



## CHAPTER II



Version 4.0

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# Changes from Chapter 1:

The rules have had a complete overhaul from **Chapter 1: *The Rise of Agrinos***.

- We have made the skills more organic and condensed to allow for an easier rule system that provides all the latitude that was in our previous system.
- The Estate System is now managed by the Narrators. You no longer must fill out the cumbersome Estate sheet but simply submit your desires to the Narrators. This should be done at the end of the function and resolution will be provided at the beginning of the next function.
- Religion and races have been updated to the new world of Daerzahn to correspond with the current plotlines.
- We've introduced a new Recipe, Spell research, and Investigation process that is dynamic and engaging and ensures that maximum fairness of received knowledge is fairly distributed to players.
- CoL has become much less lethal with the introduction of Health Points as well as Life Points. To facilitate the new health system, we've introduced a new Healing process.
- We've changed some of the terminology from last incarnation, including names of Marshals and phys-reps.
- We've revamped the logistics system, cutting it out significantly as Chapter 2 does most of the logistics between functions and reset most abilities at midnight.
- We've updated our Rules and Code of Conduct to more accurately display what is important to our players and how they can have the most fun at our events.
- Several aspects of the last versions have been intentionally left out of the rulebook to create a more mysterious and dynamic approach to role-play. The Estate System, Magic System, vanity pets, and certain skills and abilities are documented to be used fairly but not accessible to players.

For those of you returning from Chapter 1, you may continue to use your character you used in Chapter 1 or create a new character. You will have a choice to bring the character you played in Chapter 1 with all their build or you may choose to create a new character with base system parameters. You will be able to use the 75 starting build in addition however, you will not be able to choose a Background nor Training. If you decide to create a new character, you will forfeit your build from Chapter 1. Please contact a Narrator for questions regarding this process.

We understand that many of you really enjoyed facets of our previous system however, this game is always evolving, and we felt the changes made will benefit the flow of the game, the immersion of the roleplay, as well as make the system fairer and more balanced for our players.

We encourage your input but ask that you try our new system with open minds and a love of adventure that you have displayed in Chapter 1.

We're excited to start this new chapter with you and please allow us to be the first to say:

**Welcome to Daerzhan!**

# OFFICIALS

Crusade of Legends' purpose is to create a safe but immersive experience which will allow its players to come as closely to living a different life as they can. To ensure both the SAFETY and IMMERSIVE processes, we use Officials to regulate almost all aspects of the game.

There are four primary Officials; Curator, Warden, Narrator, and Criterion. Each focus on a different aspect of the game.

You may **not** argue with a game official during course of play. If you have a question or believe that a rule or spirit of a rule has been violated, you should approach the official after the scene for clarification or to bring up a contestation of the rules.

Arguing with a game official during functions is grounds for disciplinary action.

## CURATOR

Curators are responsible for the logistics of game play. They oversee the site, Registry, payments, and anything that involves the running of the business aspect of the game. The Prime Curator is the General Manager of the chapter. The Curator who oversees the payment and registration process, also known as the *Registry*, has the title, The Prime Registrar.

## WARDEN

Wardens police the game to ensure safety and adherence to rules. Wardens are divided into three different types although one may hold multiple Wardenships.

- **Rule Wardens** – Ensure the rules are being followed.
- **Safety Wardens** – Ensure situations are as safe as possible as well as address any health issues.
- **Witness Wardens** – Are provided to watch you perform acts to attest to the validity and correctness of the way you've done them.

## NARRATOR

Narrators are responsible for providing the overall story of the game. They integrate your character as well as facilitate the story arc for the event, ensuring that everything has purpose and reason in the in-game world. The Prime Narrator is the ultimate author of the world and is responsible for the integration of all the plotlines and characters in your chapter. The Prime Director is a Narrator that oversees running the Supporting Actor's camp (SAC).

## CRITERION

Criterion is a title given to those that specialize in a specific culture, race, or lore of a necessary part of Crusade of Legends. For example, the Faerie Criterion would be the authority for all things Fae.

# RULES

Crusade of Legends' rules are separated into three levels; Absolutes, Regulations, and Policies. Absolutes are rules that are of primary importance and will supersede any others. Breaking an Absolute or the spirit thereof will result in disciplinary action up to expulsion from membership, removal from site, and potentially litigation. Regulations are the structure and setup of the game. This includes combat, skills, health, damage, dying, etc. You will find these throughout this rulebook as well as any Codicils we release. Policies are put into place to facilitate an easier experience and a more fluid logistics for players.

## ABSOLUTE RULES

1. **Follow all state and federal laws for the location of the event you are attending.** Although this is a fantasy game, it is set in a real world with real laws. Attending an event does not release you from those laws.
2. **No threats, intimidation, or hate speech that infers Mundane (out of character) meaning.** If you're unsure if someone would take this as such, find another way to say it In World.
3. **All Portrayals acquired In World are your responsibility and must be returned to owner by end of play.** Whereas it is a regulation that if you steal a sword, you must take the Portrayal of the item, that Portrayal is NOT yours and you are fiscally responsible for its care until returned to its owner.
4. **You must comply with any Crusade of Legends Officials directions if they do not violate another Absolute Rule.** This is not to give them undue power over you but rather to ensure that should you incur disciplinary action, you must adhere to that or leave our game.
5. **If you are unable to safely follow the Absolutes, Regulations, and Policies of Crusade of Legends, you must willingly remove yourself from the event until you can safely follow all Absolutes, Regulations, and Policies.** Although officials are there to monitor, we cannot know your true state. Do not be in a state, through any means, which could endanger yourself or others.

Although not an Absolute Rule, the following may be as important, and we hold it to be the primary Regulation of Crusade of Legends:

**Do NOT disrupt the experience of other members.** This game is emotional. You will get angry and feel as if things are unfair at times. When you stop the game, or go out of character to complain or worse, argue, about this, you stop the game for many who have sacrificed their time, effort, emotion, and often money to play it. This is not something we take lightly, and it will be severely monitored. If you have an issue, play out the scene if possible and then go to the Official's designated location to speak with one. If you cannot play out the scene without making it an issue, then remove yourself from the scene.

# CODE OF CONDUCT

We consider our members family. Sometimes dysfunctional, but family nonetheless. As we stated in the previous chapter, RULES, this game gets emotional. You put a lot of effort into creating an alternate persona and expect a certain level of fairness and respect both as a player and probably as your character as well. However, you are not privy to everything that is occurring. You never know why you didn't get that magic sword or why you were passed over for the promotion in the guild. Those things affect you and we're glad they do! If they didn't, we wouldn't be providing an immersive enough game. But there are ways to handle things and ways not to. This is our Code of Conduct and it applies to every member regardless of whether they are staff, players, supporting actors, or observers.

1. **Take it in character.** In Mundane, you get into a car accident, you don't have a physical person to go to and complain about how unfair it was. If you were to have one, you probably might. However, we don't want you to. If your reaction is based on what happens to your character, you are NOT objective. You have an idea of who your character is and what they deserve. That may or may not align with the perception of the Narrators, however, that is something to discuss between events. Events are for you to react as your character would TO EVERYTHING. We know it's difficult to pass a cool storyline up because your character wouldn't go. Or how frustrating it is to be completely overwhelmed with superior force through no fault of your own. **PLEASE do not look at this from the game perspective.** If you do, you will get more frustrated. Instead, perceive it as your character would and react as they would to the stimulus affecting them. To show how important this is to us, realize we put it at the top of our Code of Conduct.
2. **Do not cheat.** Most people like to win. The way to win in Crusade of Legends is to immerse yourself in your character. To do everything you can to further their goals following the rules. If you do that, you will have years of enjoyment with like-minded individuals who want the same thing. If you cheat, you'll be caught. Probably not the first time, maybe not for a while, but eventually and then you will no longer be able to play this wonderful game.
3. **Be responsible for your footprint.** Most events occur on a site. These sites are rented by us to hold these functions and when we leave them disheveled, littered, damaged, then we lose that site and a valuable resource. Be responsible for your trash and area surrounding your camp. We always want to leave the site better than when we arrived.
4. **Help others.** This isn't required. Everyone is not your responsibility. However, this is not an individual's game. We enjoy it because we do it together. The more we can help each other, the more all of us will enjoy the camaraderie of the game and experience. If you can help, please do.
5. **Pre-Register for events.** This is very important. As a business, we need to know rough estimates for who is coming so we can accurately book the proper site and have the available resources. Additionally, it's important for YOU as Narrators will receive a list of who is Pre-registered for the event and they, often, will provide storylines detailed for your character which they cannot do if they are unaware that you're attending.
6. **Don't look to be the exception.** Almost every person coming out wants to be the cool character that everyone needs and that doesn't need anyone else. Obviously, your background and story are important to you and it is to us as well. It is the tapestry of all your backgrounds, stories, and lore that shape our world. However, we need it to comply with our Regulations and vision. Do not ask to be that special race or have that special exception. That's unfair to others and to the wonderful system we've made. Do what you can with what we've provided. If you have ideas, we are curious what they are. However, present them as potential addendums or modifications to the rules rather than one-offs that would apply only to your character. This item of the code also refers to the player. Don't look for preferential treatment for ANY reason. All players are equal and deserve to be treated as such.
7. **Have fun.** This is not an obligatory after thought designed to sugar coat the previous statements. We want you to have fun. We NEED you to have fun. If you're not enjoying our game, you will stop coming or worse, continue to come and resent us and become bitter. If you're not having fun, please call our staff and let us know and we can get you to the proper Officials to see what we can do to resolve that. If we don't know, we can't help.

# CHARACTER CREATION

This is how to create a character.

## Step 1: Choose your Culture

### Tourgin

These hearty and gregarious people call the area stretching from the Death's Maw to the Ironrock Hills their home. They are generally stocky and full bodied with a great appreciation of food and drink. They pride themselves on family, community, and hard work.

They reside in small towns and large villages in which they utilize mountain crops and small ranches. They are always up for a feast or celebration but work hard when not at play. Religion is a communal acceptance but practiced in a more nuclear setting, having families worship in their homes and through their daily acts. This tribe almost exclusively follows the Pobaric faith but is not aggressive toward other faiths that respect their ways.

Make-up Suggestions: Typical Tourgin men don full beards. All tend to have long hair and dress in neutral colors. They prize function over form when choosing outfits and footgear.

### Callyopi

Almost exact opposites of the Tourgin, the Callyopi are typically lithe, sharp featured, and beautiful. They pride themselves on enjoying the finer things in life, having a civil and organized lifestyle, and attempting to master everything they do with refinement and perfection. Callyopi have a healthy (if not arrogant) view of their culture and like to look down on things, literally. They tend to build their cities at the highest points in their settled areas, enjoying looking down on the rest of the world.

Callyopi primarily follow the Morcani religion, being drawn to its embrace of light, beauty, and judgment.

They worship weekly and view services as social affairs in which all dress up and attempt to be the most elegant and poised.

An ancient Callyopi myth describes a Callyopi called Alfia who had pointed ears and angular facial features. She is alleged to have been the most beautiful human to ever live. So much so, that most families now "pinch" their children's ears while young so they have a pointed appearance. Many also use makeup to contour the faces to be more angular and stand out amongst others.

Make-up Suggestions: Elf ear tips, bold regal colors, elegant attire, and an air of superiority

### Shay-Fir

Shay-Fir live as one with nature. Whimsical, superstitious, and always conscious of living harmoniously with nature, these people prize freedom and balance in all aspects of their lives.

Nomadic by nature, the Shay-Fir tend to settle in forested areas near rivers or lakes. Because of their nomadic lifestyle, they have a limited civilized footprint in the lands they settle. So much so, that within weeks of them moving on, it's difficult to determine that they were even there.

Shay-Fir are zealous in their religion almost exclusively following the Eaptharin faith. Followers of other religions will be tolerated but are considered to be misguided and are often the subject of aggressive conversion to the Shay-Fir faith.

Make-up Suggestions: Colors that blend with forested and natural surroundings

### Jourijarai

The Jourijarai fashion themselves as the honest and honorable people. They are a charismatic culture of healthy competition and integrity. They push each other to be the best they can be and celebrate the attempt rather than the result. They have strong traditions reaching back generations that they uphold as sacrosanct.



The Jourijarai are a heat loving culture and tend to settle in desert areas. While many have villages on the surface, it's common for them to build vast tunneled underground sections where they can find reprieve from the hottest times of summer and coldest of winter.

They are not a religious people and put more faith in coin, commerce, and personal achievement but many follow an independent faith of Thesaf.

The Jourijarai are very tied to the suns and the light that comes from them, having festivals for the waxing and waning of seasons as well as placing significance on which sun was prevalent during children's births.

Make-up Suggestions: Dependent on what sun your character was born under - Cool Colors, Warm Colors or Contrasting Colors. All have dark tattoos around their strongest asset.

## Maninightus

Maninighti are the most commonly found culture in the civilized kingdom. They gravitate to the safety and routine of everyday city life. Although some may dismiss this culture as benign or boring, generations of Maninighti living in cities have given them a great pride in their ability to transform the natural world into a well-oiled machine designed to further humanity and raise us above the wilds of the untamed lands.

There is no set religion amongst the Maninighti which can lead to scuffles and even wars between the factions but considering themselves to be progressive, they accept all within their lands.

Make-up Suggestions: None.

## The Savagari

The Savagari or "Savages" as they are known by the humans are bestial humanoids of various species. They appear to be a cross between a human and an animal though neither Savagari nor humans would admit that was the case.

The true nature of Savagari is considered brutal, barbaric, and horrifying to most humans and is not taught except to scare children or in myths.

The Savagari of the civilized world adhere to the precepts their owners put upon them.

If you choose to play a Savagari, you will be owned. You will come into play as a slave with no autonomy.

Make-Up Suggestions: Full body make-up on whatever animal you are part of, you need to be distinguishable as a Savage and as the animal that you are part of.

## Step 2: Choose Background

This is a representation of the community you were raised in as a child. You may choose one for your character. These stack with your Training bonuses.

- ❖ **Slave:** Gather Skill (3) levels
- ❖ **Peasant:** Gather Skill (2) levels, Craft Skill (1) level
- ❖ **Freeman:** Craft Skill (1) level, Mercantile (2) levels
- ❖ **Noble:** Leadership (2) levels, Mercantile (1) level
- ❖ **Criminal:** Streetwise (2) levels, Subterfuge (1) level
- ❖ **Nature:** Survival (2) levels, Gather skill (1) level

## Step 3: Choose Training

This is a representation of how you were raised and what your guardians trained you in. You may choose one for your character. These stack with your Background bonuses.

- ❖ **Laborer** - Gather Skill (2) levels, Craft Skill (2) levels
- ❖ **Craftsman** - Craft Skill (3) levels, Mercantile (1) level
- ❖ **Education** – Healing (1) level, Mercantile (1) level, Theology (1) level, Craft Skill (1) level

- ❖ **Parochial** - Theology (3) levels, Healing (1) level
- ❖ **Thaumaturgy** – Thaumaturgy (3) levels, Gather Skill (1) level
- ❖ **Nobility** - Leadership (2) levels, Melee Group (1) level, Defense (1) level
- ❖ **Military** - Melee Group (2) levels, Melee Universal (1) level, Defense (1) level
- ❖ **Criminal** - Streetwise (2) levels, Subterfuge (2) levels
- ❖ **Nature** - Survival (2) levels, Ranged Weapon (2) levels

### Step 4: Choose Religion

- ❖ **Atheist** – You do not follow any religion.
- ❖ **Morcani** – Morcanin believe there is one god and that god will judge everyone on their merits upon death. They believe that salvation lays in trying to live civil and just, but one must admit this is the one true religion. Adj- morcanist
- ❖ **Pobaric** – Porbarin believe there are several gods united under an unbiased judge who allows each to petition for world changing events. They believe that salvation lays in appeasing the gods with gifts and adoration. Adj - pobarist
- ❖ **Eaptharin** – Eaptharins believe the world is sentient and is a neutral observer to humanity, not here to judge but to witness the natural evolution of all living things. They believe that salvation does not exist. Adj – eapthar
- ❖ **Thesaf** – Thesaffy believe that they were created to be the physical body of the creator. They strive for physical and mental perfection and believe salvation comes from becoming the perfect self. Adj – Thesafarin

### Step 5: Purchase Starting skills

On top of your Clan, Background, and Training bonuses, new characters are given 75 points to spend on skills.

Players returning from Chapter 1 will be given a one time, one-character commensurate stipulation of additional points to spend. Please consult a Curator to determine your bonus points.

### Step 6: Introduction with Narrator

Before playing your character, you will need to meet with a Narrator who will go over your character, how they are built, and your background. It is best to have a written background when you meet with them or even better, to email it to [narrators@crusadeoflegends.com](mailto:narrators@crusadeoflegends.com) before meeting with a Narrator.

Once your character has been approved, you will be allocated three functions worth of production and your starting coin of 1 gold piece, 5 silver pieces, and 5 copper pieces. You will receive this at the beginning of your first function where you play this character.

### Optional: Rewrite character

Following your second function, you may set up an appointment with a Narrator to discuss goals, motivations, and where you see your character fitting in and heading towards. In addition, if you feel you would rather have a different character, you may request a rewrite. You are only allowed this option following your second function that you play the character at.

# SKILLS

Skills are a representation of the abilities your character can perform in game as well as a guide to the way your character has chosen to live their life.

Characters receive the Background skill levels from creation and then have an additional 75 Build Points to purchase skills.

Skills are purchased in a linear fashion. You may not skip levels of purchase. For example. If you wanted to purchase the *Melee Weapon* skill (a Simple skill), to level 4, you would have to spend 10 Build Points (1 for Level 1, 2 for Level 2, 3 for Level 3, and 4 for Level 4 = 10 total build.) If you had Level 4 in the skill and wanted to raise it to 6, you would have to spend an additional 11 Build Points (5 for Level 5 and 6 for Level 6 = 11.)

## Skill Difficulty

Are divided into 4 difficulties; Simple, Average, Difficult, Impractical. Depending on the difficulty of the skill will determine how many points must be spent to learn it.

DIFFICULTY	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9	Lvl 10
Simple	1	2	3	4	5	6	7	8	9	10
Average	2	3	4	5	6	7	8	9	10	11
Difficult	3	4	5	6	7	8	9	10	11	12
Impractical	5	6	7	8	9	10	11	12	13	14

Skill will be listed with an alpha indicator after it that designate what difficulty it is to learn the skill.

- (S) = Simple
- (A) = Average
- (D) = Difficult
- (I) = Impractical

# SKILL LIST

## ARTIFICE (A)

This skill allows a character to create Traps.

- ❖ Each level of this skill gives the character one Craft slot to use towards creating Traps.
1. May spend one minute of role-play to detect simple traps in or on an item.
  2. May create Trigger traps.
  3. May prepare Traps to be used by others.
  4. May create Pitfall traps.
  5. Knowledge of traps; halving all effects on character for duration and effect.
  6. May create Compound traps.
  7. May utilize Trap components for additional Crafting points.
  8. May create complex traps.
  9. May create Explosive traps.
  10. May spend one minute of role-play to detect complex traps in or on an item.

## CRAFT SKILL (A)

This skill allows a character to choose a crafting skill.

Allowed Craft Skills:

- ✓ **Armor Smith** (Metal Armor)
  - ✓ **Blacksmith** (Tools)
  - ✓ **Bowyer** (Bows)
  - ✓ **Brewer** (Beer)
  - ✓ **Carpenter** (Wood)
  - ✓ **Cooking** (Food)
  - ✓ **Distiller** (Spirits)
  - ✓ **Jeweler** (Jewelry)
  - ✓ **Mazer** - (Mead)
  - ✓ **Potter** - (Bricks / Tiles)
  - ✓ **Produce Farmer** - (Vegetable)
  - ✓ **Tailor** (Clothing)
  - ✓ **Tanner** (Leather Armor)
  - ✓ **Vintner** (Wine making)
  - ✓ **Weapon Smith** (Melee Weapons)
- ❖ Each level of this skill gives the character one Craft slot to use towards creating the items from their chosen craft.
1. May create Simple Craft items.
  2. May recycle Craft items for additional Crafting points.
  3. Increases quality of Crafts by 1 level.
  4. May create Common Craft items.
  5. Increases quality of Crafts by 1 level.
  6. May create Uncommon Craft items.
  7. May appraise chosen Craft's items.
  8. May create Rare Craft items.
  9. Increases quality of Crafts by 1 level.
  10. May create Unique Craft items.

## DEFENSE (A)

This skill represents a character's ability to defend themselves.

- ❖ Each level of this skill gives the character one Energy.

1. May wear light armor.
2. +5 Innate Armor Points.
3. May use shields.
4. May expend one energy to use “Block” defense. \*Must have shield or weapon in hand.
5. May wear medium armor.
6. +5 Innate Armor Points.
7. May wear heavy armor.
8. May expend one energy to use “Dodge” defense.
9. +10 Innate Armor Points.
10. May use defenses for another within weapon’s reach.

## GATHER SKILL (S)

This skill allows a character to choose a gathering skill.

Allowed Gather Skills:

- ✓ **Arable Farmer** - (Grains)
  - ✓ **Clay Digger** - Clay
  - ✓ **Dairy Farmer** - (Dairy products)
  - ✓ **Lumberjack** - Logs
  - ✓ **Miner** - Ore, Gems
  - ✓ **Orchard Farmer** - (Fruits)
  - ✓ **Quarrier** – Stone
  - ✓ **Rancher** (Livestock)
- ❖ Each level of this skill gives the character one Gathering point to use towards gathering the resources from their chosen skill.
1. May gather Simple resources.
  2. May recycle resources for additional Energy.
  3. Increases quality of resources by 1 level.
  4. May gather Common resources.
  5. Increases quality of resources by 1 level.
  6. May gather Uncommon resources.
  7. May appraise chosen resources.
  8. May gather Rare resources.
  9. Increases quality of resources by 1 level.
  10. May gather Unique resources.

## HEALING (D)

This skill allows a character to be able to attempt to heal targets.

- ❖ Each level of this skill allows the character to exchange one bead in Healing Draws for whatever bead player chooses.
1. May spend one minute of role-play to perform “First Aid” on target which will stop all Bleeding counts for 10 minutes.
  2. May detect disease.
  3. May perform “Triage” which determines whether target is in a state of Dying. (-1 Life Point or less and not stabilized.)
  4. May use healing on animals and andromorphs.
  5. May spend one minute of role-play to perform “Stabilize” on target which will stabilize them for 1 hour.
  6. May detect poison.
  7. Adds three white beads to Dead Draws.
  8. Identify disease.
  9. Identify poison.
  10. Adds five white beads to Dead Draws.

## LEADERSHIP (A)

This skill allows a character to gain minions.

- ❖ Each level of this skill gives the character one minion slot.

1. May build Minions with Level 1 Skills.
2. May build Minions with Level 2 Skills.
3. May build Minions with Level 3 Skills.
4. May build Minions with Level 4 Skills.
5. May build Minions with Level 5 Skills.
6. May build Minions with Level 6 Skills.
7. May build Minions with Level 7 Skills.
8. May build Minions with Level 8 Skills.
9. May build Minions with Level 9 Skills.
10. May build Minions with Level 10 Skills.

## MELEE WEAPON (S)

This skill represents a character's ability to utilize a specific weapon chosen at time of purchase.

- ❖ Each level of this skill gives the character one Energy.

1. May use common weapons.
2. May expend one energy to use "True Strike" attack. \*Must have weapon in hand. Damages target within weapon's reach unless defense is used.
3. +2 Brutality.
4. May expend one energy to use "Disarm" attack. \*Must have weapon in hand. Target within weapon's reach must drop weapon for 3 seconds unless defense is used.
5. May gain benefits of weapons over 6<sup>th</sup> Tier.
6. +3 Brutality.
7. May expend one energy to resist a "Piercing" attack.
8. May expend one energy to use "Break" attack. \*Must have weapon in hand. Target weapon or shield within weapon's removes one "Use" counter unless appropriate defense is used.
9. +5 Brutality.
10. May expend one energy to use "Riposte" defense. \*Must have weapon in hand. Reflects damage call on you to originator.

## MELEE GROUP (D)

This skill acts identical to Melee Weapon except it pertains to a group of Melee weapons.

## MELEE UNIVERSAL (I)

This skill acts identical to Melee Weapon except it pertains to all Melee weapons.

## MERCANTILE (S)

This skill allows a character benefits in trade with world traders.

- ❖ Each level of this skill gives the character one 3 Silver Pieces per function.

1. May purchase Abundant Goods on the World Market.
2. Goods purchased on World Market cost reduced 10%.
3. May sell items on the World Market.
4. May purchase Common Goods on the World Market.
5. Goods purchased on World Market cost reduced 20%.
6. May purchase Uncommon Goods on the World Market.
7. Goods purchased on World Market cost reduced 30%.
8. May purchase Rare Goods on the World Market.
9. May search for items in World Stage.
10. May purchase Unique Goods on the World Market.

## RANGED WEAPON (S)

This skill represents a character's ability to utilize a specific ranged weapon chosen at time of purchase.

- ❖ Each level of this skill gives the character one Energy.
  1. May use common ranged weapons.
  2. May expend one energy to use "True Strike" attack. \*Must have weapon in hand. Damages target within packet's reach unless defense is used.
  3. + 2 Brutality.
  4. May expend one energy to use "Pin" attack. \*Must have weapon in hand. Target within weapon's reach is pinned to ground for 5 count.
  5. May use quality ranged weapons.
  6. +3 Brutality.
  7. May use superior ranged weapons.
  8. May expend one energy to use "Piercing" attack. \*Must have weapon in hand.
  9. +5 Brutality.
  10. May expend one energy to use "Volley" attack. \*Must have weapon in hand. May continue to use arrows until right foot is moved without expending additional energy.

## RANGED UNIVERSAL (D)

This skill acts identical to Ranged Weapon except it pertains to all Ranged weapons.

## SELF-IMPROVEMENT (A)

This skill allows improves a character's stats and resistances.

- ❖ Each level of this skill gives the character one Energy.
  1. May expend one energy to resist a "Drop" attack.
  2. May expend one energy to use Feat of Strength to attempt to open/break a door/item or for +2 to a weapon damage call.
  3. + 2 Health Points.
  4. May expend one energy to resist a "Charm" attack.
  5. May expend one energy to resist a "Poison" attack.
  6. +3 Health Points.
  7. May expend one energy to resist a "Sleep" attack.
  8. May expend one energy to resist a "Disease" attack.
  9. +5 Health Points.
  10. May expend one energy to resist a "Compound" attack.

## STREETWISE (D)

This skill represents abilities learned on the streets to survive.

- ❖ Each level of this skill gives the character one Energy.
  1. +3 SP per function for Picking Pockets.
  2. May expend one energy to open easy locks.
  3. Gain one Contact.
  4. May embellish on Triage.
  5. May expend one energy to open common locks.
  6. Gain one Contact.
  7. May expend one energy to open difficult locks.
  8. May utilize the Black Market on the World Market.
  9. Gain one Contact.
  10. May expend one energy to open master locks.

## SUBTERFUGE (A)

This skill represents a character's ability to utilize dirty tactics and infighting.

- ❖ Each level of this skill gives the character one Energy.
- 1. May use common weapons.
- 2. May expend one energy to use "Cheap Trick" attack which doubles the damage of one strike. \*Must have weapon in hand.
- 3. + 4 Brutality with attacks from behind.
- 4. May expend one energy to use "Slice" attack. \*Must have weapon in hand. Target will begin bleeding damage.
- 5. May gain benefits of weapons over 6<sup>th</sup> Tier.
- 6. May use "Piercing" with any pointed weapon.
- 7. May expend one energy to use "Feign" remove one Energy from opponent struck.
- 8. May expend one energy to use "Cosh" attack. \*Must have weapon in hand. Target is knocked unconscious for 1 hour or until awakened.
- 9. +6 Brutality with attacks from behind.
- 10. May expend one energy to use "Flee" defense. No one may target the character or pursue them for 5 seconds or until character makes attack or offensive action.

## SURVIVAL (D)

This skill allows a character to better survive in the wilderness.

- ❖ Each level of this skill gives the character one Energy.
- 1. Gains Herbalism skill.
- 2. May track Easy Prey.
- 3. May expend one Energy to forage food for a day.
- 4. May track Normal Prey.
- 5. Gains ability to scout, allowing you knowledge of the area without giving yourself away.
- 6. May expend one Energy to locate fresh water source.
- 7. May track Difficult Prey.
- 8. May expend one Energy to locate Animal companion while in Wilderness.
- 9. May track Exceptional Prey.
- 10. May "Pass without Trace" making you untrackable.

## THAUMATURGY (I)

This skill represents a character's ability to learn and cast Magic.

Spheres:

- ✓ **Abjuration**
- ✓ **Augury**
- ✓ **Conjuration**
- ✓ **Enchanting**
- ✓ **Evocation**
- ✓ **Necromancy**
- ✓ **Transmutation**

Elements:

- ✓ **Air**
- ✓ **Earth**
- ✓ **Fire**
- ✓ **Spirit**
- ✓ **Water**

- ❖ Each level of this skill gives the character one Mana.
- 1. May study magical text to begin an Obscure Discovery.



2. May utilize Magical Components for Mana. \*Component is destroyed in process.
3. May Read Magical texts and spells.
4. May permanently expend one HP to choose a Sphere for Casting. \*May do as many times as able.
5. May cast Ritual magic.
6. May permanently expend two HP to choose an Element for Elementalism. \*May do as many times as able.
7. May bond a Spellbook.
8. May cast Battle magic from Spellbook.
9. Magical damage/effect is multiplied by level of this skill.
10. May cast Battle magic without a Spellbook.

## THEOLOGY (D)

This skill represents a character's bond and understanding of their religion and gods.

- ❖ Each level of this skill gives the character one Piety.
  1. May study religious text to begin an Obscure Discovery.
  2. May permanently exchange one Piety for knowledge of a Rite. \*May do as many times as able.
  3. Gain Visions.
  4. Character chooses Divination vehicle.
  5. Character may sacrifice an Epiphany for a Revelation. \*\*\*You may not purchase further levels until this has been done.
  6. May take the Vow of the Priest (Morcani), Paladin (Morcani), Cleric (Pobaric), Monk (Thesaf), or Ranger (Eaptharin).
  7. Varies.
  8. Varies.
  9. Varies.
  10. Varies.

## TOXICOLOGY (D)

This skill allows a character to create Compounds.

- ❖ Each level of this skill gives the character one Craft slot to use towards creating Compounds.
  1. May spend one minute of role-play to detect simple compounds in or on an item.
  2. May create Ingested compounds.
  3. May prepare compounds to be used by others.
  4. May create Touch compounds.
  5. Tolerance to Compounds making each halved in duration and effect.
  6. May create Gas compounds.
  7. May utilize Alchemy components for additional Crafting points.
  8. May create complex compounds.
  9. May create Powder compounds.
  10. May spend one minute of role-play to detect complex compounds in or on an item.

# COMBAT

Combat in Crusade of Legends is performed with boffer weapons and packets. Boffer weapons are used for melee combat and packets are used for ranged. We also allow approved bows with boffer projectiles in the game.

## Striking and Defending

Melee combat's two primary components are striking and being struck. To initiate an attack, you would swing your approved boffer weapon at your target or throw a packet at your target. If you hit the target, you have landed a Strike. If you miss, you will have no effect unless you have an ability that allows you an Auto Strike. If you miss but were close enough to have hit the target, you may use an Auto Strike ability provided you have the prerequisites to do so. Should you do this, it counts as if you landed a Strike on the target.

Once you have landed a Strike on the target, it moves (quickly) to the defense stage. There are several defenses that can be called and modify or nullify the strike. These defenses work even though you have physically or used abilities to strike the target.

- Dodge: Target has dodged the attack. No damage or status is transferred.
- Evade: Target has dodged the attack. No damage or status is transferred.
- Riposte: Target has turned the attack you've thrown back against you. Any damage or status intended in the strike is transferred to the attacker. You may not Riposte a Riposte, but you may use a Dodge or Evade to nullify it.

In addition to the aforementioned defenses, it is possible that the target had an Arcane Shield on them which would nullify the attack. There is no call for this defense however, if following the scene, you believe they may have used one, you may ask them to relinquish the tag to a Marshal or have a Marshal check their character for the ability.

If a strike hits a weapon or shield, it is nullified unless it has special properties to bypass or effect those items. Your character will have Health Points (HP) and Life Points (LP). In addition, they may have armor. When you are struck by an item or effect that causes damage, you will remove the points from your Armor first. Then Health Points and once you are at 0 Health, if you are damaged, it will remove Life Points.

## Damage, Death & Dying

Every character starts game with a Health Points of 10 plus any bonus points gained through skills. A character's LP is equal to their HP. Thus, if you start with 10 HP, you will also have 10 LP.

### Deadly Attacks

Certain attacks, such as Pierce or Sever bypass armor and HP and directly affect LP. These attacks can still be dodged, evaded and riposted. In addition, if these attacks are blocked by a weapon or shield, they will not Strike. However, worn armor does not reduce or stop these attacks and HP will be unaffected.

Magic containing the call word "Entropy" also directly affects LP, however, magical attacks will not make the target go into a Bleeding state.

### Bleeding Out

If you are struck with a Pierce or Sever blow or if you lose LP due to damage (except "Entropy"), you will be put into a Bleeding state.

Once in a bleeding state, you will lose 1 LP per minute until you receive an effect to stop the bleeding or you reach 0 LP.

### Health States:

- Healthy: Full HP & LP

- Bruised: Refers to HP. If you are below Full HP, you are bruised.
- Wounded: Refers to LP. If you are below Full LP, you are wounded.
- Bleeding: In a Bleeding State per Bleeding Out section above.
- Unconscious: Below 1 HP but positive LPs.
- Dying: When you reach 0 LP.
- Dead: 10 minutes after reaching 0 LP if you have not been Resuscitated.

## ARMOR

There are three types of armor in CoL; Innate, Tagged, and Physical.

You may stack Innate with either Tagged or Physical armor but not both. Tagged and Physical armor cannot be stacked.

Status effects such as poison and disease do not take effect on the character until they hit Health or Life Points. If any portion of the attack hits Health or Life Points, the status will take hold but merely reducing armor points will not pass these carrier attacks.

Armor is a large part of combat and we understand that real armor is expensive and cumbersome. We've attempted to balance the immersion of realistic armor with the necessity of Portrayal armor.

Physical armor is worth more points than Portrayal armor. This is due to the fact that real armor is heavy, cumbersome, and hot. There is an inherent disadvantage to wearing Physical armor beyond the financial that deserves acknowledgment in the system.

### Innate Armor

This is armor directly on the character. It may be a representation of your dodging ability or it may a thick skin or plated armor on the character or creature.

Since this is Innate, you will always have this armor on to start.

To reset Innate Armor requires one minutes of relaxation (non-combat or physical exertion) per point of the Armor. Therefore, following a fight where you lost ten points of Innate armor, a rest of ten minutes will reset the armor to full.

### Tagged Armor

This is an armor tag that represents armor that was created in game. You must have the appropriate level of the skill Defense to use the type of armor you are wearing. You need not have a Portrayal for this armor, however, if your costume does not mirror the Armor tag that you currently have equipped, you must wear a tabard over your costume to denote that you are wearing armor to those around that can see you.

- Light armor = Brown tabard
- Medium armor = Grey tabard
- Heavy Armor = White tabard

If you do not have the tag for the armor, the skill to use it, or the tabard, you cannot count this armor as equipped.

If Tag armor is breached, meaning that it has been completely reduced, it will lose 2 points of Maximum Armor protection. This can be repaired by a skilled blacksmith or armorsmith.

Curators have final say on whether Portrayal armor worn would substantially hinder and therefore protect the individual or whether it is cosmetic. If rules Cosmetic, it will replace the necessity of a tabard for Tagged armor but will not yield the bonus points for Physical armor.

## Physical Armor

This is actual armor that is worn by the player. You will need to have the proper skill and tag as if it were Tagged Armor but having a real Portrayal will yield greater armor points than Tagged Armor.

- Light Physical Armor = 1.5x Tagged armor value
- Medium Physical armor = 2x Tagged armor value
- Heavy Physical armor = 3x Tagged armor value

If Physical armor is breached, meaning that it has been completely reduced, it will lose 2 points of Maximum Armor protection. This can be repaired by a skilled blacksmith or armorsmith.

# HEALTH & HEALING

## Chiurgeons

Treating wounds is a challenging endeavor. Crusade of Legends handles this by a random bead draw called the Healing Draw.

To treat wounds, a Chiurgeon must be in a Clinic and have a Marshal present to oversee the bead draw.

Each bag is started with 4 White beads and 3 Red beads, 2 Black beads, and 1 Blue bead. These beads may be modified by the Chiurgeon's skill level (per the Chiurgeon Skill description.) Regardless of modifiers by skill or situation, a bag will never have less than 1 Red bead unless Marshal directed.

If a Chiurgeon is affected with the status of *Dizzy*, *Drunk*, *Paranoid*, or *Exhausted*, any beads replaced due to skill level are randomly replaced, meaning that the Marshal will randomly pull a replacement bead for the bead's removed from the Chiurgeon.

Each color of the beads means something different:

- Clear = Great Success – Target gains 3 Healing
- White = Treat Wound – Target gains 1 Healing
- Red = Complication – Target loses 2 Health Point
- Black = Critical Error – Target loses 3 Health Points
- Green = Poison reduced in potency (If target is poisoned. If not, treat as White bead)
- Yellow = Disease reduced in potency (If target is diseased. If not, treat as White bead)
- Purple = Infection reduced in potency (If target has infection. If not, treat as White bead)
- Blue = Infection – Target receives Infection card from Marshal. This is not known to Chiurgeon or Target in game.

Characters may choose to remain under the care of a Chiurgeon. This means they are confined to the clinic.

Targets that are under the care of a Chiurgeon will gain back 1 Health Point every 10 minutes and 1 Life Point per hour. Targets may not go past their maximum HP or LP from this. Leaving the clinic at any time stops the care and the target will not benefit until readmitted by the Chiurgeon. Further, this will rest any remainder of time on the clock. For example, if you were in the Clinic and had full Health but were down 2 Life Points and thirty minutes into your stay, you leave the clinic and then come back, it would be the beginning of the 60-minute LP regain starting at the time the Chiurgeon readmits you to the Clinic. The Chiurgeon must be present to start the treatment and must be present once each hour for the target to regain Life Points. Health points will regain regardless of whether Chiurgeon is present however, he must be there to admit the patient to start the process.

While in a clinic, anyone with a healing skill can perform the following actions:

- **Examination** - Determines the extent of injuries and rough cause. This will also reveal symptoms of Disease or Poison if in the Symptomatic portion of those afflictions. Examination requires 5 minutes of uninterrupted Roleplay as the Chiurgeon scans your body for conditions. This requires a Healer's Bag.
- **Treatment** – The process of treating the injured party. This requires a Marshal and needs to be performed in a Clinic.

## Resuscitation

If a character has been reduced to zero Life Points, they are technically dead. A Chiurgeon may attempt to revive them with a Dead Draw. This draw must be done within ten minutes of the character dropping to zero Life Points. A Dead Draw is a bag filled with one white bead and one black bead. Additionally, there will be one white bead added for each level the Chiurgeon has in Healing Skill. A marshal must be present for a Dead Draw. The Chiurgeon will hold the bag for the target who will draw. If they draw a white bead, they regain one Life Point. If

they draw the black bead, they are completely dead. The trauma of this experience will make the target forget the scene that caused their death and they will be weakened per a Weaken effect for one month.

# GAME MECHANICS

While the goal is to have complete immersion into the role-play world, there will be times where one will need clarification or have questions about the mechanics of the game or information needed from a Marshal.

Additionally, there may be times that we will need to stop the game to handle real life issues. To clarify to all attendees that this is occurring, there are a few devices we use.

## OOO talk IG

If you find that you need clarification of an ability or effect, put your hand on your head or alternately, your weapon and ask for the clarification.

## Stop Play

Upon the call of "STOP PLAY" all players will stop what they are doing including movement and close their eyes. Stop Play is called when everyone needs to know something that is happening, to stop someone from hurting themselves, or for large clarifications. You will remain frozen with your eyes closed until a Marshal calls "Relaxed Hold" in which you may open your eyes and talk quietly out of character with those around you. You may not move your right foot, nor may you organize or move any in game items.

Upon the call of "3, 2, 1, Resume Play" you will go back into game immediately.

## Orange Headband

Participants wearing an orange headband are OOC and not visible in the in-game world. They should be ignored.

You should be wearing an orange headband during any time you are out of game longer than a few moments.

# CHARACTER ADVANCEMENT

Characters will receive 1 point to spend on skills per day of function.

## OBSCURE DISCOVERY

An Obscure Discovery (OD) is a researchable knowledge that can be gained by characters. This can be gaining information into a plot line (Investigation) or learning a new spell (Thaumaturgy), compound (Toxicology), or recipe (Craft Skill).

To begin an OD, your character must find a Discovery Fragment (DF) in game. DFs will be marked with a tag, however, many will not be evident as if the DF is knowledge given by an NPC, the player is requested to ask for the DF following the scene. Do not ask for the DF during the scene.

DFs cannot be stolen from you. Nor can they be destroyed or in any way removed from you, save you losing the tag associated with the DF. Should you lose the tag, your character has forgotten the information contained on it and the tag will not be replaced unless you can find a way to get the information again somehow.

DFs are turned in to Logistics at the end of the function. Record-keepers will update your OD sheet to reflect the new knowledge. You are not required to turn in the DFs at the end of function, however, it is the only way to ensure it is retained for your character. Effectively, it's solidified into your memory in the form of your Obscure Discovery worksheet.

Characters may not utilize Fragments until it has been solidified onto your OD Sheet. So even if you have all of the pieces of an OD, you will not be able to use them until the function following the one where all pieces were turned in.

You will not know how many fragments are in an OD, however, once all the fragments are submitted and your OD worksheet is updated, you will be informed that you have completed the Obscure Discovery and will get the reward for that completion.

## False Fragments

Occasionally, you will come across a False Fragment. These are Fragments that are misleading or that are not actually a part of your OD. These will look identical to real Fragments and you will need to find a way to remove the False Fragment from your OD Worksheet before the OD will complete.

You may attempt to mix and match, removing Fragments and resubmitting after each function. There are also some skills that assist with specific fragment types that will allow you to identify False Fragments. In addition, you may use an Epiphany.

## Epiphanies

Epiphanies may be found in game. They are intangible but will be designated with a tag. An Epiphany may be turned in to add a Fragment to any OD Worksheet. Further, an Epiphany may be used to remove a False Fragment from an OD Worksheet. As you will not be aware of whether your OD has a False Fragment, if there are none present on your ODW, then it will simply add another fragment to it.

## Sharing Obscure Discoveries

You may at any time, allow anyone to duplicate one, some, or all of your fragments from an ODW. To do this, you will turn in an ODW share request at the end of function. You will need to ensure you have the character's name, player's name and the OD number as well as which fragments you want to share. At the beginning of the next function, the player you have shared your knowledge with will get their adjusted OD Worksheet.

## RECIPES

Recipes allows your character to learn how to craft an item. Crusade of Legends handles Recipes by Recipe Chains.

To gain a recipe, a crafter must present it to a Marshal. If a recipe is valid, the Marshal will add the new recipe to the player's Crafting Recipes and the player will have the ability to create the new recipe if their skill level is high enough. If the recipe would yield a faulty item, the player will be informed, and no recipe will be added. The process of Recipe validation normally takes a while so players should not expect to hear the result until the next Function.

Recipes require Components and Actions. The higher level the recipe is, the more of these it will require. Therefore, a first level recipe may only require one to two components and 1-2 actions, a level nine recipe may require several of both. Actions and Components vary by Craft.

In Recipes, an Epiphany may be used to remove an invalid component/action or Discover a valid component/action. This may be done even if the Recipe is Invalid.

## ENERGY, MANA & PIETY

Common actions do not require any substantial energy to perform. However, there are abilities and skills that require your character to exert more energy. These abilities will be noted in their description.

Energy is gained by purchasing certain skills. Energy stacks so if you have Energy from two different skills, they will pool to allow you to utilize any ability you have access to in either skill with any of your Energy.

Energy restores gradually over time, however so that we do not need to track any more graduals than necessary, we do a lump restore at Midnight. The exception to this time is that if you are already involved in a Scene, the Restoration will occur ten minutes after your character has left the Scene.

Mana & Piety function the same was as Energy does.



## SPELLCRAFT

Spellcraft allows your character to learn how to craft a spell. Crusade of Legends handles Spellcraft by Spell Chains.

To gain a spell, a caster must present it to a Marshal. If a spell is valid, the Marshal will add the new spell to the player's Spell Book and the player will have the ability to cast the new spell if their skill level is high enough. If the spell would yield a faulty cast, the player will be informed, and no spell will be added. The process of Spellcraft validation normally takes a while so players should not expect to hear the result until the next Function.

Spellcraft require Elements and Disciplines. The higher level the spell is, the more of these it will require. Therefore, a first level spell may only require one element and 1-2 disciplines, a level nine spell may require several of both.

In Spellcraft, an Epiphany may be used to remove an invalid element/discipline or Discover a valid element/discipline. This may be done even if the Spell is Invalid.

## Mana

You may convert Health and Life Points into Mana. When using this, characters will automatically utilize their Mana first, then available Health Points, then Life Points. A player may not choose to expend what they wish it will always follow this order.

If HP or LP are used like this, they are treated like any other wounds

## RELIGION

*\*\*\* The theology in Crusade of Legends is not meant as a parody or mockery of any real beliefs. True religion has comforted, united, and divided many. Our religions are made up and not based on any specific real-world religion. They should not be practiced out of game and there is no real claim to divinity, enlightenment, or faith in them. They are purely for game-play storyline.*

Religion is a large part of Crusade of Legends and is deadly serious to most characters in the world. A character's world view is often the only thing that they can hold onto when everything else is stripped away so they tend to guard it and hold on to it voraciously.

That isn't to say that there are not those people that can overlook differences of religion, but the vast majority of characters in the world will not be able to.

In Crusade of Legends, there are several distinct religions, each with their own beliefs, rites, and even gifts.

- **Atheist** – You do not follow any religion.
- **Morcani** – Morcanin believe there is one god and that god will judge everyone on their merits upon death. They believe that salvation is achievable by trying to live civil and just, but one must admit this is the one true religion. Adj- morcanist
- **Pobaric** – Porbarin believe there are several gods united under an unbiased judge who allows each to petition for world changing events. They believe that salvation lays in appeasing the gods with gifts and adoration. Adj - pobarist
- **Eaptharin** – Eaptharins believe the world is sentient and is a neutral observer to humanity, not here to judge but to witness the natural evolution of all living things. They believe that salvation does not exist. Adj – eapthar
- **Thesaf** – Thesaffy believe that they were created to be the physical body of the creator. They strive for physical and mental perfection and believe salvation comes from becoming the perfect self. Adj – Thesafarin

This is not an exhaustive list of religions, but they are the most common and recognized of the known world.

Your character need not proscribe to one of these religions, however, you will need to know that your parents were not raised in a void and should have an idea of which they followed.

Further, Blessings from priests of a specific religion will only be usable by those that are declared as followers of that religion. This declaration is not a light acceptance and must be written on your character sheet as your actual religion to be able to be affected by their blessings.

## Blessings

Clerics or priests are characters that have dedicated their lives to their chosen faiths. With the exception of Atheism, which has no clerics or priests, all religions in Crusade of Legends have clerics or priests.

Clerics and priests are the spiritual guidance of the people. Their words are generally held in high esteem as they are often viewed as emissaries of the divine which people believe in whole heartedly. However, because of their station, they are also viewed with scrutiny, not just from within their temples, but from all around them. As such, they must watch carefully what they say and to whom they say it, or they may find themselves in very uncomfortable situations.

Blessings are earned by Clerics or Priests to be able to be used upon their faithful brethren. These blessings can be found in the Theology Skill description.

## Transgressions

If a follower of a religion performs a transgression of that religion, they lose the ability to be affected by Blessings of a cleric or priest. Further, there are high level clerics/priests that will be able to see these transgressions. If found and the character has not come forward to attempt to atone for the transgression, a cleric or priest may Anathematize the character. **Anathematized characters lose the ability to Resuscitate.**

## Resuscitation

When a character is reduced to zero Life Points, they are dead. There are limited ways to change this status, however, hope is not lost.

- A Physician may be able to attempt to Resuscitate.
- A cleric that has the blessing of Renew can cast it upon the character.
- They may be administered an elixir of life.

There may be additional ways to modify this state, but none are widely known.

## LOGISTICS

Logistics is the mundane process of getting characters built, backgrounds verified, items made, coin distributed, and anything involved with getting your character ready to go into the game with all the proper resources.

To minimize downtime and Marshal utilization, most Logistics is performed between functions. The exception is for new players who are playing for the first time and need to have everything done “on the spot.”

When you are leaving the game, you will need to locate your Exit Packet.

In the Exit packet are several items including:

1. **Check Out Form** - Required synopsis of your game.
2. **Obscure Discovery Sheet** - To attempt to learn recipes and spells
3. **Production Sheets** - For crafting and gathering
4. **Action Sheets** - Action sheets are for putting in any actions you are looking to perform before the next function.

Check Out Forms need to be turned in with your character card to a Curator. In addition, all tags and monies will be put in your envelope as well. If you do not return these items, you will not receive Build Points for the function.

You may fill out the other forms as well as submit them immediately, but all logistics must be given to staff at the latest eight (8) days before the next function.

Anything turned in later than eight days before the next function you attend will be rejected and you will lose any benefits from it.

Be sure to include any Fragments you are using with your Obscure Discovery Sheet as well as any costs or resources to complete the requested actions

That's it. Then we do our magic and at the next function, you will have your updated character card as well as resolutions to all the other forms.

If you have a question regarding anything between games, you can contact the Curators at [curators@crusadeoflegends.com](mailto:curators@crusadeoflegends.com).

## CRAFTING

Each Crafting slot allows the player to create one item between functions. Your level determines what level items you may create with that slot.

Creating items requires several things:

1. You have a slot to create an item.
2. You have the level to create the desired item.
3. You have the recipe for the desired item.
4. You have the required tool of your trade.
5. You have the components to create the item.

If you have all the required steps to create the object and you wish to create items, you will place your components and a completed crafting sheet into an envelope and turn it in no later than 8 days following the last function attended.

Your new items, if properly done, will be waiting for you at your next function.

## ITEM USES

Almost all items have uses. The amount of uses will be listed on the card for the item.

A “use” is good for an entire function or unless removed by an in-game mechanic such as “Break” on a weapon or shield.

All items need to be included in your check out package as you leave event as well as all coin. If you do not include the tags or money in your packet at end of function, any items or monies not received will be considered lost in game.

# PORTRAYALS

A Portrayal is a physical representation of an item in game. It should look as close to the real item as possible without sacrificing safety or significant financial burden.

All Portrayals have to be checked by a Warden for safety before entering the game. Weapon Portrayals have to be checked before every function.

For weapons, “third generation” weapons are preferred. They are often called latex weapons. Many websites offer them and the pricing ranges from \$10 (rare) to over \$200 (rare). The average cost is about \$65-\$100. They require upkeep and will break down in time but are beautiful and allow a suspension of disbelief that other weapon Portrayals do not.

You may use “sausage” Portrayals which are generally a core of PVC or fiberglass surrounded by PVC foam or some foam layering. Most have an extremely soft tip of either extended foam layering or open cell foam and are covered in fabric or duct tape. There are many websites that can advise on how to make these and they are very inexpensive, costing between \$5 and \$25 to create.

Shields may be made from any safe material but must be free from any sharp or pointed edges.

Crusade of legends is not responsible for damaged items, costuming, or Portrayals.

## In Game Theft

If an item is taken in game, CoL requires the person taking it to take the Portrayal. This is done so that the person will notice it is gone and the scene can continue with understanding of the situation to all that show up.

Once a Portrayal is taken, it’s safekeeping is the responsibility of the person who has taken it. It is acceptable for the taker to bring the Portrayal to a Narrator for safe keeping but only if the Portrayal is being removed from the in-game area. Otherwise, they must keep it to allow it to be found in-game.

# GLOSSARY

**(#) Count** - A count, normally preceded by a numerical value, designates that to take the action, one must stand there and announce in a clear voice and loud enough to hear for any that can see the person the action they are taking. The numerical value designates how many times they must say it before the action is completed. EXAMPLE: If it is a “3 count”, one would have to say “One, I <action>, two, I <action>, Three, I <action>.” At the completion of the verbal, if they have not been interrupted by damage or someone stopping them from doing the action, the action is complete.

**Anathematize** - This is a status in which a character has been removed from the sight of their god through a formal removal of the character by the church. Anathematized characters can no longer gain benefit from Blessings until they have had this status removed.

**Atheist** – A character that has no religion listed on their character sheet and therefore has not chosen one.

**Background skills** – Part of the Character Creation process in which your character gains certain skills based on your choices of your character’s background.

**Bleeding Out** – This is a game mechanic in which your character has lost one Health Point or has taken a Bleeding Wound and the Bleeding has not been stopped. During this period, your character will continue to lose one Health Point per minute until the bleeding is stopped or your character has died.

**Blessing** – A benevolent divine effect bestowed by a Priest or Cleric. Only characters that share the same religion of the Blesser who have not been Anathematized by their church may actually receive the blessing.

**Brutality** – The base damage a weapon throws. Also refers to added damage to weapon blows.

**Chiurgeon** – Technically, a character that has the Healing Skill at any level but refers to those who actively pursue and commit to a lifestyle of healing others.

**Codicil** – An addendum that adds a new component to the rules.

**Compound** – A substance created by a character with the Toxicology skill.

**Contact** – An NPC gained through the Streetwise skill. There are several flavors of contacts that can be chosen, and each has access to information in their specified area of knowledge. They will attempt to assist the character with knowledge regarding their area of knowledge.

**Craft Points (Crafting Points)** – A virtual currency that players use to have their characters create items they have purchased the skill to create. Crafting points are spent at the end of a function and the yield delivered at the beginning of the next function the character plays in.

**Criterion** - A limited form of Marshal that has purview over a specific culture, race, or lore of the game.

**Curator** - A Marshal responsible for the logistics of the game.

**Daerzahn** - Continent that the game takes place in.

**Dead Draw** – An attempt by a Chiurgeon to resuscitate the dead. This draw requires a Witness Marshal and must be started within 10 minutes of the target dead character’s death.

**Deadly Attack** – This is a type of attack that deals damage directly against a target’s Life Points as opposed to their Health Points which normal attacks target first.

**Divination** – This is a chosen way of receiving messages from your god. Players will choose which Divination vehicle, or way in which they receive the messages at time of gaining this ability.

**Eaptharin** – One of the four main religions of the world. Their world view focuses on the world being alive and sentient and everything natural functions in harmony.

**Energy** – A virtual stat that is tracked by the player. Energy is required to perform certain actions the character has learned. Energy is restored at Midnight during Midnight Restore.

**Epiphany** – An epiphany is a tagged resource but is not tangible in game. It represents an insight into an Obscure Discovery.

**False Fragment** – A False Fragment is a Fragment used in Obscure Discoveries. False Fragments are misleading and do not actually further the Discovery. They may be removed with an Epiphany or by choice of the researcher. False Fragments are not identified as false in game and there is no way for the player to know it's not valid.

**Fragment** – A Fragment is a piece of an Obscure Discovery. Fragments are tagged resources but are not tangible in game. Fragments are used to piece together mysteries, recipes, spells, and other knowledge in the game. Fragments are turned in at the end of a function and resolved at the beginning of the next function the character attends.

**Healing Draw** - An attempt by a Chiurgeon to heal a target. This draw requires a Witness Marshal and must be performed in a clinic.

**Health Point(s) (HPs)** – Health points are the virtual health of your character. They represent how healthy your character is. Characters begin with 10 HPs and may gain some from the skill Self Improvement as well as certain spells and abilities in game. If a character has no Health Points, they are, at least, unconscious and perhaps more based on how many Life Points they have remaining. Health Points are removed from taking damage.

**In Game (In Character, IC, IG)** – This refers to the in-game world and your character. This represents how your character thinks and acts as well as what they see and experience. This is the level of the game in which you immerse in the created world and experience it from the inside.

**Life Point(s), (LPs)** - Life points are the virtual life force of your character. They represent how mortally wounded your character is. Characters have an equal number of maximum LPs as they have maximum Health Points. If a character has no Life Points, they are dead.

**Marshal** – Staff that ensure the game is run as intended and is as safe, fair, and enjoyable as we can make it for our players.

**Melee Weapon** – Any weapon that is hand held and designed to physically strike the target while still holding on to it.

**Midnight Restore** – All energy from players reset at Midnight. This is referred to as the Midnight Restore. If a character is in a scene, the energy restoration will take place after the scene has concluded.

**Minion** - An NPC gained through the Leadership skill. Characters that have minions may create them as if they were secondary characters and may utilize their craft points and any received compensation. Players with Minions will need to turn in their Minion logistics at the same time they turn in their own.

**Morcani** - One of the four main religions of the world. Their world view focuses on the fact there is one path and one god and that being benevolent to others is the only way to salvation.

**Narrator** - A Marshal that provides the story of the game.

**Obscure Discovery (OD)** – This is process of learning mysteries, spells, recipes, and other specific knowledge in the game. Obscure Discoveries are started by finding Fragments which can then be pieced together. When the player has combined the proper combination of Fragments they will learn the knowledge of that Obscure Discovery.

**Out of Game (Out of Character, OOC, OOG, Mundane)** – This refers to the real world. Everything not pertaining to the actual production, furtherance, and knowledge of the in-game world is considered Out of Game. This is the realm of the player/member.

**Pobaric** - One of the four main religions of the world. Their world view focuses on a pantheon of gods that are appeased with sacrifices. They believe that salvation comes through pleasing the gods in their specific areas of power.

**Portrayal** – A Portrayal is a representation of an item for in game use. A boffer weapon is a portrayal of a weapon.

**Ranged Weapon** – Any weapon that’s damage is delivered after leaving the hand of the attacker.

**Recipe** – This is a representation of a discovered Obscure Discovery that allows the character to create the specific item if they have the completed recipe and the Craft Points to create it. Recipes may be freely shared or hoarded based on the character however new recipes must be “tested” (submitted at end of function and verified) before being used to create by the character.

**Resuscitation** – The attempt to bring a dead character back to life. \*See *Dead Draw*

**Scene** – A scene is any active role-play or combat situation in character. This refers specifically to when there is active combat, roleplay, or anticipation that one of those is imminent.

**Spellbook** – A spellbook is a portrayal used by characters with the Thaumaturgy skill. Discovered spell ODs by the character are written in the spellbook as spells. A character must have their spellbook on them to memorize spells and most require it to cast spells. This portrayal must large enough to actually be able to be read by the player.

**Thaumaturgy** – This is a skill that represents magic. Thaumaturgy is the use of magical energy to affect the in-game world.

**Transgression** – A transgression is an infraction of canon law. These are breaking of the rules of the church. Specifically, Transgression is used against one who is a member of the church and breaks the rules.

**Thesaf** - One of the four main religions of the world. Their world view focuses on the fact that the self is the divine. They believe salvation is attainable by becoming the epitome of what your mortal form can be.

**Warden** - A group of Marshals including Rules, Safety, and Witness that ensure safety and adherence to the rules.

**World Market** – The World Market represents the economy of the in-game world. It has fluctuations, bear and bull markets, supply and demand just like the real world does. The World Market lists the common prices for in game items and resources and, for some, provides a place to purchase and sell those items and resources.

**World Stage** – The World Stage refers to the in-game world that exists outside of the location of the characters playing the game. It is a culmination of all of the elements of the universe and world and the entities within that inhabit the Narrators vision for the game that lay outside of the areas the characters play in.



# Crusade of Legends

## Live-Action Role-Play Gaming System (V4.0)

Created by James Adams & Ashlyn Adams

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