

Drachenfest Basic Rules



The Drachenfest Basic Rules

Version 6.0

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Table of Contents

Chapter 1 - Introduction	Page 5
1.1 – Character Skills	Page 5
1.2 – Magic Artifacts and Potions	Page 5
Chapter 2 – Character Creation	Page 5 - 15
2.1 – Character Points (ChP)	Page 5 - 6
2.2 – Character Skills - Overview	Page 6 - 7
2.3 – Character Skills – Description	Page 8 - 15
Chapter 3 – Magic Skills	Page 15 - 24
3.1 – Description of Magic Skills	Page 15 - 18
3.1.1 –General	Page 16
3.1.2 – Magic Skills - Formula	Page 16
3.1.3 – Magic Rank	Page 16
3.1.4 – Abruptation of a Magical Skill	Page 17
3.1.5 – Short Summary	Page 17
3.1.6 – Specialty „Ritual Magic“	Page 17 - 18

3.2 – Magic Skills – Overview	Page 19
3.3 – Magic Skills – Description	Page 20 - 24
3.3.1 - Temporal „Curses“	Page 20
3.3.2 – Offensive Magic Skills	Page 21
3.3.3 – Influencing Magic Skills	Page 21 - 22
3.3.4 – Healing Magic Skills	Page 22
3.3.5 –Passive Magic Skills	Page 22 - 24
Chapter 4 – Alchemistic Skills	Page 24 - 34
4.1 – Alchemistic Skills - Explanation	Page 24 - 27
4.1.1 – General	Page 24 - 25
4.1.2 – Production Success	Page 25
4.1.3 – Application Success	Page 25
4.1.4 – Mixture Rank	Page 26
4.1.5 – Interruptions during Preparation	Page 26
4.1.6 – Short Summary	Page 26 - 27
4.2 – Alchemy Skills – Overview	Page 28
4.3 – Alchemy Skills – Description	Page 28 - 34
4.3.1 - Category I – Potions	Page 29 - 31
4.3.2 - Category II – Blade Poison	Page 31 - 32
4.3.3 - Category III – Oils	Page 33
4.3.4 – Category IV – Powder	Page 34
Chapter 5 – Character Rank System	Page 34 - 36
5.1 – The Three Character Ranks	Page 35
5.1.1 – Character Damage Resistance Rank	Page 35
5.1.2 – Character Magic Resistance Rank	Page 35
5.1.3 –Character Alchemy Resistance Rank	Page 35
5.2 – Character Rank and Magic/Alchemy	Page 36
5.3 – Summary	Page 36
5.4 – Assassination Protection	Page 36
Chapter 6 – Armour Protection	Page 37 - 41
6.1 – Armour and Armour Value	Page 37 - 38
6.1.1 – Armour	Page 37
6.1.2 – Calculate Armour Value	Page 37
6.1.3 – Armour Factor	Page 38
6.2 – Table of Armour	Page 39
6.3 – Armour Examples	Page 40
6.4 – Armour of Alternative Magerials (Fake Armour)	Page 40- 41
Chapter 7 - Fighting	Page 41 - 44
7.1 - General	Page 41 - 43
7.1.1 – Basic Life Points	Page 41
7.1.2 – Hit Points	Page 41
7.1.3 – Fight	Page 42
7.1.4 – Firearms	Page 42 - 43

7.2 - Rules	Page 43
7.3 – Hit Points of Weapons	Page 43
7.4 – Battles and Sieges	Page 44

Chapter 8 – Death and Limbus

Page 44 - 45

8.1 – To Die	Page 44
8.2 – The Limbus and The Wardens of Twilight	Page 44 - 45
8.2.1 – The Limbus	Page 44 - 45
8.2.2 – The Wardens of Twilight	Page 45
8.3 – Final Death	Page 45

Chapter 9 – The Guilds

Page 46 - 55

9.1 – The Guild Houses / General	Page 46 - 47
9.1.1 – Acquisition of Guild Abilities	Page 46
9.1.2 – The Guild of Magic	Page 47
9.1.3 – The Alchemist Guild	Page 47
9.1.4 – The Thief Guild	Page 47
9.1.5 – The Fighter Guild	Page 47
9.1.6 – The Craftsman Guild	Page 48
9.1.7 – The Healer Guild	Page 48
9.2 – Guild Abilities – Overview	Page 50
9.3 – Guild Abilities – Description	Page 50 - 55
9.3.1 – Guild of Magic	Page 50 - 51
9.3.2 – Alchemist Guild	Page 51 - 53
9.3.3 – Thief Guild	Page 53
9.3.4 – Craftsman Guild	Page 53 - 54
9.3.5 – Fighter Guild	Page 54
9.3.6 – Healer Guild	Page 55

Chapter 10 – Thieving

Page 56

Chapter 11 – Special Calls

Page 57 – 59

11.1 – Security Relevant Calls	Page 57 - 58
11.2 – Game concerning Referee Calls	Page 58
11.3 – Special NPS or Artifact Abilities	Page 58
11.4 – General Phrase concerning the Game	Page 58 - 59

Chapter 12 - Belagerung und Siegbedingungen

Page 59

Chapter 1 - Introduction

The DrachenFest basic rules provides standard regulations and Callouts. The DrachenFest is international. Therefore all Callouts must be done in English. Most of the players will only once a year convert their characters into the DrachenFest basic rules or create a new character for the DrachenFest.

Therefore the simplicity and uniformity is in the foreground.

1.1 - Character Skills

- This set of rules allows **all character races and classes**.
- There are **neither advantages nor disadvantages** due to the race or the class.
- The rules apply to the creation of a new character as well as to the conversion of an existing character
- It is not possible to use character specific special arrangements for individuals.
- Additionally it is possible to learn further character skills within the guild system. These skills can only be acquired on the DrachenFest at the institutions of the guilds.

1.2 - Magic Artifacts and Potions

There are no magic items or potions existing inside of the world of the dragons that were not produced inside of the world of the dragons itself.

Chapter 2 - Character Creation

2.1 - Character Points (ChP)

- All character skills may be chosen freely.
- Each character skill needs a certain amount of character points (experience points).
- The amount of character points for each character is the sum of:
 - 15 basic character points
 - 1 character point for every 10 days spent at a con with this character (round up/down mathematically).
 - 1 character point for each DrachenFest spent with this character.
- Days spent at other cons have to be proven if asked for.
- The amount of all these character points added up can now be spent individually on character and magic skills and character ranks until no points are left.

Notes:

- To get access to any magic skills, you need the character skill "Access to magic skills".
- To get access to any alchemy skills, you need the character skill "Access to basic alchemy skills" and where necessary "Access to advanced alchemy skills".
- "Resistance to Magic" is a character skill. It is portrayed by the character rank system and "bought" with character points.
- "Damage Resistance" is a character skill. It is portrayed by the character rank system and "bought" with character points. Damage resistance is also crucial for protection against assassination.
- "Resistance to Alchemy" is a character skill. It is portrayed by the character rank system and "bought" with character points.
- Certain character/magic skills can only be learnt with the guilds. They cannot be bought with character points and are not mentioned in the character skills overview.
- Every normal character and magic skill (except "Additional Resistance to Magic", "Additional Resistance to Alchemy", "Additional Damage Resistance", "Additional Magic Rank" and "Brawling") can and must be bought only once!
- Some character skills can only be bought in succession to others. Skills which demand other skills as a condition or which are conditions to others are marked with an *.

2.2 - CHARACTER SKILLS - OVERVIEW

Every character can learn every skill and is **not subject to a class or race restrictions**. The following list is divided into topics to enhance the overview and to fasten the search time.

Charakter Skills (German)	Costs Char.Points	Charakter Skills (CALL, English)
Page 8		
Einhändige Waffen nutzen *	1	One Handed Weapons
Zweihändige Waffen nutzen	2	Two Handed Weapons
Stangenwaffen nutzen	2	Pole Weapons
Schusswaffen nutzen	2	Ballistic Weapons
Belagerungs- u. übergroße Schusswaffen nutzen	3	Siege Weapons
Kampf mit zwei Waffen *	2	Ambidexterity
Nahkampf, + 1 Rang	1	Brawling, + 1 Rank

Charakter Skills (German)	Costs Char.Points	Charakter Skills (CALL, English)
Page 9		
Schild nutzen	3	Shield Use
Leichte Rüstung	2	Light Armour
Mittlere Rüstung	4	Medium Armour
Schwere Rüstung	8	Heavy Armour
Regeneration	2	Body Regeneration
Zähigkeit	2	Toughness
Page 10 - 11		
Erste Hilfe *	1	First Aid
Heilkunde *	2	Healing
Arztkunde *	4	Medicine
Page 11 - 12		
Feuer machen	1	Make Fire
Lesen und Schreiben	1	Read / Write
Zählen und Rechnen	1	Basic Mathematics
Kräuteranbau / Tierzucht	1	Herbalism / Stockbreeding
Page 12 - 13		
Holzarbeiten / Schild und Wehranlagen reparieren	2	Wood Work / Repair Shield and Defence Constructions
Lederarbeiten / Lederrüstung reparieren	2	Leather Work / Repair Leather Armour
Metallarbeiten / Metallrüstung reparieren	3	Metal Work / Repair Metal Armour
Page 13 - 14		
Schlösser öffnen / bauen	2	Pick / Build Locks
Fallen finden / entschärfen/bauen	3	Find / Disarm / Build Traps
Page 14 - 15		
Zugang zu Magiefertigkeiten *	2	Access to Magical Skills
Zugang zu einfachen Alchemiefertigkeiten*	1	Access to simple Alchemistic Skills
Zugang zu erweiterten Alchemiefertigkeiten *	2	Access to advanced Alchemistic Skills
Page 15 - 16		
+ 1 Rang Schadensresistenz	4 - 5	+ 1 Rank Damage Resistance
+ 1 Rang Magieresistenz	2 - 3	+ 1 Rank Magicresistance
+ 1 Rang Alchemieresistenz	2	+ 1 Rank Alchemistic Resistance

2.3 -Character Skills - Description

Here the character skills - which can be bought with character points - are described with information about their effect, conditions and the general acting set-up. The detailed acting is left to the individual player.

One Handed Weapons (ChP = 1)

With this skill the character is allowed to use weapons with a maximum length of 115cm. This includes daggers and thrown weapons.

Note: This skill is a condition for „Ambidexterity“.

Two Handed Weapons (ChP = 2)

With this skill the character is allowed to use weapons with a maximum length of 180cm.

Pole Weapons (ChP = 2)

With this skill the character is allowed to use pole weapons with a maximum length of 250cm.

Ballistic Weapons (ChP = 2)

With this skill the character is allowed to use ballistic weapons (small and regular crossbows, bows or handguns).

Siege Weapons (ChP = 3)

With this skill the character is allowed to use huge (like ballista) and siege weapons (such as catapults).

Ambidexterity (ChP = 2)

With this skill the character is allowed to use two one-hand weapons (up to 115cm) simultaneously.

Note: As a condition to take this skill you must have taken „One Handed Weapons“.

Brawling (ChP = 1 per rank)

- With this skill the character can **play-act** fair unarmed fights.
- Brawl is usually not permitted at the DrachenFest, the usage of this character skill being the only exception.
- But please note this: **OT security is always more important than the IT game experience!**
- The usage of this skill **always requires the agreement of all players involved**, therefore a (short) **consultation MUST be held before**. Brawling **must be only acted**. Full contact is not allowed, punches are only simulated, no force must be used when grappling.
- This skill **must not be used in battle situations**.
- As soon as others intervene with weapons, the brawling scene ends and the normal fight rules are to be used.

- This character skill can be bought from 1 to 10 ranks when creating the character.
Additionally each of the following skills adds one rank to your brawling skill.
 - One Handed Weapons
 - Two Handed Weapons
 - Pole Weapons
 - AmbidexterityBy these skills the character gets a basic brawl knowledge (up to rank 4 by weapon skills, to a total maximum of rank 10) and has learned about the tricks and ruses with are used. Additional ranks can be bought for 1 ChP per rank to a maximum of 10 ranks.

Before beginning to brawl the opponents tell each other their skill rank. The one with the higher skill will win the fight. With equal ranks the initiator of the fight will win. All players involved may always take to draw is agreed.

If one of the opponents hasn't any brawl skill at all, the one with any skill ranks will win.

Characters without any brawl ranks should act clumsy and quite helpless in a brawl situation. **The acting out should be convincing!**

If one of the opponents draws a weapon of any kind (be it dagger, dirk, sword, chair...) the brawl situation ends and the standard fight rules take over. (Bad luck for a rank 8 grapple champion to get caught up into a knife fight...)

How to play it:

Fights usually consist of a pattern of attacks and parries. We propose to act out one attack/parry per brawling rank. By this way, the inferior fighter will run out of attacks/parries before the better. He gets beaten up before he sinks to the ground.

After his/her defeat, an unarmed beaten fighter cannot leave his place for a number of minutes equal to the opponent's brawl rank because of being too bruised.

With this skill system the winner will be known before the fight and there will be **fair and simulated brawls** without the negative (and dangerous) "eagerness and heat" which normally enters such playing. Furthermore, character play and not potential out-time martial arts knowledge is preferred.

Shield Use (ChP = 3)

With this skill the character may use a shield.

(Fake) Light Armour (ChP = 2)

With this skill the character may use an alternative armor which is not made from standard armor materials (such as leather or metal) and which represents a light armor. Alternative light armor has to cover at least 2 body zones and adds 2 armor points to the character.

Note: The alternative armor has to be represented accordingly (cloth is not sufficient!).

(Fake) Medium Armour (ChP = 4)

With this skill the character may use an alternative armor which is not made from standard armor materials (such as leather or metal) and which represents a light armor. Alternative light armor has to cover at least 3 body zones and adds 4 armor points to the character.

Note: The alternative armor has to be represented accordingly (cloth is not sufficient!).

(Fake) Heavy Armour (ChP = 8)

With this skill the character may use an alternative armor which is not made from standard armor materials (such as leather or metal) and which represents a light armor. Alternative light armor has to cover all 5 body zones and adds 8 armor points to the character.

Note: The alternative armor has to be represented accordingly (cloth is not sufficient!).

Body Regeneration (ChP = 2)

With this skill the character can no longer bleed to death. A lost life point - which has not being taken care - of heals after 6 hours of sleep. If a character has more wounds and they have been seen to using the „First Aid“ skill, then two life points are healed after 6 hours of sleep.

This skill does not prevent the character from falling unconscious at or below 0 hit points

Toughness (ChP = 2)

With this skill the character does not fall unconscious when at or below 0 hit points. The character still has the possibility to whisper single words. Movement (except weak crawling) is not possible.

First Aid (ChP = 1)

With this skill and the use of bandages and (inTime AND outTime!) harmless herbs, powders, salves or liquids, a character can stabilize other who are at or below 0 hit points. This skill does not regenerate hit points. The wounded can no longer bleed to death. This treatment has to take place until 10 minutes after the wound was taken. If this treatment lasts at least 5 minutes it was successful.

Note: This skill may be used without limit and is a pre-condition for taking „Healing“ and „Medicine“.

Important: When using herbs, powders, salves or liquids, tell the "wounded" about their ingredients **implicitly** in case of allergic reactions and acquire his/her approval.

Healing (ChP = 2)

With this skill and the use of bandages and (inTime AND outTime!) harmless herbs, powders, salves or liquids, a character can treat and cure wounds. This treatment regenerates one life point if it took at least five minutes.

Note: This skill may be used without limit and needs "First Aid" as a condition. It also is a pre-condition for taking „Medicine". **With this skill, no severed limbs may be "put back".**

Important: When using herbs, powders, salves or liquids, tell the "wounded" about their ingredients **implicitly** in case of allergic reactions and acquire his/her approval.

Medicine (ChP = 4)

With this skill and the use of bandages and (inTime AND outTime!) harmless herbs, powders, salves or liquids, a character can treat wounds professionally. If the treatment has taken at least five minutes it was successful and regenerates 2 life points. Severed limbs can be "sewn back on" with this skill.

Note: This skill may be used without limit and needs "First Aid" and „Healing" as a condition.

Important: When using herbs, powders, salves or liquids, tell the "wounded" about their ingredients **implicitly** in case of allergic reactions and acquire his/her approval.

Make Fire (ChP = 1)

With this skill, the character can kindle a fire as long as it is also acted out.

Read / Write (ChP = 1)

With this skill the character can read and write.

Basic Mathematics (ChP = 1)

With this skill the character is proficient in basic mathematics and can use these.

Herbalism / Animal Breeding (ChP = 1)

With this skill the character can grow in-time herbs or a stockbreeding (normally for all components of recipes for category I potions). It allows also the identification and harvesting of components.

The player receives at the CheckIn an alchemistic pass which he/she has to fill out by himself/herself. On this pass can be filled in guild abilities (see „Guild abilities), redeemed herb coupons (see below) and the creation of component free healing potions (see „Potion of Healing“).

Note: This skill is pre-condition for the guild abilities „Master of Herbs“ (MdK) and „Master of Beasts“ (MdB).

Important: It is not allowed to dig into the grassland or to put potting soil directly on the grassland. Because we play within a nature protection area it is absolutely forbidden to take real plants out of the forest.

- A herb-garden must have a minimum size of 1 square metre and be fenced. The arrangement of the herb-bed with decorations, artificial plants, herbs etc. are left to the gardener, as long as the plant rules are followed.
- A certain kind of herb only can increase if there have been planted minimum 2 seedlings upfront.
- This garden has to be cared for.
- Additionally there are certain plant rules for the herbs which have to be followed to grow their numbers.
- „Master herbs“ can only grow with the guild ability „Master of Herbs“.

For stockbreeding apply the same rules as for herb gardens.

- According to Care and Facilities components can get harvested out of the stockbreeding.
- There are no separate special animal markers. Instead there will be harvested equivalent herb components.
- “Master Components” can only be grown with the guild ability “Master of Beasts”.

Gardens and stockbreedings will be checked in InTime from the Alchemy Guild. Therefore it is necessary to draw two site plans of all gardens (one for the Alchemy Guild and one for the camp referees).

Later builded gardens can get registered by the camp referees.

The skill “Herbalism/Stockbreeding“ also allows to find and harvest InTime herbs within the forrest. These will be distributed either as little (cocktail) umbrellas or as herb colonies. A herb colony contains coloured coupons which can be exchanged against specific cocktail umbrella herbs at the camp referees. These coupons are place holders. They cannot be traded or used as seeds. Per day a character can exchange a maximum of five coupons. The exchange will be marked on the alchemistic pass.

For the harvesting of some herbs you have to follow certain InTime security notes.

Notes:

- Only characters with the ability „Access to simple Alchemy“ can use herb components.
- Only characters with the ability „Herbalism/Stockbreeding“ can identify components as such.
- No biological warfare with herbs without alchemistic representation!

Wood Work / Repair Shiled and Defense Construction (ChP = 2)

With this skill the character can (in-time) repair a broken shield and other work wood (in-time). After 5 minutes of acted repair a shield is considered repaired. This skill also allows a character to estimate the strength of an opponent's palisade if he can examine it from out and inside. **Note:** For the repair of defense constructions and siege weapons please read the "Battles and Sieges" chapter. This skill is a pre-condition for the guild abilities "Master of Palisade Building" and "Sapper".

Leather Work / Repair Leather Armour (ChP = 2)

With this skill a character can repair an in-time broken leather armor and do any kind of in-time leather works. Per 5 minutes acted repairing, the leather armor gets back one armor point to the maximum it normally has.

Metal Work / Repair Metal Armour (ChP = 3)

With this skill a character can repair an in-time broken metal armor and do any kind of in-time metal works. Per 5 minutes acted repairing, the metal armor gets back one armor point to the maximum it normally has.

Pick / Build Locks (ChP = 2)

With this skill a character can open as in-time marked locks and build in-time locks. In-time locks are represented by an envelope marked with the referee stamp and the legend: "Lock" (German: "Schloss"). Inside the envelope, the rank of the lock can be read. The successful opening of a lock is determined by the comparison of the character's lock picking rank and the lock's Rank

- **Lock-Ranks:**

The lock rank states how easy or difficult it is to open or build an in-time lock. When building a lock, the character determines which rank the lock has. For every 10 minutes acted building a lock gets one additional rank. Which means that for 20 minutes acted lock building you get a rank 2 lock.

Note: Before building a lock, a referee must be informed. When having finished the lock, a referee will confirm the lock by stamping the envelope. It is not possible to lessen the building time by adding several builders.

The maximum rank of a lock can be 10. (Exception: see guild ability „Master Locksmith".)

- **Lock picking-Ranks:**

The character tries to open a lock marked as in-time by building his lock picking rank. Per 5 minutes of acted opening the character gets 1 lock picking rank. Which means that for 25 minutes of acted lock picking he gets 5 lock picking ranks. After acting it out, the number of points reached is written upon the envelope. Then the envelope is opened. Is the number of lock picking rank points higher than (>) the lock's rank it is opened. Else it stays locked.

Note: Opening an in-time door/lock by brute force is not possible.

It is not possible to lessen the opening time by adding several builders.

The maximum number of opening time points can be 10. (Exception: see guild ability „Master Locksmith".)

Build / Find / Disarm Traps (ChP = 3)

With this skill, the character can find, build and disarm in-time traps. In-time traps are made of a sealed envelope marked with the SL stamp which bears the word "Trap" (German: "Falle"). Inside the envelope the trap's rank is written down.

Finding an in-time trap can be done by acting the search while having bought this skill.

Whether disarming a trap was successful, is determined by comparing the trap's rank and the disarming rank.

- **Trap-Ranks**

The trap rank states how easy or difficult it is to disarm a found trap or build a new in-time trap. When building a trap, the character determines which rank the trap has. For every 10 minutes acted trap building it gets one additional rank. Which means that for 40 minutes acted trap building you get a rank 4 trap.

Note: Before building a trap, a referee must be informed. When having finished the trap, a referee will confirm the trap by stamping the envelope. The effect of the trap must be agreed with the referee on a logical basis. It is not possible to lessen the building time by adding several builders.

The maximum trap rank can be 10. (Exception: see guild ability „Master of Traps“.)

- **Disarming-Ranks**

The character tries to disarm a trap marked as in-time by building his disarming rank. Per 5 minutes of acted disarming the character gets 1 disarming rank. Which means that for 15 minutes of acted disarming he gets a disarming rank of 3.

After acting it out, the disarming rank reached is written upon the envelope. Then the envelope is opened. If the disarming rank is higher than (>)the traps rank it is disarmed. Else its effect triggers. The effect of a trap is to be acted out honestly.

Note: There is not a decrease of the time by participation of several players. An in-time trap can only be found, build or disarmed with the skill „ build/find/disarm traps “. If a trap is build using wood or metal then it requires the skills "woodwork" or "metal work" as an additional condition.

Of course you always can consult another character who has these abilities to build your trap.

The maximum trap rank can be 10. (Exception: see guild ability „Master of Traps“.)

Access to Magic Skills* (ChP = 2)

With this skill the character is allowed to "buy" magic skills and use them with rank 1. The skills bought are of unlimited usage, only the exhaustion caused by the used rank (see the "Magic skills/Magic rank" chapter) limits the usage.

Note: This skill is a pre-condition for all magic skills.

Access to Simple Alchemy Skills* (ChP = 1)

With this skill the character is allowed to "buy" alchemistic skills (Recepies) of category I - Potions. Also this skill gives u the ability to use the necessary components. The player receives at the CheckIn an alchemistic pass which he/she has to fill out by himself/herself. On this pass can be filled in guild abilities (see „Guild abilities), redeemed herb coupons (see below) and the creation of component free healing potions (see „Potion of Healing“).

Note: This skill is a pre-condition for „Access to Advanced Alchemy Skills" and pre-condition for the guild abilities “Master of Potions” (MdT), “. ”Research of Alchemy” (EdA) and “Master of Explosion” (SprM).

Access to Advanced Alchemy Skills* (ChP = 2)

With this skill, the character is allowed to "buy" advanced alchemy skills (Recepies) of categorie II – Blade poison, categorie III – Oil and categorie IV – Powder. **Note:** The skill "Access to Simple Alchemy Skills" is a pre-condition for this skill. The skill "Access to advanced Alchemy" is pre-condition for the guild abilities "Research of Alchemy" (EdA) and "Master of Explosion" (SprM).

For the creation of category II, III and IV is a from the Alchemy Guild certified laboratory necessary. The Check-In of the laboratory takes place together with the Check-In of the herbgardens/stockbreedings (see "Herbalism/ Stockbreeding") on Wednesday.

Additional Rank Damage Resistance (ChP = 4 - 5)

This skill adds 1 to the character's life points (LP). It also determines a character's protection against assassination. This skill can be bought several times up to maximum rank 9 for this resistance. For general rules see the "Character rank system - Damage resistance" chapter.

Characters with the "Access to Magical Skills" skill pay 5 ChP per rank, those without the skill pay 4 ChP per rank.

Additional Rank Magic Restistance (ChP = 2 - 3)

This skill adds 1 to the character's magic resistance. This skill can be bought several times up to maximum rank 9 for this resistance. For general rules see the "Character rank system - Magic resistance" chapter.

Characters with the "Access to Magical Skills" skill pay 2 ChP per rank, those without the skill pay 3 ChP per rank.

Additional Rank Alchemistic Resistance (ChP = 2)

This skill adds 1 to the character's alchemistic resistance. This skill can be bought several times up to maximum rank 9 for this resistance.

For general rules see the "Character rank system - Alchemistic resistance" chapter.

Chapter 3 - Magic Skills

3.1 - Description of Magic Skills

The DrachenFest's set of rules aims to offer relatively free individual character creation to everybody. In order to achieve this goal it does not distinguish between different kinds of magic skills and this is why we always talk about "magic skills" instead of "application of magic" because we don't want to make allusion of its origin. The representation of these skills is not given and there is no mandatory sentence for the successful application of them therefore one may act the corresponding application using his own way.

3.1.1 - General

- In order to be able to acquire any magic skill, the character must have the “access to magic” skill. With this magic skill the character will be able to acquire new magic skills and to apply them with rank 1.
- A magic skill can only be acquired once. For every 5 character points invested in magic skills the magic rank (not to be misunderstood as resistance to magic rank) of the character increases by 1.
- **Note:** If you want to buy only one single magical skill, but cast it with a higher rank, you can do that with buying the skill „additional magic rank“ The skill „additional magic rank“ can be bought up to maximum rank 10.
- It is not possible to use of magic skills while wearing metal armor! The same restriction applies to the magic skill „magic armor“.

3.1.2 - Magic skills - Formula

Whenever a magic skill is applied the user must perform a suitable gesture together with a spoken formula (there is no rule about what to pronounce). Nevertheless the formula must enclose at least 10 words and it must be repeated as many times as its rank. At the end of the last repetition (not before) the user **must** use the corresponding English name and the magic rank (also in English) of the skill

3.1.3 - Magic Rank

- The Magic rank (NOT the magic resistance rank) represents the strength of a magic skill. A Character may choose freely a rank to the maximum available to him when applying the chosen ability.
- **The maximum magic rank per magic skill is 10.**
- The higher the chosen rank, the higher the exhaustion of the user. This means that the user must wait as many minutes as ranks used to apply a certain magic skill before using any magic again. The magic rank also decides if the application of the magic skill was successful or not.
- If the magic rank is higher than the target character's magic resistance, the application of the magic skill is successful. If the magic rank is smaller or equals the magic resistance rank of the target the magic skill takes no effect.
- The magic rank also determines how much times a formula must be spoken in order to apply the magic skill.
- **Note:** Note that even if the skill is not successfully applied the user gets exhausted.

Example: A character wants to apply a certain magic skill of rank 5. This means that he has to pronounce a formula of at least 10 words and repeat it 5 times. Then he calls (in English) the magic skill name and rank (for example “Fireball Rank Five!”). If the target character has a magic resistance rank of 5 or more the applied skill has no effect. On the other hand if the magic resistance rank of the target is 4 or less the magical skill application is successful. In both cases the user can not use any magic for 5 minutes.

3.1.4 - Abruption of a magical skill

If the user is interrupted during the formula pronunciation for any reason or the user himself breaks the application the magical skill has no effect. Even in this case the user is exhausted and must wait the corresponding time before applying any magic.

3.1.5 - Short Summary:

- Every 5 character points invested in magic the character get an additional magic rank +1.
- Magic skills can be applied using any rank up to the Characters magic rank.
- For each rank a user is exhausted for 1 minute and cannot cast another spell during this time.
- The user chooses the rank of the magical skill himself up to the maximum rank he bought with his character points.
- The maximum magic rank is 10.
- A user must pronounce a 10 words minimum formula as for each applied rank.
- The Character Magic Resistance Rank dominates the Magic Rank. A magic skill will only be successful if the target's magic resistance rank is lower than the applied rank of the skill.
- After the complete formula (including the repetitions) the user must pronounce the skill name and rank in English.
- It is not possible to use magic skills while wearing metal armor.
- The user gets exhausted even when a formula is interrupted.
- In order to acquire any magic skill a character must first buy "Access to magical skills".
- **Note:** One may acquire additional and exclusive magical skills through the Guild system. (see Chapter "The Guilds").

3.1.6 - Specialty Ritual Magic:

- The magic skill "Ritual magic" allows the user to actively take part in rituals. Without this skill the participation in rituals is only available under some special circumstances
- On one or more characters may take part in a ritual. A character with "access to magical skills" but without the skill "Ritual Magic" can be included through a "Ritual Master" (see guild ability "Ritual Master").
- Even a character without „access to magical skills“ can be included through a „Ritual Master“ because it is possible to give life into a ritual. One life point has the power of 3 magic ranks. A character will start regenerating his lost life points as soon as the determined exhausting time of the ritual ends. A magical healing is in this case not possible.
- **Rituals are only possible within the Ritual Circle.**
- The referee of the Ritual circle will establish the exhaustion degree and whether other objects or components are needed for a certain ritual (The exhaustion caused by a ritual will be of several hours)

- A referee will always take care of the Ritual Circle. Rituals must be registered minum one hour upfront (Recommendation: There are many rituals taking part in the Ritual Circle which have to be timed and talked about. Therefore is no guarantee that a ritual can be done after one hour..). A confirmation of a time of a ritual can only be given by the Guild of Magic.
- The Master of the ritual circle will decide whether a ritual was successful or not. You may use a ritual in order to perform magic events of certain magnitude or magic events that are not possible to achieve by basic magical skills. The purpose of a ritual is totally up to the user.
Examples: Summon Creatues, build magical items, banish magical attributes, cause decision etc.
- Magic objects can only be produced through a ritual in the ritual circle.
- Magic objects can only be constantly banished through a ritual in the ritual circle.
- The ability “Ritual Magic” can only be applied in special (accordingly marked) places such as the circle of rituals.
- **In the Dragon's world there is no magic that was not produced inside the Dragon's world.**

3.2 - Magical Skills - Overview

In order to be able to acquire any magic skill, the character must have the “access to magic” skill.

The magical skills are divided in 5 categories: Temporal Curses, Offensive magic, Influencing magic, Healing magic and passive magic.

Magic Skill (German)	Costs Char.Points	Magic Skill (CALL, engl.)
Temporal „Curses“ (Page 20)		
Blindheit	1	Blindness
Schweigen	1	Mute
Taubheit	1	Deafness
Schlaf	2	Sleep
Offensive Magic (Page 21)		
Windstoss	1	Gust of Wind
Energieball	4	Energyball
Influencing Magic (Page 21-22)		
Freundschaft	3	Friendship
Furcht	2	Fear
Waffe beschwern	1	Heavy Weapon
Verwirrung/Trugbilder	1	Confusion/Delusion
Wahrheit	3	Truth
Healing Magic (Page 22)		
Gift neutralisieren	2	Neutralize Poison
Magische Heilung	2	Magical Healing
Passive Magic (Page 22-24)		
Magie aufheben	3	Dispel Magic
Licht	1	Light
Energiefeld	3	Energyfield
Magie identifizieren	2	Identify Magic
Magische Rüstung*	4	Magical Armour
Ritualmagie*	2	Ritual Magic

Additional Magic Skill (not countable!):

Additional Magic Rank:

for each +1 Characterpoint

(only up to maximum rank 10)

3.3 - Magical Skills - Description

- Here the character skills - which can be bought with character points - are described with information about their effect, conditions and the general acting set-up. The detailed acting is left to the individual player
- In this chapter we will only describe the effect of the skills. Why it works, whether it is divine, druidic or magic is up to the character. You may spoke whatever formula you want (at least 10 words per rank).
- The application of a magic skill is considered successful only when the formulation is finished and it has not been interrupted. If the magic resistance rank of the target is greater or equal than the rank of the applied magic it is not considered successfully applied. When using magic objects only the rank of the object counts.
- Another way to avoid the effects of a magical skill is using the corresponding alchemistic drink to counterstrike its effects. If the rank of the mixture is greater or equal than the rank of the applied magic the magic skill has no effect.

3.3.1 - Temporal „Curses“

This kind of skills affect its targets in a temporary way. The duration of the effect depends on the rank of the applied skill. This kind of magic skills can be dispelled using the “Dispel Magic” skill. The magic rank/Character magic resistance rank rules determine the success of the usage of the skill.

Blindness (ChP 1)

The user points at a target located within 5 meters. If the application is successful the target becomes blind [**Duration:** 1 minute per rank]. In order to represent the blindness the target must lower his face and keep looking at his feet while the skill takes effect.

Mute (ChP 1)

The user points at a target located within 5 meters. If the application is successful the target becomes mute [**Duration:** 1 minute per rank].

Deafness (ChP 1)

The user points at a target located within 5 meters. If the application is successful the target becomes deaf [**Duration:** 1 minute per rank].

Sleep (ChP 2)

The user points at a target located within 5 meters. If the application is successful the target falls asleep. The effect of this magic skill can be completely dispelled ONLY using the skill “Dispel Magic”. However, the target can be awoken by a simple hit. The character (still under the effects of the curse) must act sleepily and must not perform any offensive action until the curse ends. [**Duration:** 1 minute per rank].

3.3.2 - Offensive Magic Skills

The kind of skills may be used offensively against other characters. The magic rank/Character magic resistance rank rules determine the success of the usage of the skill. (for „gust of wind“ for each person individually).

Gust of Wind (ChP 1)

The user points at a target located within 5 meters. If the application is successful the target and the characters directly next to him must fall back at least 5 meters from where they were standing.

Energy Ball (ChP 4)

This skill only affects single targets. Which nature the character is (magical or not) does not matter. The user must throw a softball.

If the softball hits a character and the application is successful this character suffers as many damage points as ranks the applied Energy ball had.

The Energy ball ignores the target's armor and causes DIRECT damage in the amount of the used magic rank. (this means the damage goes directly on the life points: Basic live points (2) + amount of damage resistance ranks = maximum amount live points = 11).

This also applies to shields! if an Energy ball hits a shield this is ignored and the shield bearer suffers the same damage as if he held no shield.

However, the shield is not broken unless the Energy Ball rank is 10.

3.3.3 - Influencing Magic Skills

This kind of skills affects directly the target's mind. Their effect is not permanent and its duration depends on the applied rank. This kind of magic skills can be dispelled using the “Dispel Magic” skill.

The magic rank/Character magic resistance rank rules determine the success of the usage of the skill.

Friendship (ChP 3)

In order to apply this skill the user must give a present to the target. If the application is successful then the target will be the user's best friend (1 minute per Rank). Note that the formula must be spoken maximum 5 minutes before the present is given. If more than 5 minutes pass before the present is given then the object loses his magical effects.

Fear (ChP 2)

The user points at a target located within 5 meters. If the application is successful the target must run away crying out loud from the user. The target must stay at least 10 meters away from the user for as minutes as magic ranks has the skill.

Heavy Weapon (ChP 1)

The user points at a weapon located within 5 meters. If the application is successful then the weapon becomes so heavy that its bearer cannot lift it even if he uses both hands (1 minute per rank). To avoid accidents, please do not throw the weapon on the ground.

Confusion (ChP 1)

The user points at a target located within 5 meters. If the application is successful the target becomes confused for the duration of 1 minutes per applied magic rank and gets struck by stage hallucinations: noises are confused, shades seem to move and adopt strange forms and people are not recognized or wrong perceived.

Truth (ChP 3)

The user must touch the target character in order to perform this skill. If the applied skill is successful, then the target must answer truthfully (for the duration of 5 minutes per applied magic rank) to as many questions as applied magic ranks. If the user runs out of time and has asked less questions than applied magic ranks, the already given answers can be no longer changed by the target.

3.3.4 - Healing Magic Skills

These magic skills are a physical healing. This skills have their own rules concerning a successful application.

Neutralize Poison (ChP 2)

The user touches a target (Character or object). If the applied magic rang is greater than the rank of the poison (see Alchemy skills) the poison is neutralized.

Magic Healing (ChP 2)

In order for this skill to be successful someone else must have first applied the skill “First Aid” to the target. This does not have to be the user himself, it can be done from another person upfront

The user touches the target and uses “Magic Healing”. The target gets automatically as many life points back as applied magic ranks (However, the user cannot get more life points than his own maximum).

Example: A character has 7 life points (5 damage resistance ranks + 2 “natural” life points). He loses 4 life points during a fight. A character applies the skill “Magic healing” with rank 3. The target gets 3 life points back. One wound has not been healed and has to be treated otherwise.

3.3.5 - Passive Magic Skills

Dispel Magic (ChP 3)

This magic skill **only** works against **temporal curses**. If the rank of this skill is greater than the rank of the skill to be dispelled, then the application is successful and the target magic skill is correctly lifted.

This skill does not work against permanent magic artifacts and magic with immediate effects such as Energy Ball.

The User points at a target located within 5 meters, speaks the formula and if the application is successful then the target magic skill is dispelled.

Light (ChP 1)

With a successful application a small light lights up (simulated through a small torch) the way before the user. The character rank has no influence on the success of this skill but the light will exist 5 minutes per applied magic rank. If the user suffers damage or applies another magic skill during the use of this light then the light disappears.

Energy field (ChP 3)

With a successful application the user creates a magic field of force around him which repulses physical as well as magic attacks. The user can only walk slowly and must repeat the formula and the rank constantly, otherwise the field disappears. The user speaks his formula, says the rank and swings a soft ball in a string above his head. As long as the energy field is active, it can only be attacked by characters with a magic resistance rank higher or equal the rank of the Energy field. For magic attacks the magic rank counts.

Example: A character applies "Energy field" with rank 5. If it was successful physical attacks of an attacker with a magical resistance smaller than the magic rank of the energy field cannot harm this character. If an attacker casts "Energy ball, Rank 6 (>5) on the character, it goes through the energy field. If the magic resistenz of the user inside the energy field is greater or equal 6, he does not take damage by the "Energy ball", but the "Energy field" is disrupted.

Identify Magic (ChP 2)

This magic skill takes indirectly effect on the user himself.

The user touches a target (object or person). If the application is successful (applied rank > target's magic rank/target's magic resistance rank) the user receives information about the magic nature of the target as well as information about the magic's kind (the character may have a look at the artifact's card).

Example: A Character applies "Identify Magic" with rank 8. If the touched target is of magical nature and has a magic resistance rank of less than 8 (<8) then the application was successful and the user receives information about the kind of magic of the target.

Magical Armour (ChP 4)

The user applies this skill to himself. A small ritual (at least 10 minutes) must be performed (at any place). With the successful application a field of force appears around the user. This field protects the user giving him as many extra armor points as applied magic ranks. **He can't not cause damage using close fight weapons from inside his field.** The protection lasts until the user receives as many hits as applied magic ranks. If the user sleeps more than 6 hours (or at 6 o'clock of the next day) the field will also disappear. In order to avoid misunderstandings the user must carry one well visible blue band per magic rank on his upper body. After the field disappears the bands must be removed.

Notes:

- The applied skill lasts until the additional armour points are used but not longer than the next day 6 o'clock (or after 6 hours of sleep).

- After the additional armour points are gone the eventual existing armour points of the worn armour count. This skill cannot be used if the user wears an armor made of something thicker than leather (maximum 3 armour points). The user cannot use helmet while using this skill and if a piece of extra armor (except leather) is used after a successful application. The field is immediately destroyed.
- **Important:** A magical armor does not protect against the guild skill “Assassinate” (see chapter "The Guilds").

Ritual Magic (ChP 2)

This skill is a pre-condition of the skill “Magical Armor”. To know more about Ritual Magic read the “Specialty Ritual Magic”

Additional Magic Rank (ChP 1 per rank)

With the acquisition of this skill the user gets another extra magic rank per additional invested character point. It can only be bought as many times as magic ranks the user has already from his magic skills. (incl. „Access to Magical Skills“) hat. The maximum rank to be acquired is 10

Example: A Character can already apply (because of his acquired magic skills) magic skills with rank 3. In this case the character can only buy 3 additional magic ranks in order to be able to apply skills using rank 6.

Chapter 4 - Alchemistic Skills

4.1 - Alchemistic Skills - Explanation

4.1.1 - General:

- In order to acquire alchemistic skills of category I the character must acquire “Access to simple alchemistic skills”. If you want to acquire skills of category II, III and IV the skill “Access to advanced alchemistic skills” must be bought.
- These access skills provide the user with knowledge about the basic alchemical laws and about producing in-time ingredients (not necessarily plants).
- Each alchemistic skill gives the character the knowledge of one specific in-time mixture. Learned alchemistic skills have to be written down on the character's card.
- Only in the character pass written down alchemistic skills can be produced by the character.
- Each alchemy skill can only be learned once. The more experienced a character is in alchemy, the more different alchemistic skills he has mastered and the greater his knowledge of alchemy is.
- Depending on the recipe the mixture comes as a potion or a powder.
- While the seal of a mixture remains unbroken the mixtures is still effective until the end of the DrachenFest.
- When a mixture's seal is broken the drink loses its effects after 5 minutes.

- There is no limit on the production of mixtures (only natural time limit).
- Additional alchemistic skills can be bought using the Guild system (see Chapter – The Guilds).

4.1.2 – Production Success:

- The success of the process of production depends on its duration, the use of the right ingredients and using the right amount according to the skill details and the possession of the alchemistic skill.
- After a mixture is produced a referee must confirm it. You must bring the mixture together with the ingredients and give them to the referee (make sure you have your character's card with you because you will be asked to show it). The referee will check the ingredients and the mixture's rank before sealing it.
- **IMPORTANT: The referee only confirms potions up to maximum rank 7. Everything above will only be confirmed by a referee of the Alchemistic Guild.**
- **Note:** The player can act the production of the mixture on his own ideas. Mixture containers must be brought by the players.
- **Hinweis** A character may distribute a mixture among different containers obtaining several mixtures of lower ranks. One CANNOT put several mixtures together to get a more powerful one. *Example: A rank 10 mixture can be divided into 5 mixtures of rank 2 but it is not possible to put 5 mixtures of rank 2 together in order to get a mixture of rank 10.*

4.1.3 – Application Success

- As with the use of magic skills, in order to determine the application success we will use the alchemy resistance rank against the rank of the mixture. If the alchemy resistance rank is equal or greater than the mixture's rank then the mixture has no effect over its target. Otherwise, the application is successful and the target suffers the mixture's effects.
- In case of successful application, the application level is added to the duration and / or the severity of the impact or the limited effect of the potion. (Exception: the alchemy skill "Gunpowder").
- **Note:** In order **to detect** IN-TIME herbs the character must own the skill "Herbalism/stockbreeding".
- **Note:** In order **to detect and use** IN-TIME herbs the character must own the skills "Herbalism/Stockbreeding" and the skill "Access to simple alchemy skills". Characters without any of this skills cannot distinguish these herbs. IN-TIME herbs have no other function than the preparation of mixtures.
- **Important:** Only potions that are confirmed by a referee and are made during the actual running DrachenFest have any effect.

Because of possible allergic reactions drinks must be only made of water and food colorant!

The drinking of a mixture can also be simulated. Therefore the seal of the potion has to be broken, the drinking simulated and the fluid dumped.

4.1.4 – MIXTURE RANK:

- The mixture's rank determines its duration and its severity.
- The mixture's rank determines the duration and/or the fierceness and the necessary rank of a anti-potion/magic rank of a magic skill.
- The alchemist user determines the mixture's rank.
- The maximum mixture rank is 10.
- For every used rank the user must invest the whole set of needed ingredients (according to the corresponding recipe).
- For every used rank the duration of preparation lasts 10 Minutes.
- If the rank of a counter mixture is greater than the rank of the initiator mixture then the initiator mixture is successfully countered. If the rank of the counter mixture is equal or lower than the “initiator mixture the counter mixture doesn’t have an effect.
- The unsuccessful preparation of a mixture will be determined by a referee. Whether a mixture is useless or get a different effect is also decided by a referee.

Example: In order to produce a mixture of rank 4 an alchemist must invest 4 times the ingredients of the selected recipe and the mixture will need 40 minutes of preparation. A counter potion would need minimum rank 5 or greater to counter this potion. The magic rank of the used magical skill would need minimum a magic rank of 5.

4.1.5 – INTERRUPTIONS DURING PREPARATION

If a character is interrupted while preparing a mixture or he breaks the production for any reason he still has the opportunity to resume the production for a period of less than 10 minutes.

If this period is exceeded then the mixture (both drink and powder) has no effect. The whole set of ingredients (even if the desired rank was not achieved) for the chosen mixture rank are lost and must be given to a referee.

4.1.6 – SHORT SUMMARY

- Each alchemy skill gives the character the ability of producing a specific recipe.
- Each alchemy skill can only be learned once.
- After producing a mixture a referee has to confirm it. You will be asked to deliver the corresponding ingredients and then the container will be correspondingly sealed.
- **IMPORTANT: The referee only confirms potions up to maximum rank 7. Everything above will only be confirmed by a referee of the Alchemistic Guild.**
- Produced potions, which are still sealed, are effective for the entire duration of the event.
- When the seal is broken the drink loses its effect after 5 minutes.

- The Alchemist chooses the mixture's rank (maximum 10).
- The maximum mixture rank is 10.
- The recipe ingredients must be delivered as many times as the chosen mixture's rank.
- The production time per rank is 10 minutes.
- The alchemy resistance rank dominates the rank of a mixture. If the rank of a mixture is greater than the rank of the character alchemistic resistance rank then the mixture was successful. If the rank of the mixture is equal or lower than the character alchemistic resistance rank the mixture doesn't have an effect.
- For the counter with a „anti-counter“ position of the magical skill „Neutralize Poison“ the mixture rank/magic rank must be greater (>) than the mixture rank of the initiator mixture.

If the production is interrupted for more than 10 minutes the mixture loses its effects. The ingredients must still be delivered to the Masters.
- A character must have “Access to simple alchemy skills” and/or “Access to advanced alchemy skills” in order to use this kind of skills.
- It is not allowed and possible to put several mixtures together to get a more powerful one.
- A character may distribute a mixture among different containers obtaining several mixtures of lower ranks.
- Due to possible allergic reactions a drink must not be made of other ingredients than water and food colorant! **We recommend to only** simulate the drinking of a potion. For alternative dosage forms (for example pills) always enquiry!

4.2 - Alchemy Skills - Overview

Charakter Skills (German)	Costs Char.Points	Charakter Skills (CALL, engl.)
Kategorie I - Tränk	Page 29-31	Category I - Potion
- der Blindheit	1	- of Blindness
- des Schweigens	1	- of Mute
- der Taubheit	1	- of Deafness
- des Schlafs*	1	- of Sleep*
- der Freundschaft	1	- of Friendship
- der Verwirrung/Trugbilder *	1	- of Confusion/Delusion*
-der Wahrheit	1	- of Truth
- der Amnesie	1	- of Amnesia
- der Schädigung*	1	- of Injury*
- der Gegenwirkung	1	- of Counter-effect
- der Heilung	1	- of Healing*
- der Vitalität	2	- of Vitality
- der Meditation	2	- of Meditation
Kategorie II - Klingen Gift	Page 31-32	Category II - Blade Poison
- des Schlafs*	3	- of Sleep*
- der Schädigung*	3	- of Injury*
- der Verwirrung/Trugbilder*	3	- of Confusion/Delusion*
Kategorie III - Öle	Page 33	Category III - Oil
- Mechaniköl	3	- Mechanic Oil
- Korrosivöl	3	- Corrosive Oil
Kategorie IV - Pulver	Page 34	Category III - Powder
- Schießpulver	3	- Gunpowder
- Rüstung verstärken*	2	- Increase Armour*

4.3 - Alchemy Skills - Description

- There are 4 different Alchemy categories. Potions (Category I), Blade Poison (Category II), Oil (Category III) and Powder (Category IV).
- Potions (Category I): These are the easiest skills and they represent the basic knowledge of Alchemy. The categories II, III and IV are build up on this category and extends it.
- The phrase „In case of successful application“ means here, the mixture rank of the potion > the alchemistic resistance / mixture rank of the initiator potion and therefore the potion gets its full effect.
- Certain potions can also be neutralized by the magical skill “neutralize poison”, because all alchemistic potions are working physically and are not

mind influence. In this case the application was successful if the magic rank > then the mixture rank.

- Mixtures (except potions) can also be small cloth bags or constricted cloth shreds. The necessary container has to be brought by the player.
- For some IT-ingredients is special IT-security attention necessary
- In order **to detect and use** IN-TIME herbs the character must own the skills “Herbalism/Stockbreeding” and the skill “Access to simple alchemy skills”.
- In order **to detect** IN-TIME herbs the character must own the skill “Herbalism/Stockbreeding”.
- No biological warfare with herbs without alchemistic representation!
- Note for ingredients: Herbs will be distributed as little (cocktail) umbrellas. They are not meant to be used for the brewing itself and have to be given intact to the referee.

4.3.1 - Category I - Potions

Potion of Blindness (ChP = 1)

If the application is successful the target becomes blind for 5 minutes per mixture rank. He must lower his face to the ground so that your feet gets in his focus. The effect of this mixture can be neutralized by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect” if they are successful.

Potion of Silence (ChP = 1)

If the application is successful the target becomes dumb for 5 minutes per mixture rank. The effect of this mixture can be neutralized by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect” if they are successful.

Potion of Deafness (ChP = 1)

If the application is successful the target becomes deaf for 5 minutes per mixture rank. The effect of this mixture can be neutralized by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect” if they are successful.

Potion of Sleep (ChP = 1)

If the application is successful the target falls asleep for 5 minutes per mixture rank. The effect of this mixture can be neutralized by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect” if they are successful. However, the target can be awoken by a simple hit but the character who is still under the effects of the mixture is still stunned and is not able to perform any offensive action until the mixture effect ends.

Potion of Friendship (ChP = 1)

If the application is successful the target becomes “the best friend” of the user for minimum 5 minutes per mixture rank. The effect of this mixture can be neutralized by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect” if they are successful.

Potion of Confusion (ChP = 1)

If the application is successful the target becomes confused and is struck by strange hallucinations for 5 minutes per mixture rank. The effect of this mixture can be neutralized by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect” if they are successful.

Note: The potion causes the target to observe his surrounding loose and different, noises are confusing, shades seem to move and adopt strange forms and people are not recognized or wrong perceived.

Potion of Truth (ChP = 1)

If the application is successful the target must answer truthfully within the duration of 5 minutes per mixture rank one questions per mixture rank. If the time ran out but not all asked questions are answered the potion still loses its effect. The effect of this mixture can be neutralized by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect” if they are successful.

Potion of Amnesia (ChP = 1)

If the application is successful then the target forgets the last 5 minutes per mixture rank of his recent past. If the mixture is not neutralized within 20 minutes by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect” (if they are successful) the lost memory cannot be restored with normal methods.

Potion of Injury (ChP = 1)

If the application is successful then the target suffers as many damage points as the mixture's rank. If the target's life is reduced to 0 or below the target dies according to the general rules (see Chapter - “Death and Limbus”). The effect of this mixture can **NOT** be neutralized by the magic skill “Neutralize Poison” or through an alchemistic potion “of counter-effect”. Note: Character damage resistant ranks increase also the life points.

Potion of Counter Effect (ChP = 1)

If the application is successful it neutralizes a potion the target has drunken/got applied before or a blade poison which is in the blood.

Exception: The potion “of counter effects” does not neutralize the potion “of injury”.

The duration of the neutralization takes 5 minutes per mixture rank (maximum 30 minutes). In between drinking of two potions “of healing/counter effect” must pass 15 minutes. If not there will be no effect/there will be symptoms of poisoning.

Per day can be maximum taken 3 potions “of healing/counter effect” without side effects.

The potion “of counter effect” takes effect independent of the character alchemistic resistance.

Potion of Healing (ChP = 1)

The potion “of counter effect” takes effect independent of the targets alchemistic resistance rank.

The target gets automatically as many life points as applied mixture ranks back (However, the user must not get more life points than his own maximum).

The duration of the healing takes 5 minutes per mixture rank (maximum 20 minutes). If there was not taken care upfront with the character skill “first aid” there can happen secondary damage.

In between drinking of two potions “of healing/counter effect” must pass 15 minutes. If not there will be no effect/there will be symptoms of poisoning.

Per day can be maximum taken 3 potions “of healing/counter effect” without side effects.

- A Character with this skill can make three potions „of healing“ per day without any ingredients. The application of this skill will be noted on your playerpass by a referee.

Note: A potion „of healing“ does not have to be given oral. For the display are also ointments, injections, suppositories and so on possible. This is the only exception!

Potion of Vitality (ChP = 2)

This mixture grants one and only one single additional life point to its target for the duration of 5 minutes per mixture's rank. This effect cannot be increased by drinking more potions “of vitality” and the only the first taken potion takes effect. At the end of the effect duration the target automatically loses one life point. If this was his last life point then he dies according to the general rules (see chapter - “Death and Limbus”). *Example: The user drinks a potion „of vitality“ with a mixture rank of 3. For the duration of 15 minutes the user gets one additional life point.*

Potion of Meditation (ChP = 2)

The target is allowed to reduce the exhaustion time of an applied magic rank for 1 minute per mixture rank.

Of course the time cannot be reduced below 0.

Example: The target is allowed to reduce the exhaustion time of an applied magic rank for 1 minute per mixture rank Example: A user applies a magic skill of rank 5. Then he takes a potion “of meditation” of rank 4 (=reducing by 1 minute per mixture rank). The exhaustion of the user decreases from 5 to 1 minutes.

Warning! Permanent application makes (IT) addicted!

4.3.2 - Category II - Blade Poison

- For the production of category II (Blade Poisons) is a by the alchemy guild certified laboratory necessary. Laboratories will be checked in together with the herbgardens and stockbreedings (see “Herbalism/Stockbreeding”) on Wednesday.
- In order to produce blade venoms the user must have the corresponding skill of category I and the skill “Access to advanced alchemy”.

- For blade poisons apply all rules under category I (Potions) with following exceptions/additions:
- Blade venoms can have any liquid or ointments-like substance **and must be always simulated!!!** (Do not in any case apply something in real of a mixture on a weapon!).
- Blade poisons cannot be applied on throwing weapons and projectiles.
- The bearer of the weapon must have the container with him or at least the instruction plate.
- Blade poisons only take effect at the first successful (at the life points damage caused) hit and are after that used. The name of the poison and the mixture's rank **must be announced in English**. The effect of a blade venom and its corresponding drink is the same if the mixture rank is greater as the character alchemistic resistance rank. Was the poison not effective the blade poison is still considered as used.

Blade Poison of Sleep (ChP = 3)

If the application is successful the target falls asleep for 5 minutes per mixture rank. The effect of this mixture can be neutralized by the magic skill "Neutralize Poison" or through an alchemistic potion "of counter-effect" if they are successful. However, the target can be awoken by a simple hit but the character who is still under the effects of the mixture is still stunned and is not able to perform any offensive action until the mixture effect ends.

Blade Poison of Injury (ChP = 3)

If the application is successful then the target suffers as many damage points as the mixture's rank. If the target's life is reduced to 0 or below the target dies according to the general rules (see Chapter - "Death and Limbus"). The effect of this mixture can **NOT** be neutralized by the magic skill "Neutralize Poison" or through an alchemistic potion "of counter-effect". Note: Character damage resistant ranks increase also the life points.

Blade Poison of Confusion (ChP = 3)

If the application is successful the target becomes confused and is struck by strange hallucinations for 5 minutes per mixture rank. The effect of this mixture can be neutralized by the magic skill "Neutralize Poison" or through an alchemistic potion "of counter-effect" if they are successful.

Note: The potion causes the target to observe his surrounding loose and different, noises are confusing, shades seem to move and adopt strange forms and people are not recognized or wrong perceived.

4.3.3 - Category III - Oils

- For the production of category III (Oils) is a by the alchemy guild certified laboratory necessary. Laboratories will be checked in together with the herb gardens and stockbreedings (see “Herbalism/Stockbreeding”) on Wednesday.
- For oils apply all rules under category I (Potions) with following exceptions/additions:
- **The maximum Rank of the recipes of Category III is 3.**
- Due to the danger of confusion oils are only allowed to be made out of water/food colouring. Oils can be applied on existent traps or locks.
- **Note: The application of the mixture is only allowed to be simulated. Don't apply anything on locks/traps in real.**
- Every mixture can only be once applied on a lock/trap.

Mechanic Oil (ChP = 3):

Mechanic oil greases (simulated!) mechanics in traps or locks.

The ranks of the treated traps/locks will be increased by the correspondent numbers of ranks of the oil for the duration of the event.

The maximum total rank of mechanic + alchemistic mixture remains at 10. There cannot be reached a greater rank.

The label will be attached beside the already accepted trap/lock.

(Example: Trap/Lock rank 2 + mechanic oil rank 2 counts for every rule related things as rank 4.)

Corrosive Oil (ChP = 3):

Corrosive oil blocks respectively decays (simulated!) mechanics in traps or locks.

The ranks of the treated locks/traps will be degraded by the correspondent numbers of ranks of the oil. If the rank is degraded below 1 the trap/lock is disarmed/unlocked. Other than that the trap/lock must „cracked“ normal.

The label will be attached beside the already accepted trap/lock.

Example 1: Trap/Lock rank 6+ corrosive oil rank 3 counts for every rule related things as rank 3. An Unlock/Disarm rank of ≥ 4 must be obtained.

Example 2: Trap/Lock rank 3+ corrosive oil rank 3. Lock can be opened without any other unlock/disarm rank, because the rank was reduced to 0.

4.3.4 - Category IV - Powder

- For the production of category IV (Powder) is a by the alchemy guild certified laboratory necessary. Laboratories will be checked in together with the herb gardens and stockbreedings (see “Herbalism/Stockbreeding”) on Wednesday.
- For powders apply all rules under category I (Potions) with following exceptions/additions:
- Powders are dry and pulverulent.
- Powders are not meant to be drunken or eaten (means they do not have to be food safe).
- Recipes of Category IV (Powder) do not have any ranks.

Gunpowder (ChP = 3)

This mixture is necessary for firearms. One portion gunpowder equals five rounds for pistoles/muskets or one loading for a canon (the battle referees will set the amount of loadings per shot for a canon during the checkin of the canon

Made gunpowder will be written into the weapon card or in an alchemistic product card.

The mixture is **not** suitable for gunpowder barrels (see guild abilities „Master of Explosion“).

Effect for firearms without hitmarker: The user points to a target within a maximum range of 10 meter and simulates a shot. The effect is according to the magical skill „Gust of wind“. The to be acted reload time of firearms is 1 minute.

Increase Armour (ChP = 2)

This mixture allows a master blacksmith (see “Guild Skills”) to increase the hit points of an armour with one additional hit point for the duration of the event. .

The mixture can only be applied once per armour.

Chapter 5 - Character Rank System

Just as the magic rank determines the strength of the applied magic skill and the mixture strength the strength of the alchemistic mixtures, the character ranks reflect the strength of the character. The character has three different kinds of resistance ranks:

Magic Resistance Rank (MR), Damage Resistance Rank (SR) and Alchemy Resistance Rank (AR).

The maximum sum of all resistance ranks per character is 12 and the maximum resistance rank per resistance type is 9.

5.1 - The Three Character Ranks

5.1.1 - Character Damage Resistance Rank (SR)

- SR gives one additional life point per rank..
- This rank also determines the prevention of assassination.
- Characters with the skill access to magic skills must invest 5 character points per rank, characters without access to magic skills must invest 4 character points per rank instead.
- The maximum resistance rank can be 9.

5.1.2 - Character Magic Resistance Rank (MR)

- MR gives one additional magic resistance point per rank.
- Characters with access to magic skills must invest 2 character points per rank, characters without the skill access to magic skills must invest 3 character points per rank instead.
- The maximum resistance rank can be 9.

5.1.3 - Character Alchemy Resistance Rank (AR)

- AR gives one additional alchemy resistance point per rank.
- Characters must invest 2 character points per rank.
- The maximum resistance rank can be 9.

General

- Resistance Ranks dominate Alchemy-/Magic Ranks.
- Character resistance ranks can be acquired during the character creation in exchange of the corresponding character points. When a resistance point is assigned to one of the three resistances a later change is not allowed.
- **The maximum sum of all resistance ranks per character is 12 and the maximum resistance rank per resistance type is 9.**

Dies bedeutet zum Beispiel:

If the character has 12 resistance ranks to distribute, then he could do it as follows

5	x	Magic Resistance
3	x	Damage Resistance
4	x	Alchemy Resistance
= 12		Total Resistances

In this case he can acquire no more resistances because he has reached the maximum resistance ranks in total.

5.2 - CHARACTER RANK and MAGIC/ALCHEMY

- The character ranks represent the strength of a character. They express his physical state, as well as his experience of life. This strength affects the resistance to magic skills and alchemy mixtures.
- This means: The magic resistance rank is put against the magic rank of the applied magic skill respectively the alchemy resistance rank against the mixture rank.
- If the magic rank of the magic skill / the mixture rank is higher than the magic resistance rank/alchemy resistance rank, the target character is affected by the magic skill/alchemy mixture.
- If the resistance rank is higher or equal the magic rank of the applied magic skill/mixture rank, the character is strong enough and the magic skill/alchemy mixture has no effect on him.

5.3 - SUMMARY

- Each character can have in total 12 resistance ranks.
- Each resistance type can have a maximum rank of 9.
- If the rank of a magic skill is equal to the magic resistance rank of the target, the resistance rank dominates.
- If the rank of an alchemistic mixture is equal to the alchemy resistance rank of the target, the resistance rank dominates.
- If the character has no resistance rank, he has no additional life points, is not protected against assassination and has no resistance against magic or alchemy.

5.4 - ASSASSINATION PROTECTION

The character damage resistance represent the strength of a character. It expresses his physical state, as well as his experience of life. This rank determines the resistance to assassination attempts.

This means:

The damage resistance rank of the target is compared to the assassination rank (see chapter „Guild Abilities“).

If the rank of the assassination skill equals the damage resistance rank of the target, the damage resistance rank. If the rank of the assassination skill is greater than the damage resistance rank of the target, the assassination attempt was successful

CHAPTER 6 - ARMOUR PROTECTION

6.1 - ARMOUR and ARMOUR VALUE

6.1.1 - ARMOUR

- An armor protects its wearer from being hurt by a weapon. However it is useless against fire weapons and the magic skill "Fire Ball".
- **The armor value is always calculated as a whole.** That means that a specific armor value is not assigned to parts of the body, but is calculated from them. Nevertheless, this protection is only taken into account to that body parts which are covered with armour.
- **Unprotected body parts do not have an armour value.**

Example: A character has an armor value of 7. That means he can stand 7 hits on with armour protected body parts. A hit a body part which is not covered with armour is considered direct damage.

6.1.2 - Calculate ARMOUR VALUE

In order to calculate the exact armor value we divide the body in 5 body zones:

Torso (upper body part), right arm, left arm, right leg and left leg.

Cause the armour can be out of different materials, each of the zones is divided into 4 parts:

Body Zone 1: Torso

Upper Torso (down to lower ridge)

- front and back

Lower Torso (inclusive complete lower body)

- front and back

Body Zone 2 and 3: each with right and left arm

Upper Arm

- front and back

Forearm

- front and back

Body Zone 4 und 5: each with right and left leg

Thigh

- front and back

Lower Leg

- front and back

Note:

You can calculate the armor value of a part only if the armor covers at least three quarters of its surface. You must be wearing the armor in order to apply its value of course.

6.1.3 - Armour Factor:

- Depending on what type of armour you use, and the area where you use it, (leather with a minimum of 2 mm thick chain mail, steel flakes or plates) this particular part zone has an armour factor.
- **Note:** The armour factor in each zone can also be calculated from different values together, for example, a part of an area is covered with 2mm thick leather and chain mail, so that the total factor of this area is the sum of both types of armour.
- **The different armour factors are added up together and divided by two.** This is your total armor value. If you additionally wear some protection that covers your head (open or closed helmet and/or chainmail coif) you can increase the total value up to 2 points. Now you have the armour value of your complete armour.
- **Note:** The armor value is only valid if you are wearing *this* armor. If you stop using one of the parts your armor value is automatically reduced.
- Similarly, the total armor value increases automatically if you add some extra pieces.
- **The maximum value of the armor is always 10 (without helmet) or 12 (with helmet).** This value cannot be exceeded under any circumstances (except by means of a ritual in the magical circle, or the Guild ability: "Master Blacksmith")..

6.2 - Table of Armour

Body Zone		Amour Type				
		Leather	Chain	Scale	Plate	Σ
Torso	Upper Torso, front:	0,25	0,50	0,75	1,00	
	Upper Torso, back:	0,25	0,50	0,75	1,00	
	Lower Torso, front:	0,25	0,50	0,75	1,00	
	Lower Torso, back:	0,25	0,50	0,75	1,00	
Right Arm	Upper Arm, front:	0,25	0,50	0,75	1,00	
	Upper Arm, back:	0,25	0,50	0,75	1,00	
	Forearm, front:	0,25	0,50	0,75	1,00	
	Forearm, back:	0,25	0,50	0,75	1,00	
Left Arm	Upper Arm, front:	0,25	0,50	0,75	1,00	
	Upper Arm, back:	0,25	0,50	0,75	1,00	
	Forearm, front:	0,25	0,50	0,75	1,00	
	Forearm, back:	0,25	0,50	0,75	1,00	
Right Leg	Thigh, front:	0,25	0,50	0,75	1,00	
	Thigh, back:	0,25	0,50	0,75	1,00	
	Lower Leg, front:	0,25	0,50	0,75	1,00	
	Lower Leg, back:	0,25	0,50	0,75	1,00	
Left Leg	Thigh, front:	0,25	0,50	0,75	1,00	
	Thigh, back:	0,25	0,50	0,75	1,00	
	Lower Leg, front:	0,25	0,50	0,75	1,00	
	Lower Leg, back:	0,25	0,50	0,75	1,00	
Sum of Armour Factors:						
Sum of Armour Factors divided by 2 rounded up to a whole number gives the Armour Value (Max. 10) :						
Helmets	Helmet open	1,00			1,00	
	Helmet closed	1,00			1,00	
	Coif		1,00			
Sum:						
(Armour Value + Helmet Value = Total Armour Value)						

Please encircle relevant parts and add it to the right. Note the sum of the different part zones of a body below Σ. Add this part sums at „Sum of Armour Factors“, divide it by 2 and round this up to a whole number. After that add possibly a helmet value.

6.3 - ARMOUR Examples

Examples which armour piece belongs to which category:

Leather Armour :

Gambeson (both textile and leather), leather armor, light studded leather.

Chain Armour:

Chainmail 4 in 1, Asian braiding, very tight studded leather.

Scale Armour:

Composed of overlapping scales, Lentnerharness (inserted in leather or coated metal).

Plate Armour:

Metal plate (minimum 1 mm steel).

Helmets:

Open, Leather: without coverage of the face, including leather helmets with nasal.

Closed, Leather: covers the entire face except the eyes.

Open, Metal: without coverage of the face.

Closed, Metal; covers the entire face except the eyes, for example Schaller

Important: The armor value is calculated from parts. Even if that part is made of two layers.

Example : Left arm covered by leather vambrace, covering the forearm on the front and back. Above this falls the arm of the chainmail and covers the forearm over ¾. For this part you can add:

Left Arm: **0,25** Forearm, front (Leather vambrace)
 + **0,50** Forearm, front (Chainmail Arm)
 = **0,75** for this part zone

Left Arm: **0,25** Forearm, back (Leather vambrace)
 + **0,50** Forearm, back (Chainmail Arm)
 = **0,75** for this part zone

6.4 - ARMOUR OUT OF ALTERNATIVE MATERIALS (FAKE-ARMOUR)

- As an alternative to reality (leather, metal) fake armor can be used through the use of character points as if it were light, medium or heavy armor.
- This fake armor must be adequately represented for example using latex foam.
- Both types of armor (real and fictional) cannot be combined. The player must choose what kind of armor he wears.

- The armor must be adequate cover a certain amount of body zones considering it's type (light, medium or heavy).
- Der Rüstungswert gilt immer nur wenn die entsprechende Rüstung komplett getragen wird!
- The armor value is only calculated from those parts that the character is wearing.

Covered areas of fake body armor:

Light Armor (2 points of armor):

It must cover at least two areas of the body
+ purchased with 2 character points.

Medium armor (4 points of armor):

It must cover at least three areas
+ purchased with 4 character points.

Heavy Armor (8 points of armor):

It must cover all areas
+ purchased with 8 character points.

Chapter 7 - Fighting

7.1- General

7.1.1 - Basic Life Points

- **Every Character** has **2** basic life points. These "natural" basic life points can be increased acquiring damage resistance points (see Chapter – “Character rank system”).
- The maximum amount of basic life points is 11 (2 “natural” life points + 9 damage resistance).

7.1.2 - Hit Points

- The total amount of hit points is the sum of the basic life points, the damage resistance rank and the armor value.
- The maximum amount of hit points is 23 if real armor (24 if the character has the guild skill Master Smith) and 17 if fake armor.

7.1.3 - Fight

Ein Kampf kann auf verschiedenste Weise ausgetragen werden. Meistens durch Waffen.

Wichtig:

- **A character may use a weapon if and only if it meets the security standards.**
- To support your own control a referee **can request randomly to show your weapon** for control.
- Weapons that **don't meet the security standards have to be taken immediately out of the game** and must not be used under any circumstances.

7.1.4.- FIREARMS

Firearms, which work with gunpowder, are subject to special rules. The existing used rubber bands to simulate firearm shots are a not wanted garbage source, **you are not allowed to use this rubber bands**. Because there is no "hit marker" firearms have following rules and effect:

The user points to a target which is in maximum range of 10 meters and simulates a shot. The effect of this shot corresponds to a "gust of wind" (see chapter – "Magical Skills").

The character resistance ranks to not count when firearms are used.

The loading time between shots must be not less than 1 minute.

General:

If a character gets hit, he suffers a loss of one or more damage points. In general weapons cause only **one damage point!**

Exception: magic weapons which were registered by a referee with a greater damage (**Artifact Card**) and **siege weapons**.

Damage points are deducted from the existing hit points **in following order:**

- 1. Armourvalue, if existing (if hit at an armoured part) (max. 12/respectively 13-see guild ability „master smith“)
- 2. Additional life point(s) through character damage resistance ranks (additional life points) (max. 9)
- 3. Basic life points (2)

In-Time Injuries:

- If the armour value is reduced to 0 and he got hit through a weapon or the magical skill „energy ball“ (in case it was successful), the character gets with every hit/per magic rank one wound which has to be healed
- **Are the hit points reduced to 0 or below the character loses consciousness** (Exception character skill „Toughness“) **and starts to die.**
- **Note:** Hits on the armour value do not make wounds.
- **Hits on life points** (basic life points as well additional life points through character damage resistance ranks) **are wounds which have to be acted.**

Example:

Full plate armour at the whole body: $5 \times 4 = 20/2 = 10+1$ (open helmet) + 1 (chain coif) = **12**

Character damage resistance ranks = **5**, basic life points: 2

Result: 12 armour value points
 + 5 additional life points
 + 2 basic life points
 = **19 hit points**

In our example with normal weapons will be deducted first the 12 armour value points (as long as the armour value is deducted to 0 until the next repair. Note: exception firearms and “energy ball” which ignore armour). After that each hit is a damage (wound). Here the character damage resistance ranks are deducted first, after that the basic life points (in our example = 7). Are all hit points taken off, the character loses consciousness and starts to die if he has not the character skill “toughness”.

7.2 – Rules

Despite the fact that the general fighting rules are known almost to everybody we would like to mention them at this point once again

- **Head hits are strictly prohibited!**
- **Stabbing is strictly prohibited even if the weapon has no glass-fiber core!**
- **Hits must be slowed down/braked!**
- **Latex weapons are only allowed to be used appropriate!**
- **A weapon that does not meet the security standards must not be used and not even be carried. They must be kept out of the game/out of the site**

These rules have all their **reasoned meaning**. Please follow them explicitly and accept them as necessary safety rules **for everybody**. To this sense we will use our domestic authority and if necessary expel you from the site in case you violate these rules.

7.3 – Hit Points of Weapons

All weapons in general cause **1 damage point**.

Firearms (siege weapons and normal firearms) **ignores every** (also magical) **armour**.

Specialty siege weapons:

Siege weapons cause 5 direct damage points or 3 direct damage points if the shot is blocked with a shield (The shield is broken as consequence). In any case the character is thrown to the ground.

Siege weapons are for example:

Catapult, Ballista und Tribok.

Ballistic Weapons (Bows and crossbows): cause **1 DIRECT** damage point.

7.4 – Battles and Sieges

When there is a massive battle, a siege or a fight inside a camp you must follow all the referee instructions without discussion. More rules regarding battles and sieges you can find in separate rule system “Codex Belli”.

Chapter 8 – Death and Limbus

8.1 – To Die

To die means the loss of life of the respective character. Characters can die in one of the following ways in the world of the dragons:

- Through the decrease of the hit points to zero or below together with an announced deathblow.
- Through the decrease of the hit points to zero or below and after an absence of healing of 10 minutes.
- Through a successful execution of the guild skill “assassinate” together with an announced deathblow.
- **Exception:** Characters with the character skill „regeneration“ cannot bleed to death and don’t die when in absence of healing.

If a character dies according these criteria he is dead.

After a character died according to the criteria mentioned in “To die“ he will lay for **additional 5 minutes** at his position (additionally to the 10 minutes of “To die”) and has to go directly after this period **Out-Time** to the limbus (crossing the arms – see also at chapter “Game technical declarations”). At the moment of entering of the limbus the character is **In-Time** again. As the character is dead and is insubstantial **he cannot execute any** character skill except of read/write and calculate. This includes also combat events. If he arrives at the **EXIT** of the limbus he has entered again the realm of the dragons and the character is alive. If he doesn’t succeed he is definitively dead. (See also at “Final death”)

Alternative The character can alternatively be dragged to the „Wardens of Twilight“ („Zwielichtwächter“, see „Wardens of Twilight – The alternative to the Limbus)

- **Note:** To come back in this way is not to understand as „resurrection“. It is part of the battles oft he dragons.

8.2 – The Limbus and The Wardens of Twilight

8.2.1 – The Limbus

The fight of the dragons once cost to many mortals their lives. Thereafter the dragons decided that on their festival the death shall not overtake any fighter. But the death isn’t that easy to get rid of and therefore he created the limbus to keep some influence over the state of affairs.

This means:

Characters that die in the world of the dragons **outside** of the limbus or the **public** ritual circle will be drawn to the limbus (the player goes after the time mentioned under “to die”, when the character has died, **directly** to there); where with a little luck and skill he will get back his character’s life.

Alternative The character can alternatively be dragged to the „Wardens of Twilight“ („Zwielichtwächter“, see „Wardens of Twilight – The alternative to the Limbus)

8.2.2 - The Wardens of Twilight

Wardens of Twilight – The Alternative to the Limbus:

Alternatively you can choose the institution of the “Wardens of Twilight”. For this after your death you put on a white (has to be brought by yourself) sash and you go as “ghost” to the wardens of twilight. Here you can get back to life through character play by the wardens of twilight. Everything the character experienced as “ghost” he will not remember after coming back into life.

8.3 - Final Death

- The **final** death according to criteria mentioned at “To die” can overtake a character in four different ways.
- To die **inside** of the public **ritual circle**.
- To not reach the **exit of the Limbus**.
- No **permission** of the wardens of twilight.
- Decision of the player to let his character die.

If a character loses his life according to the criteria at “Definite death” he is **definitively** dead. **The player can’t play this character on the DrachenFest anymore!**

Note: If a player decides to let his character die, besides to special circumstances in the world of the dragons, he is not forced to bring his character back to life. If a player decides in favor of this he does not go to the limbus but gives his player(character-)card and all belonging gaming material to a referee. In case the character dies within the public ritual circle, the player gives all this to the referee of the ritual circle.

CHAPTER 9 - The Guilds

9.1 - The Guild Houses / General

If you are looking for answers or the pure desire of learning new skills is consuming you, the Guilds are the solution. In the different guilds special knowledge is learned and given. This exchange (not always “free of charge” for a Guild must cover its expenses) is really helpful for single players and also for the guilds themselves which aim to strengthen their position by spreading and extending their members.

Guild Abilities or additional ranks of a guild ability can only be acquired in the corresponding guild and can only be learnt by characters of this guild. The successful acquisition of a guild ability or an additional rank is certified by a special guild card. A successfully learnt guild ability cannot be lost and will be also valid for the following Drachenfests. **Exception:** The Guild ability is taken of the rule system and is no longer available!

The Guild card is bound to the character. If the character dies the guild card is lost.

Note: The player's name, character name, guild ability and rank are noted on the card. The player must have always the card with him and always be shown on request. **If the card is lost it will not be substituted. Transference** between characters is **not allowed/possible**.

9.1.1 - Acquisition of Guild Abilities

- To learn a guild ability following things must be fulfilled:
- **In-Time:** The character must be a member of the corresponding guild and work with them.
- **Out-Time:** The guild referees decide the assignment of the guild abilities itself or of higher ranks for increasable guild abilities.
- **Note:** For the acquisition of some guild skills the previous acquisition of certain character skills is required.
- Can a guild ability be ranked up (Rank 1 – 10) the guild decides about the acquisition of higher ranks.
- The maximum rank of an increasable guild skill is 10.
- Non-increasable guild skills can be acquired only once.
- **Wichtig:** Die Anwendung der jeweiligen Fertigkeit muss mit der englischen Bezeichnung und ggf. bei steigerbaren Gildenfertigkeiten auch der jeweilige Rang in Englisch angesagt werden.
- **Important note:** In order to guarantee a good role play and a well-balanced game, these set of guild skills may be changed at any time.

The following guilds can be found in the world of dragons:

9.1.2 - The Guild of Magic

Here you will find numerous masters of a wide range of different magic fields of knowledge. The guild of magic administers the circle of rituals which can be hired under some special conditions. Some other services can be hired such as special rituals. Everybody interested in the learning of exclusive magical skills will be welcomed.

The Guild of Magic welcomes everybody who is interested in the art of magic. Here you can learn abilities which are not available for “non”-members of the guild.

9.1.3 - The Alchemist Guild

Are you looking for rare herbs? Don't you know what herbs do you need or what exactly are some herbs used for? Then the alchemist's guild is your place. You will find alchemists from many lands exchanging their experiences and knowledge. Everyone interested in the investigation of new mixtures or in the learning of new and exclusive skills will be welcomed.

Here you can learn abilities which are not available for “non”-members of the guild.

9.1.4 - The Thief Guild

Services of many kinds are offered by this special guild. Do you need protection? Is there someone being a pain in the ass? Do you want to buy or sell some special information? Then this is your place. The thief's guild will be always pleased to help you for a humble contribution, of course.

Here you can learn abilities which are not available for “non”-members of the guild.

If you are able to find them (because of its illegal nature) you will be offered a wide range of exclusive knowledge and skills ready to be learned.

This means: To find the thief's guild is one of the first tasks you have to solve to even get the possibility of getting a member of the guild.

9.1.5 - The Fighter Guild

This is the school of the sword the art of fighting. Warriors are welcomed. Masters will teach the beginners the necessary knowledge concerning swords, bows and crossbows.

Experienced fighters will provide the learner with tactical knowledge and maneuvers and the advantages and disadvantages of the different fighting arts will be discussed.

Here you can learn abilities which are not available for “non”-members of the guild.

9.1.6 - The Craftsman Guild

Hier findet man die Meister der verschiedenen Handwerkskünste, welche ihre Dienste anbieten und ihr Wissen gerne an Lernwillige weitergeben.

Von der Rüstungsreparatur über besondere Fallen und Schlösser, bis hin zur Palisadenbaukunst, hier wird man die jeweiligen Meister ihrer Kunst finden.

Here you can learn abilities which are not available for “non”-members of the guild.

9.1.7 - The Healer Guild

The smell of blood and sweat is found all around the tents. Injured bodies laying on the ground. The healer's guild can be found in the town and if you want to learn something related to healing you will be more than welcome.

Here you can learn abilities which are not available for “non”-members of the guild.

9.2 - Guild Abilities - Overview

Fertigkeiten, die steigerbar sind, sind mit einem (*) gekennzeichnet.

Guild Ability (german)	Guild Ability (engl.)
<i>Guild of Magic (Page 50-51)</i>	
Manaregeneration Ritualmeister (*) Rote Schule (*) Weiße Schule (*) Graue Schule (*)	Manaregeneration Master of Ritual (*) Red School (*) White School (*) Grey School (*)
<i>Alchemist Guild (Page 51-53)</i>	
Erforschung der Alchemie Meister der Tränke Meister der Kräuter Meister der Bestien Sprengmeister	Research of Alchemy Master of Potions Master of Herbalism Master of Beasts Master of Explosion
<i>Thief Guild (Page 53)</i>	
Meucheln (*) Palisaden erklettern	Assassinate (*) Palisade climbing
<i>Craftsman Guild (Page 53-54)</i>	
Meisterschmied Meisterschlosser Meisterfallenbauer Palisadenbaumeister Sappeur	Master Blacksmith Master Locksmith Master of Traps Master Architect Sappeur
<i>Fighter Guild (Page 54)</i>	
Niederschlagen Schildbrecher	Knock down Shield Crush
<i>Healer Guild (Page 55)</i>	
Meister der Heilung Lebensrettung Heiler des Gefechtes	Master of Healing Lifesaving Healer of Combat

Non-increasable guild skills can be acquired only once.

9.3 – Guild Abilities – Description

9.3.1 – Guild of Magic

Manaregeneration (not increasable)

By the acquisition of this skill the character is able to half the exhausting time after the use of a magic skill.

Master of Ritual (increasable)

By the acquisition of this skill the character may take two more persons per rank (the **maximum** rank is 10) in the public ritual circle in order to use their power. These characters do not necessarily have to own magic skills.

. In order to acquire this skill the character must have “Access to magic skills” and “Ritual Magic”.

The three schools of the guild of the magic:

Characters can choose one of the three Schools of Magic to be instructed in one of them. Each school must be fully completed before you can start learning from another school. To complete a School, you will be required to finish 4 stages of learning. The character must have the ability "access to Magical Skills".

The Red School (create undead)

With the acquisition of this Guild ability, the character is able – within the scope of the ability-to create Undead. For each rank, the character can create and control one Undead. The character must intercept a dead character on his way to *the* Limbus. The dead character must voluntarily agree to play one hour the Undead instead of going through the Limbus. If so agreed the dead character will be an Undead with his normal skills (without character ranks) for an hour under the control of the Necromancer. After an hour the Undead “falls into dust” and returns directly to the exit of the Limbus without going through the Limbus. The character *cannot* remember what happened *as an Undead*. If the character dies before the end of the hour he *also* returns directly to exit of the Limbus without going through the Limbus. The *Undead* will start with one hit point for each rank of the Necromancer. The Undead cannot be healed, *they* are immune to mind-control magic and can only move in walking speed.

Example: The Necromancer has the ability "Undead" with rank 3. He intercepts two characters on their way to Limbus and they agree to play Undead for him. So he can create two undead with three hit points each. The necromancer will be exhausted for 6 minutes (2 times rank 3).

The White School (magic protection aura)

With the acquisition of this ability, your character can increase his Magic Resistance by 1 per rank. The user projects a protective aura around him, which adds magical protection to his normal. The aura protects only against magical attacks (all types), and its rank is decreased when the aura receives damage. The

rank of the projected aura plus the base resistance to magic rank cannot exceed the maximum magic resistance rank of 9. The aura cannot be projected on other players. A white band is needed as an *OT* sign. The exhaustion *rules* apply when the protection aura is gone.

Example: The user has a magic resistance of 4. With projecting an aura of rank 2 on himself he increases his magical resistance rank up to 6. If the Wizard is hit by an energy ball of rank 1 he does not suffer any harm, but the rank of the projected aura decreases by 1. If the Wizard is the target of a silence spell rank 5 he is not affected by the spell and his aura does not decrease because the spell causes no damage.

The Grey School (create magic scrolls)

With the acquisition of this ability the character can bind *within the site of the guild of magic magic* into scrolls (so called Foki). To create scrolls the user decides which spells to bind and *with what rank he does so* in the scroll. The scroll needs only to be read by the user afterwards (must not be the creator of the scroll, it can be any character). The user of the scroll will suffer no exhaustion when using it. *When a character binds a spell to a scroll* the time of exhaustion is three times the usual.

With the first rank, you can assign a spell of rank 3 or less, with the second rank you can bind spells of rank 6 or less and with the third rank you can bind spells up to rank 9. *A gray school character with rank 4 can bind spells of rank up to 10.* This ability can be used only once per hour. The scroll (Foki) must be verified by the guild, and can be read by any character.

Example: A user has the ability "create magic scrolls" and wants to bind the magic skill "gust of wind" rank 3. He prepares the focus and speaks his formula into it. After this he is for 9 minutes exhausted and cannot use magical skills. The ability "manaregeneration" does not work with the creation of scrolls.

9.3.2 - Alchemist Guild

Mandatory for learning abilities of the alchemist guild is being a member of it. For some abilities some other requirements necessary.

Note: Only one guild ability can be learned per DrachenFest.

Additional learned guild abilities will be noted in the alchemist pass which can be also shown when using the ability instead of the guild ability card.

Research of Alchemy (not increasable)

The character can create experimental mixtures using herbs and / or investigate unknown plants for special potions. The character skill "Access to *simple* Alchemy" is a requirement for this ability.

This ability allows to invent new recipes within the alchemistic guild.

Researches must be announced and discussed upfront with the alchemistic guild.

New recipes are personalized and cannot be passed over to somebody else.

The last word has the alchemy referee.

Master of potions (not increasable)

This ability allows to speed up the creation of alchemistic mixtures. The duration is halved, which means per mixture rank the creation only lasts 5 minutes.

This guild skill is not increasable.

The character skill "Access to *simple* Alchemy" is an additional requirement for this ability.

Master of herbs (not increasable)

This ability makes it possible for the character to increase the growing herbs within a herb garden (see "Herbalism/Stockbreeding").

Also this ability allows the growing of „master herbs“ (herbs for recipes of category II, III and IV).

Note: Additionally to the notification of a garden, the ability "Master of Herbs" must be reported to *your camp referee, so your referee can react to it.*

The character skill „Herbalism/Stockbreeding“ is an additional requirement for this ability.

Meister der Bestien (nicht steigerbar)

This ability makes it possible for the character to increase the growing creatures within a herb garden (see "Herbalism/Stockbreeding").

Also this ability allows the growing of „exotic creatures“ (ingredients for recipes of category II, III and IV).

Note: Additionally to the notification of a garden, the ability "Master of Beasts" must be reported to *your camp referee, so your referee can react to it.*

The character skill „Herbalism/Stockbreeding“ is an additional requirement for this ability.

Master of Explosion

This ability allows the creation of explosive powder within a certified laboratory. The creation has always to be notified upfront to a referee.

Zusätzliche Voraussetzung für den Erwerb dieser Gildenfertigkeit ist der vorherige Erwerb der Charakterfertigkeit „Access to simple Alchemy“, „Access to advanced Alchemy“ and „gunpowder“ are requirements for this ability. Erwerb der Charakterfertigkeit „Zugang zur einfachen Alchemie“, „Zugang zur erweiterten Alchemie“ und „Schießpulver“.

Ability Gunpowder

For this ability apply all rules of recipes of category IV (Powders). Es gelten alle Hinweise für Rezepturen der Kategorie IV (Pulver). Black gun powder barrels can be used against **gates and siege weapons**. To make this barrel work and let it make damage, there must be made a clear noticeable sound. **Fireworks are not allowed for security reasons.** Black gun powder barrels only cause damage against gates, siege weapons and its own carrier. If the player has the barrel at his body during the explosion, he takes one point damage per charge. Surrounding players are caused with a "gust of wind" which they cannot withstand. Black gun powder **cannot be used with a canon/catapult/ballista** or similar objects. If you accidently do so the

siege weapon takes damage and all surrounding players are caused with a “gust of wind” which they cannot withstand. More information you can find in the rule system “Codex Belli”. Gunpowder can only be created by a character with the ability “Master of Explosion”.

9.3.3 – Chief Guild

Assassination (increasable)

With the acquisition of this ability the character can *assassinate other characters*. With a successful application, the life points of the target – the armour does not protect - are reduced to 0 with a single blow as long as they announce the use of *the* skill at the time of application.

For the attack to be successful the skill must be applied from behind the target, the target must not notice him and the rank of the assassin must be higher than the target’s resistance rank. If the assassin’s rank is lower or equal than the target’s resistance rank, then the target suffers one damage point as usual (here the armour can protect), but the attempt was not successful.

The skill “One handed weapons” is a requirement for this ability. The rank of this ability can be increased from 1 to 10.

Important: This skill can only be applied using maximum 50cm long (or less) edge-weapons. The cut must only be simulated and is not allowed to be operated at the throat of the target.

Palisade Climbing (not increasable)

With the acquisition of this guild ability, the player is able to IT overcome a palisade.

Important: This ability must be entirely simulated. The player should never under any circumstances climb a palisade or fortification for real!

"Palisade climbing" should only be played as follows:

The climber must throw a soft- ball with an attached string over the palisade simulating the person climbing over it. Any other simulation is not allowed. After a successful climbing the player can go to the other side of the palisade OT through a regular access. The character will be IT again as soon as the climber finds himself in the “fighting zone” at the palisade. Any other zone (especially where the tents are) is not allowed. This ability is not increasable.

9.3.4 – Craftsman Guild

Master Smith (not increasable)

The player can use a special alchemical mixture to increase armor value by 1 through the acquisition of this *guild* ability for the duration of the event. For this usage the master smith must work on the whole armour to reach the desired effect. This additional armour point has also to be repaired if the armour took hits. The character skills “Leatherwork” and “Metalwork” (depending on which armour the mixture is used on) is an additional requirement for this ability. After the successful

work the master smith gives a referee the note of the alchemical mixture and the referee will give a temporary limited artefact card in which the additional armour point is shown. This ability is not increasable.

Master Locksmith (not increasable)

With this guild skill the character can build or open locks of a rank value up to 11. *In order to build 11-rank locks the character must invest 10 minutes per rank (11x10). In order to open 11-rank locks the character must invest 5 minutes per rank (11x5). The skill "Open/Build locks" is an additional requirement for this ability. This ability is not increasable.*

Master of Traps (not increasable)

With this guild ability the character can arm and *disarm* traps of a rank value up to 11. *In order to build 11-rank traps the character must invest 10 minutes per rank (11x10). In order to disarm 11-rank traps the character must invest 5 minutes per rank (11x5). Only "Master of Traps" can find traps with a rank of 11. The skill "Arm/Disarm Locks" is an additional requirement for this ability. This ability is not increasable.*

Master Architect (not increasable)

With the acquisition of this *guild* ability, the character can evaluate and repair a palisade or a siege weapon with the help of other characters owning the skill "woodwork". More information on this skill is found in the rule system "'Codex Belli". The skill "Woodwork" is an additional requirement for this ability. This ability is not increasable.

Sappeur (not increasable)

With the acquisition of this *guild* ability, the character can calculate the resistance of a palisade and develop a way of sabotaging it. More information on this skill is found in the rule system "'Codex Belli". The skill "Woodwork" is an additional requirement for this ability. This ability is not increasable.

9.3.5 – FIGHTER Guild

Knock Down (not increasable)

With the acquisition of this ability, the character can throw his opponent to the ground with a successful hit on armour or body. The opponent has to play to fall down and suffers a normal hit point The skill of the corresponding weapon used is an additional requirement for this ability. This ability is not increasable.

Shield Crush (not increasable)

With the acquisition of this ability, the character is able IT with his as two-handed weapon declared weapon (NOT pole weapon and NOT one-handed or as one-handed used weapon!) with the additional required skill "Two-Handed-Weapon" to crush a shield with one hit.

Note: The used weapon MUST be a two-handed-weapon (not a pole weapon).

The skill "Two-Handed-Weapons" is an additional requirement for this ability.

Effect: After the successful hit with the two-handed weapon on a shield, the shield "breaks" IT and cannot be used until it was repaired.

Important: This ability can only be used once every 10 Minutes.

This ability is not increasable.

9.3.6 - Healer Guild

Master of Healing (not increasable)

With the acquisition of this ability the character is able with the usage of bandages, powders, ointments or drinks to deal with serious injuries and treat them competently. With a successful treatment, the injured *character* recovers all *his* hit points (including the bonus damage resistance range of the character). *The treatment must last at least 10 minutes. The skill "Medicine" is an additional requirement for this ability. This ability is not increasable.*

Lifesaving (not increasable)

A character that under normal conditions *would* die and go to the Limbus can still be saved with this *ability*. *With the usage of special surgical instruments, bandages, powders, ointments or fluids the character is able to save the target.* This skill must be applied immediately after the death of the character to heal. If the ability is applied within 2 minutes from the character's death it might still work. *After 5 minutes of healing the character does not die, he might be still severely injured so the character still has to be correspondingly treated. The skill "Medicine" is an additional requirement for this ability. This ability is not increasable.*

Note: This skill does give life or hit points back.

Healer of Combat (not increasable)

With the acquisition of this ability, the character can deal with up to five wounded characters whose hit points have reached 0 or below and save them of bleeding to death. The ability "Healer of Combat" works like "first aid", however it may be simultaneously used with up to 5 characters at the same time. The effect lasts as long as you can focus on managing the care of all patients. This ability enables the user to treat several wounded until other healers can help him. If the concentration phase of the healer ends without any other healers helping him the bleeding time is not prolonged anymore. If the wounded characters are not stabilized without any other help any longer they die (Different to the character skill "first aid". For this ability the skill "Medicine" is an additional requirement. *This ability is not increasable.*

Note: This skill does give life or hit points back.

CHAPTER 10 - Thieving

Only IT coins and magic artifact cards can be stolen. **No other things** like OT objects, armour, Larp weapons, etc. can be stolen). We advise you to keep your IT coins separately and attach magic artifact cards to their corresponding IT object. IT coins and artefact cards are not declared as real theft according to the law. Tents may not be entered without permission of the respective owner!

Hinweis: If you don't want your IT coins to be stolen don't bring them into the playing area/on the site..

Note: Real theft must immediately notified to a referee. Tents may not be entered without permission of their owner!

Chapter 11 - Special Calls

11.1 - Security relevant calls:

STOP must only be used in out-time emergency situations, for example in a fight on a slope or between the ropes of tents. But not if only a character is in danger. The STOP command is used to clear up a situation. If a person is hurt, please use **MAN DOWN**.

MAN DOWN is added to the **Stop** command. (Call: STOP MAN DOWN). Put one arm up into the air while calling to indicate your position. This is only used in important emergency situations when another player has been injured. When hearing this call, stop all fighting and make space around the injured person.

NEW!!! OH MOTHER“

„**Oh Mother,.....**“ is a signal for an out time problem, requesting to solve it in game.

"Oh Mother" should be seen as an invitation to all the bystanders to resolve the following OutTime problem in game. It is thereby possible to resolve those problems without pausing the game. This exclamation can avoid real life conflicts and possibly also tears and instead generates an opportunity for in time interaction. It also avoids the unpleasant situation of a stop call and often allows all involved parties the opportunity to save face.

Examples: 1. A person is roughly apprehended by a guard: "Oh mother, what a brute" - Depending on the emphasis this may be expressed miserably or even contain scorn or irony - as it is most fitting for the role of the apprehended player – now all players including the guard that his grip is too firm. The watchman could loosen his grip a little. A bystander could launch a rescue attempt. The superior could find a reason why the person should be treated gently (lady, old woman, noble, honourable man, dirty, looks ill, etc.)

2. A person at the tavern feels out time harassed by an affectionate admirer ... this is supposed to happen at Larps: "Oh mother, you are pushy." Now it should be obvious that the seduction attempt is not well received... OutTime ...- everyone else listening knows as well. If the admire does not change anything about the situation, you as a bystander could invite one of the involved to a beer, suggest a dice game starts a tavern brawl, engage in a conversation etc.

3. A guard is ordered to stand watch all night: "Oh mother, what a long shift ahead of me" or "Oh mother, I'm tired" Now we know, it's too much for the poor guy. The superior could create a different shift schedule, a comrade could take over part of his watch, a beloved could usher him to bed – he might get in trouble for that in time, but anyway that can wait until tomorrow, we know he is tired for real.

4. You in captivity for four hours, your stomach rumbles, nobody is interested in you, the guards are bored in front of your cell, all interaction attempts were ignored. "Oh mother, what a terrible captivity ' The guards could now begin to deal with

you, give you a chance to escape, by accidentally losing the cell key, or gracious send you to the Limbus.

Whoever uses "Oh Mother" for a game advantage is just a bad player – so please don't abuse this rule but make each other's Larp experience a bit more smooth.

11.2 - Game concerning Referee Calls

TIME FREEZE Can **only** be used by a referee. All players stop moving, lower their heads and start humming.

TIME OUT Can **only** be used by a referee. The play is paused and players may talk out-time to one another, sit down and have a break.

EARTHQUAKE (Erdbeben in German) Can **only** be used by **referees or avatars**. All players hearing the call have to fall down. They can get up again after 1 or 2 seconds.

11.3 - Special NPS or Artifact Abilities

This skill can only be used by very special NPCs and Avatars. These NSC carry a temporary artifact card stating their ability. Avatars are always able to do this and don't need an artifact card.

FATAL WOUND (Tödliche Wunde) Can **only** be used by **NSC**. The person hit is reduced to zero hit points and dies according to the rules after 10 minutes. Armor does not protect against this call, but neither does it get damaged. Healers can treat the wounds normally.

CRUSH A hit destroys a shield or the armour of one body zone. A second hit causes a wound and takes one life point. If a body part without armour is hit, it gets broken. Arms dangle broken from the body, legs don't carry the body weight anymore, etc.

PARALYSE The hitted character can neither move nor talk for 5 minutes. Armour does not protect against paralyse.

DIRECT THROUGH (Direkter Treffer) The hitted character gets a direct wound without considering the armour. The armour is not broken by this.

MASS ... (Mass spells) This effect can be combined with any spell (except Energy ball, Energy field and Magical Armor). The spell then hits any number of characters the user can see.

11.4.- General Phrase concerning the Game

In-Time (IT):

This term describes the time a player is in the game with his/her character. In-time refers to un-real situations or un-real actions. "Un-real" stands for an action of the

character in the game world, opposing to an action of the player in the normal world. The term is used to define circumstances inside the game. In-Time means that the player character is physically completely inside the game and can be talked/acted to by all other characters.

Out-Time (OT):

This term describes the time, state or action of a participant outside the fictive game world. Additionally to its usual meaning this term is used whenever a player or NPC character is not available to all other characters in the game meaning he is not present in the game world. He is invisible to all others. Out-time is used when moving through the game area but not being there in-time, for example after the death of a character (moving to limbus or the referee), when NPCs are needed at a certain place but show up only upon their arrival, etc.

To make this out-time action visible to everyone, players moving out-time have to cross their arms in front of their bodies or even better above their heads. To all others this means that the player is simply not there. Players may only go out-time upon SL instruction or after their character's death on their way to limbus.

CHAPTER 12 – Siege and Victory Rules

- The rule system of sieges are so extensive itself that therefor the rule system „Codex Belli“ was made.
- Also the victory conditions are extensive so that they also got their own rule system „Victory Conditions of the DrachenFest „,

Drachenfest Basic Rules

