted by the character and present at the time of casting. The container is also completely immune to destruction, including disable device attempts. The ritual expires after three events. Ritual Cast Time: 15 minutes

**Sever Greater Bond**- This ritual, once complete, will sever the bond between a willing target and all magical item in their possession. This ritual has no effect on the items themselves, and if they are cursed, it is possible that they will curse new targets as per those items rules. It can also be used to release a target (willing or unwilling) from Rank 4 or lower curse, or a Rank 4 or lower spiritual possession. Ritual Cast Time: 30 minutes

**Greater Weapon Enchantment** - Once the ritual is complete it will enchant a single weapon, arrow, bolt or bullet to strike for Magic. A weapon may be used normally until the magical attack is invoked, upon which the weapon will swing for magic for 15 minutes. An arrow, bolt, or bullet will expend the entire enchantment once fired. Certain supernatural creatures are harmed or killed by magical weapons that would otherwise not affect them. The attack may be defended normally unless delivered by an arrow or bullet, in which case it cannot be stopped. This enchantment last until used or the end of the event, whichever comes first. Ritual Cast Time: 30 minutes

# POISONS

Poisons can be used in combat and depending on the poison they may be made to be contracted through touch (contact), food (ingested) or breathed in (inhaled). Each individual recipe will state what versions the poison can be crafted in, and the state is determined by the crafter at the time the poison is made. For example, Sandman's Tears can be made into any of the 3 categories. When the poison is crafted, the character writes down onto the item card which type they desired to make. Below is the individual rules for each poison state. New poisons are researched through Natural Science, not Poisons.

**Contact:** These poisons must be placed onto an object and come into contact with the victim's skin. Commonly blades are coated with contact poisons, but any object that is big enough to be held in a single hand could be coated with a single dose of contact poison. Contact poisons require the Administer Poison skill to handle safely and coat onto an object. If a weapon is coated in poison, anyone may attack with the weapon for the effect so long as they do not touch the blade. A poisoned blade that hits armor does not affect the target, nor does it expend the poison. If the target uses skills to prevent the blade from touching them, the poison is not expended. Arrows and bolts may also be poisoned with contact poison, but the poison IS expended when the arrow/bolt is fired. Bullets may not be coated in contact poison.

**Ingested:** These poisons must be placed into food or drink. The target must then ingest or imbibe the food or drink in order for the poison to affect them. Unlike the other two types, this type of poison may not be defended with using a warding charm or any other physical defense that stops attacks. This type of poison requires Administer Poison to handle and use safely.

**Inhaled:** This type of poison is a dry dust encased in a small burlap satchel to make it easy to throw at a target. It can be safely handled by anyone and does not require administer poison to use, however it can be defended by anything that defends physical attacks, such as parry, dodge and warding charm. This type of poison is packet delivered

## RANK I

**Detect Poisons I** - Spend 1 AP to detect Rank 1 or 2 poisons in an object or food. If used in conjunction with the Natural Science II Diagnosis skill, will detect the exact poison in a person's system and how much longer it will affect the character for.

**Administer Poison I** -May handle and use Rank 1 or 2 poisons, placing them onto an object, food or dust packet.

## RANK II

**Manufacture Poisons I** - The character may follow Rank 1 Poison Schematics to manufacture Rank 1 Poisons.

**Venomous Studies** - gives a bonus to researching new poisons with Natural Science and the ability to copy Poison Schematics for 1 textile component.



## RANK III

**Manufacture Poisons II** - The character may follow Rank 2 Poison Schematics to manufacture Rank 2 Poisons.

**Administer Poison II** - May handle and use Rank 3 or 4 poisons, placing them onto an object, food or dust packet.

## RANK IV

**Detect Poisons II** - Spend 1 AP to detect Rank 3 or 4 poisons in an object or food. If used in conjunction with the Natural Science II Diagnosis skill, will detect the exact poison in a person's system.

**Manufacture Poisons III** - The character may follow Rank 3 Poison Schematics to manufacture Rank 3 Poisons.

### Poison Schematics:

#### Rank 1:

**Sandman's Tears** - slows the movement for its duration. May not run, can slowly jog/fast walk. The affected may only swing their weapon once per 5s and may not use Dodge while under the effects of the poison. If they become inactive for 10 seconds, they will fall asleep. Loud noises, a gentle nudge etc., will wake them up. Ingested, contact or inhaled. Craft Time: 5 Minutes

**Creeping Death** - slow death poison. Kills the person poisoned after 8 hours. After 4 hours, they will look visibly ill- sweating, coughing, pale. If they're asleep, they'll awake to coughing fits. After 8 hours, dead-dead. Ingested or contact. Craft Time: 10 minutes

#### Rank 2:

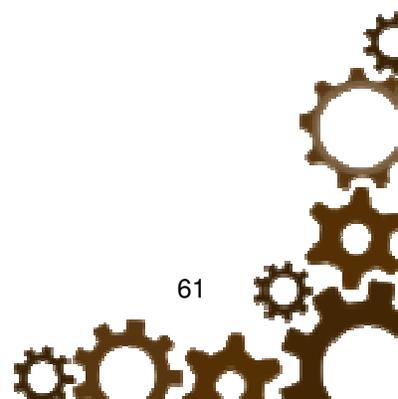
**Hallucinogen Poison** - The character begins to hallucinate for the duration for the poison. They are unable to take any offensive action while hallucinating, but they may defend themselves and move normally. Duration: 5 minutes. Ingested, contact or inhaled. Craft Time: 10 Minutes

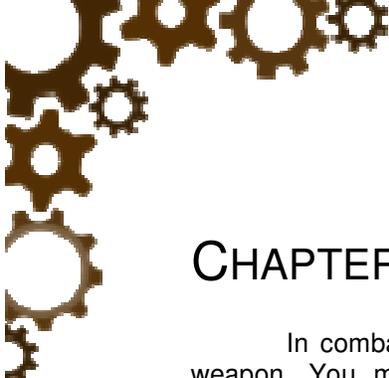
**Black Lily's Curse** - This poison causes intense pain in the target, keeping them from using any offensive or defensive action as they scream and writhe in agony. Duration: 30 seconds. Ingested or contact. Craft Time: 10 minutes

#### Rank 3:

**Paralysis Poison** - the target is completely paralyzed for 1 minute. Ingested, contact or inhaled. Craft Time: 10 Minutes

**Expedient Death** - Death poison. Kills the person poisoned after 5 minutes. The target will immediately look visibly ill- sweating, coughing, pale. If they're asleep, they'll awake to coughing fits. After 5 minutes the character is permanently dead. Ingested or contact. Craft Time: 30 minutes





## CHAPTER 7: COMBAT

In combat, the only physical contact allowed between players is via the use of an authorized weapon. You may not touch an opponent in combat directly with your hands, actions such as administering salves or poisons must be done via a combat safe phys rep. You may not grab an opponent's weapon or costume. A shield is not a weapon; you can use it to parry blows, but you cannot use it to pin a weapon or strike another player. The following areas of the body may not be struck by a weapon at all: the head, the hands, the neck, and the groin. If you should accidentally strike a player in one of those areas the hit is not considered to have landed and you must immediately cease swinging at the person until you have determined if they are safe to continue combat. Though the chest is a legal strike area, please exercise caution when fighting women.

Physical contact outside of combat must be consensually agreed upon by both parties, prior to that contact being initiated. Any player may deny physical contact with another player for any reason. That player does not have to share what that reason is, and no player may question them regarding said reason. A player can also agree to physical contact and withdraw consent for any reason, at any time.

You must swing your weapon at moderate speed with moderate force. A swing should cover no more than 180 degrees (this is commonly referred to as a "baseball swing"), and no less than a combined 45 degrees with your arm and 45 degrees with your wrist (commonly referred to as "machine gunning"). Thrusting is only allowed with weapons that have a sufficiently safe enough thrusting tip (Latex Weapons, for example, are not legal for thrusting). When thrusting, your elbow should move at least 90 degrees, your elbows should not pass your torso on the backswing, and your elbows should not straighten or lock on the thrust.

It is the responsibility of your target to denote if you are swinging too hard. Since any form of contact denotes a good swing, it should not be a problem for any competent fighter to connect with a blow that has less raw force. If you continually swing too hard or if witnesses can corroborate that a single hit was egregiously forceful, you will be warned for excessive force. Repeated offences will result in a combat violation, which may result in your removal from combat for the rest of the Event. By the same token, claiming a swing was too hard, does not invalidate it as the blow connecting unless otherwise stated by a GM. This rule is in play for the mutual safety of everyone, not as a way for people to avoid taking a solid hit in combat.

If you deliberately block or deflect a weapon with your own weapon or shield, then the blow is not considered to have connected. Other objects do not protect you against a weapon attack. If a blow lands on a pouch or shoulder bag on your person, it is still considered a good hit. It is illegal to deliberately block an attack with a body part that is not a legal target (such as the head or hands). Armor and certain Skills may allow you to take additional hits or to take action with disabled limbs, but these should be called out during combat appropriately. If you think a player is not taking their hits fairly, please report them to a GM.

If you are struck on an illegal part of your body, let your opponent know by saying, "head strike," or whatever is appropriate. If you are struck a second time, you may remove yourself from the combat with that player by stating "two-strikes" and walking away, and that player may not re-engage combat with you. If you land a blow and a player says, "head strike," (or similar) always take their word for it.

With regard to assistance devices (wheelchairs, hearing aids, etc), it is up to the player whether or not the character in-game has or uses these items. It is perfectly legitimate that a person who sometimes uses a cane out-of-game to indicate that the character never uses one, it is part of the suspension of disbelief. Likewise, it is also legitimate if a player indicates that their out-of-game assistive device is something their character does use. However, these items are Never legal combat targets and should never be purposely aimed for. A player who uses an assistive device should not "take the

damage” of a swing that makes contact with their device(s). Should a player consistently strike a device, the “strike” rules listed above may be used.

Sometimes during game play one character may wish to restrain another character for some reason. If that player does not consent to physical contact, you may hold up your hands and state “My character is restraining you” or some other appropriate way to communicate this. Both characters can then continue to roleplay this (assuming combat is not initiated) without physical contact.

A character may not “finish off” or “dismember” another character who is down or prone without a skill that says they can. No such skill exists within the general list and basic classes. We realize this requires suspension of disbelief but we believe it is a small concession to avoid further problems.

Unarmed Attack Boffer are a special type of boffer that represent a person’s fists or a beast’s claws. They are represented by boffer weapons that are equal in size to a small dagger (15”) but covered with bone white tape. Alternatively, a player may use tape that closely resembles their own flesh tone. Unarmed Attack Boffers may not block a standard melee weapon in combat. If they do, the blow is considered to have struck the appropriate limb instead. Offensive blows delivered to limbs with Unarmed Attack Boffers do nothing unless they are accompanied by another skill. Offensive Blows delivered to the torso with Unarmed Attack Boffers will knock the defending character one step per blow instead of causing damage. The Trip and Disarm skills can be used with Unarmed Attack Boffers.

There are items and abilities that may cause area of effects. If these effects cause damage then they will hit the torso location on their primary target and any secondary targets directly in front of and behind the primary target within the area of effect. Secondary targets to the left and right of the Primary Target that are within the area of effect will be affected in a limb closest to the Primary Target (typically an arm). Anyone who is diagonal to the Primary Target can be classified as either of the two cardinal directions at a Marshal’s discretion, but the default position will always count as being in front of or behind the primary target respectively. If there is no primary target because the item or skill packet hit the ground, then the area of effect is centered on the initial point of impact of the phys rep.

## COMBAT PHYS REPS

### Melee Weapons:

**Latex Weapons** - Aurum LARP does not currently have a list of “approved” weapon brands or types. Latex weapons can be brought to events and a marshal will check them for safety and approve or deny as necessary.

**Boffer Weapons** - Boffer weapons must be constructed of 1/2” PVC pipe and 5/8” thick closed-cell pipe foam insulation for the striking surfaces and open-cell foam for the thrusting tip and pommel. Tip and pommel must have a minimum of 1” open-cell foam each (totaling two inches open cell foam). Thrown weapons must be constructed entirely of open cell foam. Staves and two-handed weapons may use a secured wooden dowel to reinforce the weapon. Shields may be constructed out of wood, metal or plastic. The edges of the shield and any hardware used to construct it must be covered by closed cell or open cell foam. Strapping tape, duct tape and/or gaffers tape must be used to cover the foamed areas of the weapon/shield. Electrical tape, silver tape and/or Mylar tape may be placed over the duct/gaffers/strapping tape for decoration. Other materials may be used with marshal approval.

The following are the approved sizes for weapon phys reps.

Unarmed Attack Boffers: 15”  
Daggers: 15” to 24” in length.  
One Handed Weapon: 25” to 44” in length.  
Two Handed Weapons: 45” to 72” in length.



Quarterstaff: 60" to 72"

### Shields and Armor:

**Shields:** A shield must be a minimum of 12" in diameter. The maximum size is based on the size of the player using the shield. It may be no wider than the shoulders span of the person wielding it. It may be no taller than the distance between the player's shoulder and their knee. Please remember, shields are not to be used as weapons via pushing, shield bashing, etc.

**Armor:** Armor can either be real armor or costume fabricated pieces. Leather and Studded Leather counts as Light and protects for 1 point. Chain Mail, Ring Mail, and Brigandine counts as Medium and protects for 2 points. Banded Mail, Splint Mail, and Plate count as heavy and protects for 3 points. If a piece of armor is a costume piece and the phys rep is of poor quality or not immersive enough, a -1 point penalty may be applied to how much protection it imparts.

### Ranged Weapons:

**Guns & Crossbows** - All Nerf-brand guns are welcome to our game, so long as they are unmodded. Standard guns can not have more than 5 bullets in them at any time. This does not mean you can't use guns or clips that hold more than 5 bullets, just that you have to leave some spaces empty.

**Bows** - All Nerf- brand bows are allowed so long as they are unmodded. Real bows cannot have a draw of more than 35 lbs. Arrows must be foam-tipped and secured so that the shaft will remain in place on impact. Players can also choose to make a boffer bow (using the guidelines above) and throw Skill packets to simulate arrows instead.

\*\*While certainly not mandatory, we do request and appreciate any effort made to design, decorate, paint, etc all weapons to match the in-game atmosphere. Every little bit helps improve the immersion!

## NON-COMBAT

Sometimes a player is unable to participate in the combat aspect of the game due to some medical reason. Although combat is an integral part of the game, it is not the only part of the game, and so we have crafted these rules to allow people who are able to participate in role play to continue to do so when they cannot participate in combat. First, the non-combat character must wear an orange headband that is labeled in black lettering "NON-COMBAT" and remain at least 5 feet away from combat active characters engaged in combat (if possible we recommend a longer distance if it is more prudent). Secondly, non-combat characters may not carry or swing melee weapons or shields. Non-combat characters may still be shot with nerf bullets and may still be hit with skill packets, and they may still use nerf guns and skill packets on others. Combat active characters may approach non-combat characters within weapons reach and simply state "I strike at you" or "I strike your limb" depending on if they wish to injure or kill the character. The Non-Combat character may call any defenses they are able (Please note that the Parry skill requires a melee weapon, and therefore may not be called by a non-combat character). The combat active character continues to call out their strikes verbally until the non combat character puts up both of their hands and says "I'm Injured", starting their injured count normally. Another character may then approach the non-combat character within weapons distance and use any medical skills they possess to attempt to save the non-combat character as normal.

As we are a "safest touch" game, a player who uses assistive devices is not automatically precluded from combat; it is their decision to make whether they would like to engage in that aspect of the game or be non-combat. We also understand that in some cases the choice to engage in combat or be

no-combat can fluctuate from event to event or even module to module. As long as the procedures for non-combat are followed, please do what is best for you at all times.

## GUNS AND BULLET WOUNDS

Rifles and Handguns cause a player to be affected by Bullet Wounds. Shots from guns cannot be parried with melee weapons. They also may not be stopped by shields and armor that don't specifically state that they stop bullets. Shots to the shield count as shots to the arm that holds the shield. Likewise shots to armor count as a hit in that location.

Bullet Wounds have several effects. First, they cut all death and dying counts by half (rounded down) until the Bullet Wound is treated (Injured goes down to 5 minutes, Critical to 7 minutes and Comatose to 30 minutes). This time reduction effect is not cumulative to the number of bullet wounds a character has sustained. Bullet wounds also reduce the ranks of Tough a character possesses by one for one period (4 hours). If the PC or NPC does not have the Tough skill at all, they are instead under a pain effect until the wound is fixed, and must continue to roleplay the tenderness of the wound for the remainder of the period once the wound is fixed. The Treat Bullet Wound skill can alleviate these effects. Alternatively, there may be other skills or items that fix bullet wounds either partially or completely.

## DEATH AND DYING

When a character is struck in a limb, they lose use of that limb until it is fixed. Should a character be struck again in the non-functioning limb, it does not transfer to the Torso. However, players should not use this as an excuse to purposefully block with a non-functioning limb. Please see the Combat Rules section for additional details.

Once a character has received a Torso blow that they cannot defend against, they enter the **Injured** state. Characters can moan, clutch wounds, cry for help at an audible whisper, and crawl slowly. In order to be brought out of Injured, another Character or NPC must use First Aid or other means of healing that indicates specifically that it will bring a character out of Injured. **Characters can remain Injured for 10 minutes** before becoming **Critical**. Once in Critical, the Character is unconscious and they can no longer move, moan, or speak. In this phase, the character is slowly bleeding to death. **Critical lasts for 15 minutes**. To be brought out of Critical, a character or NPC must use Resuscitate or another ability that specifically indicates it will bring a character out of Critical. Once a Character is brought out of Critical, they are required to RP appropriately still feeling the after effects of the grievous injury for a minimum of one period (4 hours). **If a Character is not Resuscitated after 15 minutes, they become Comatose for an additional hour**. Characters who become Comatose require special means in order to be revived and typically suffer permanent debilitation or other applicable penalty. A Minor Permanent Debilitation is gained after the character has been in the Comatose stage for 15 minutes. At 30 minutes this upgrades to a Moderate Debilitation, and at 45 minutes it upgrades gain to a Major Debilitation. Permanent Debilitations may be able to be removed in-game actions such as Surgeries, etc. **After one hour in the Comatose stage**, the character is permanently **Dead**.

## PERMANENT DEBILITATIONS

Characters can gain permanent debilitations by going through the death system, through in-game roleplay, or may even opt to start with them in game. Starting with a debilitation incurs no bonuses except the satisfying roleplay that the player has chosen. Minor and Moderate Debilitations can be



overcome with the surgeries in the Natural Science Practice III and IV. Major Debilitations cannot be permanently removed with any skills in the basic class lists. Below is a list of some of the known debilitations, including the Minor and Moderate Recovery debilitations which are only gained through surgery.

#### Minor Debilitations

**Minor Recovery** - This debilitation is only gained after a successful minor corrective surgery, replacing the previous debilitation. The character must roleplay the discomfort of post surgery recovery. This debilitation does not limit the character in any other way. This debilitation will fade after 3 months.

**Shortness of Breath** - After 5 minutes of strenuous activity / exertion the character must take a 5 second break before starting again.

**Slight Limp** - The Character must walk and/or run with a visible slight limp. This does not prevent the character from running, so long as it is noticeable that the character has a limp.

**Poor Grip** - The character may not call the retain skill in the affected arm.

**Chronic Cough** - The character has a chronic cough that they can never seem to shake. The cough is ever present but not necessary powerful enough to phase the character for long.

**Bad Eyesight** - The character may not use skills with a rifle, though they may still shoot normally, and must roleplay having poor eyesight.

**Minor Psychological Trauma** - The character has suffered a minor traumatic event that has caused a minor psychological detriment such as fear of traveling alone, unable to look directly at a person who is bleeding, an irrational fear of pineapples, etc. In essence something that causes a change in roleplay with very minor setbacks.

#### Moderate Debilitations

**Moderate Recovery**- This debilitation is only gained after a successful corrective surgery, replacing the previous debilitation(s). The character must roleplay the discomfort of post surgery recovery and reduces all Death and Dying timers by half (stacks with Bullet Wounds). This debilitation does not limit the character in any other way. This debilitation will fade after 3 months.

**Winded** - After 1 minute of strenuous activity / exertion the character must take a 15 second break before starting again.

**Heavy Limp** - The character walks with a clear limp and is unable to run more than 5 steps before stopping for 5 seconds. The use of a cane is not required but encouraged.

**Bad Arm** - The character has a withered or damaged arm. They may not use any offensive or defensive combat skills with that arm. Additionally they cannot swing faster than one swing per 5 seconds with that arm.

**One Eye** - The character may not use offensive combat skills with ranged weapons or firearms. Additionally, they may not fire a ranged weapon or firearm more than once every 15 seconds with

**Moderate Psychological Trauma** - The character has suffered a traumatic event that has caused a moderate psychological detriment such as fear of the dark, a paralyzing fear of spiders, fainting for 15 seconds at the sight of blood, etc. In essence, something that will routinely inconvenience the character, but can be worked around with some effort.

#### Major Debilitations

**Major Recovery**- If by some miracle of modern science a procedure is developed to remove any Major Debilitations, this debilitation is gained after that procedure is successful, replacing the previous debilitation(s). The character must roleplay the discomfort of post surgery recovery, has Grit and Tough reduced by 1 rank (minimum 0) and reduces all Death and Dying timers by half (stacks with Bullet Wounds). Other drawbacks and limits may be placed on the character based on the nature of the debilitation that was removed. This debilitation will fade after 6 months.

**Amputation**- The character permanently loses a limb.

**Paraplegic**- The character is unable to walk without the assistance of some kind of device (such as a pair of clockwork limbs).

**Blind**- The character is permanently blind and may not engage others in combat without blind fighting.

**Mute**- The character is unable to speak or utter any noises.

**Major Psychological Trauma**- The character gains a majorly debilitating psychological trauma. The nature of the Trauma is negotiated between plot and the individual character to ensure that it is not something that will not offend any players, including the character affected by this debilitation. If a trauma cannot be agreed upon, then the character is afflicted by a different debilitation of Plot's choosing instead.

## CHAPTER 8: SETTING AND IN-GAME HISTORY

The world of Aurum was once like many typical fantasy realms. The Species you commonly associate with fantasy - Nisse, Dur, Goblins, Orcs- all existed here in a similar fashion which we have now come to expect. All of that changed when the Dur discovered the mineral that is colloquially known as Aurum. Initially used to craft explosive devices, it was soon discovered that it could also be burned as a fuel source. Eventually, during a time in which (on our world) would be equivalent to the Renaissance, the very first steam-powered machines were invented. Though much cruder than contemporary steam powered technology, this laid the groundwork for the rise of the Merchant class among the Durren clans and pushed the world from one that relied on magic to one that relied on technology. At around the same time, the Arcanum Elves noticed that the magical leylines around the world were in terrible flux. Without knowing the cause of this, they established a world-wide network of Arcane schools to better monitor and document this phenomenon. At least, that is how it appeared to outsiders. In reality, the Nisse, relics from an ancient culture, used this as a last ditch attempt to solidify their power. Now we are at a time closer to the Victorian age in our own world. The Durren clans no longer exist in their original fashion and are now the Durren Corporate Interests; merchant households that wield the power that the nobility once did through mercantile means. Most of the monstrous Species that we associate with Fantasy - Orcs, Dragons- were hunted to near extinction. The only to survive the onslaught were the goblins whose shrewd business acumen and relations with the humans allowed them to survive. The Nisse continued to hold onto their ancient cultures and ways, even as their numbers and power dwindled. Men proliferated throughout the world and traded freely between Dur, Nisse and Goblins. Increased technology lead to



greater demand for Aurum. And as mines became harder to find, the Durren trading companies began to send expeditions into the wilderness to track down new sources. Five years ago, one exploration mission took a wrong turn and found the Westernmost tip of an undiscovered continent to the south. The first to land there called it Antioch, after an ancient city that was the favorite of a scholar on board the vessel. The Durren Trading Companies and the Goblin Syndicates quickly mobilized to capitalize on this new source of Aurum and to expand into this new frontier.

Aurum is a Steampunk Fantasy game set in a world similar to our own Victorian era. The main thrust of the game will take place in a Frontier town. Exploration, discovery and the ravages of colonization are major themes that are explored within our game.

## CHAPTER 9: SERVICE POINTS

The Service Points (SP) system is our most common way to reward and thank players, staff and anyone who contributes in some way to making the game run smoother, look better, etc. In most cases, these will be awarded from donations, extra NPC shifts, or performing assignments such as NPC laundry or taking out the trash. Because the types of donations and assignments can vary so widely, it would be difficult to document the exact Service Point reward for every possible donation, however we will endeavor to provide a general idea of the reward before you commit to the donation or assignment.

Service Points can be used in the Goblin Black Market to enhance your In-Game experience via items, components, buffs, XP, etc. SP are documented on your character sheet as well as a back-end database. SP is based on the player, not the character, so if you have several characters, your total SP will be documented on all cards and should be the same on each. This also means that you can purchase things from the Goblin Black Market for any of your characters, at any time.

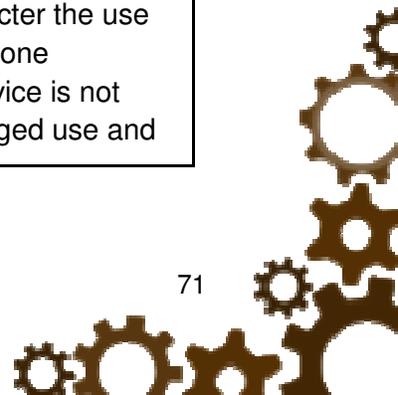
### The Goblin Black Market

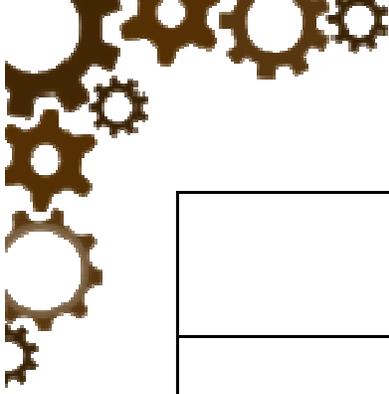
Name	Cost	# of Purchases/Character	Description
Follow a Lead	50 SP	1 per event	Every now and then one of your Trade Contacts comes through in a big way. If the character does not possess the Trade Contact skill, they can still get lucky with an opportunity, though not as reliably as if it came from a Trade Contact. This will expedite a knowledge search that the character wanted or further along plot points from a given storyline that the character is working on.
+1 Tough	50 SP/character	1 per event	Allows the Character to use the next rank of Tough for the entire event or if the Character does not have Tough, they gain rank 1 for the event, regardless of whether they currently have access to it. All other rules for Tough apply. Cannot stack, cannot exceed Tough 4.
Research Bonus	75 SP	1 per event	Grants the Character an additional bonus to a Research Story Development Action. Can only be used for the following Story Development Action, can not be applied retroactively.
Components	Common - 10 SP Named - 25	Unlimited	Allows the Character to purchase Common or Named components. SP cost is per 1 item card. Can



	SP		purchase no more than 10 common components and 2 named components per event.
Practiced Ritualist	80 SP per rank	1 per event, Limit 1 ritual	For the rest of the event the character may reduce the amount of time a Character must spend In-Game to complete a Ritual by one time step. The ritual must be one that the character knows and is selected when this is purchased. These cannot be stacked to reduce Intervals by more than 1.
Multi-Tasker	50 SP	1 per event, per character	+1 AP for the entire weekend. Can be recouped after Encounters.
Life Insurance	200 SP - 25% 400 SP - 50% 600 SP - 75%	Once ever per Character	When the Character perms or retires, the player can choose to liquidate up to 25/50/75% of their loot and transfer it to their next character. You may choose at any time to go up a tier if you have the available SP.
Expeditious Correspondence	75 SP	1 per event	To use this, a player needs to have at least one NPC shift during the event, and Plot approval. This allows the player to use that months SDA to get in touch with their Trade Contact. Player will receive a plot response after their shift(s) have concluded.
<b>Wondrous Items</b>			
Grip Guard Gauntlets	200 SP	1 per event, per character	Once per encounter may use the "Retain" skill at 0 AP cost, whether the character has learned the skill or not. This item will last for the entire weekend, afterwhich it irreparably breaks.
Skeleton Key	80 SP	1 per event, per character	Will unlock a working door that is not magically sealed. It is made of very soft metal and thus is rendered useless after one use, or at the end of the weekend if

			unused.
Professor Morton's Hyper Reflexive Elixir	300 SP	1 per event, per character	(Rank 2 Medicine) Once per encounter the imbiber may use the "Dodge" skill at 0 AP cost, regardless of whether the character has the skill. The duration of this medicine is 1 event. This medicine will expire at the end of the event in which it was purchased. The purchaser has the option of starting off having this as an item or having the medicine already be administered to themselves. If they choose to have this as an item, standard medicine rules apply.
Doctor Spengler's Aetheric Reinforcement Oil	200 SP	1 per event, per character	(Rank 2 Chemical) Adds +2 Armor vs. Aetheric Creatures to a single piece of armor. The duration of this chemical is 1 event. This chemical will expire at the end of the event in which it was purchased. The purchaser has the option of starting off having this as an item or having the chemical already be administered to piece of armor they are wearing. If they choose to have this as an item, standard chemical rules apply.
Temporary Rubberized Flotation Device	80 SP	1 per event, per character	Will allow the character the use of the swim skill for one encounter. The device is not designed for prolonged use and





			thus is rendered useless after one use, or at the end of the weekend if unused.
Flaudio's Filching Fingercuff	150 SP	1 per event, per character	This item is placed into a pocket, pouch or bag and will thwart the next pickpocket attempt targeting that container. This device is very delicate and thus is rendered useless after one use, or at the end of the weekend if unused.
Lady Perry's Pewter Pestle of Perfection	80 SP per rank	1 per event, per character	This item allows for the brewing of one specific Alchemy or Chemistry recipe at one time step faster for the rest of the event. The recipe must be known to the character purchasing this. This device is very delicate and thus is rendered useless at the end of the event.