

# legends legacy

## player's guide



# Legends Legacy

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## ***An Introduction to Live Action Role-Playing***



Live role-playing is a cross between tabletop role-playing games and improvisational acting. The central idea is interactive role play, where you take on the persona of a character you create. You become your character acting as they do. Your character and those of other players become part of a story in our world. Remember our story is improvisational. It is like being in a play where most of the actors don't have scripts, and the few that do, know only a few lines. We do this so that players have free will.

Those characters who have no script are player characters (PCs.) PCs are the people who pay to come and play our game. People who know only a few lines are the non-player characters (NPCs) played by the game cast members. They are under the guidance of the Event Director (ED).

All characters have defined personalities which guide their actions. They also have skills and abilities, which are governed by our rule system. Our rules are designed to allow everyone to compete and enjoy our game equally. This helps augment the abilities of people who are not proficient in the skills in our game. For instance, it doesn't matter that Sue Smith, the player, is not talented with swords. As long as she can swing a foam weapon, her character can become as skilled as Conan. All skills are quantified into rules that represent the character's improving abilities. Remember we expect everyone from player to cast to actually play their characters. Keep this in mind when you create the character you wish to bring to the Frontier. Staying in character and in game is one of the paramount rules of Legends.

## ***The Legends Difference***

Legends is a fantasy live action role playing game (LARP). However Legends is different from otherLARPs because our rules are specifically designed and tested to be simple and easy to learn. Legends is an immersive game where the rules do not get in the way of your play experience. Most of our first time players quickly learn the essential rules. Our method of game play happens organically allowing the players to guide the course of events. Choice is at the core of all of our gaming. The open system and player driven plot allows players to choose any path or skill for their character. Our goal is for all our players, new and veteran, to immerse themselves in our world quickly and easily.

*"If you want to see LARP at its best, then Legends is the place to be."  
~~metagame magazine~*



## Preparing for the event weekend

1. Read the character creation section of the rulebook. Then create and log into an account at [Legendsroleplaying.com](http://Legendsroleplaying.com). Now build your character.
2. Become familiar with the rules. Make sure you have a working understanding of the Things You Need To Know. Occasionally take time after an event to review the rules.
3. Though Legends Legacy takes place in ancient times, we still have modern amenities: such as hot showers and plumbing. Below is a list of things you might want to bring to make your LARP experience more pleasant:



- \* Toiletries \* Towels \* Bug spray \* Sunscreen \* Extra weapons
- \* First Aid kit \* Medications \* Extra money \* Writing materials
- \* Weapon repair materials \* Bedding or sleeping bag \* A Rulebook
- \* Clean Clothing, additional socks and undergarments.
- \* Extra costuming in case of inclement weather
- \* Food and Drink: Tavern has beverages and some food available
- \* Game props, decor, and battery powered lighting for your cabin

## Safety

- Safety is our first priority.
- No fires unless in approved fire rings. Do not leave any fire unattended.
- Alcohol or illegal drugs are NOT allowed at any event. Violators will be expelled.
- No one under 18 years of age may play without a waiver and accompanying guardian.
- All weapon hits must be light taps.
- Any physical contact between two players is limited to what the other player will allow.
- It is against game-play to grab weapon or shield during combat and move it aside to deliver a strike.
- For safety reasons the closest you may get to an opponent is weapon striking distance.
- It is never permitted to hold a door shut in any way.
- Carrying someone should always be simulated
- Persons wearing a white or yellow armband are non-combatants. To attack a person wearing such an armband, walk within striking distance, point your weapon, and say "Attacking you 1, attacking you 2, attacking you 3." This renders them unconscious.
- Legends strongly encourages all players to carry a small flashlight for emergency use.

## Caution & Emergency

These terms are used to alert those around you of a danger that impacts game play.

Caution is used to warn players of a potential hazard. i.e. "Caution, you are about to fall off a cliff."

Emergency is used when someone is injured and needs attention. All game activity stops until the Emergency is cleared. i.e. "Emergency! Tim just fell off a cliff!"





## Character Creation

There are many different approaches to creating a character. Some people prefer to start with an exemplary character from literature or film adapting it into the medieval renaissance fantasy world of Legends. If you start this way, you can choose how you want your character to be similar to, and different from the inspirational character. We want you to emulate the character and not imitate the character.

With this idea in mind Legends discourages players from taking character names directly from outside sources. Meeting a wizard named Gandalf or Elminster, or a barbarian named Conan or Kull at Legends diminishes the realism of our game. You may safely assume the people involved in Legends are knowledgeable regarding classical and fantasy literature, and cult television and movies.

On the other hand, some people prefer to start with a broad image of their character and allow the game to develop the character's personality. Perhaps you wish to choose a broad character concept, then take your time to paint in the details which make your character unique. Consider the questions below if you choose to take this direction with your character.

What do you enjoy doing?  
 What is your basic outlook on life?  
 By what sort of values do you live?  
 What traits describe you?  
 How honest are you?  
 How selfish are you?  
 How loyal are you?  
 How important is wealth to you?  
 How do you feel about magic?  
 How do you feel about violence?  
 How do you feel about helping others?



How do you make a living?  
 Where are you from?  
 What is your family background like?  
 What are your goals?  
 What is your name?  
 What sort of clothing and/or armor do you wear?  
 What sort of weapons, if any, do you carry?  
 Why are you going to the Frontier?  
 With whom are you going to the Frontier? Why?  
 How do you really feel about your companions?  
 What is the flight velocity of a laden swallow?

Keep in mind that you will be spending your weekend in the skin of this new person, living life as they do. Some players prefer to create a general picture of their character, and add details after playing the game once or twice and learning how to integrate more fully into the game world. For this reason, Legends permits players to completely rebuild the character they are playing at any time up until, but not including, their fourth event of playing the character. This can include the character's race, history, name, and the skills you've chosen. The only exception to this rule is being Aknorian.





## Creation Process

There are several steps to creating a new character at Legends but you do not have to follow them in any particular order. For example, it is perfectly acceptable to write a character history first before choosing your skills or race. The order outlined is just one suggested method to creating a character. To begin creating a character at Legends there are several things you must consider.

### ***What race will you select?***

Legends offers a variety of races and sociologies to either fit a character concept you have in mind or help spark one. Some of the races and sociologies may be familiar.

### ***What path will you tread?***

As your character attends Legends events you will be able to shape their capabilities by who you interact with while playing and how you spend earned points.

The choices you make determine the costs of the skills available to your character. We are an open skill system and all skills are available to everyone, but not all costs are equal. It may be helpful to choose some goals for your character to help guide your decisions.



### **Choose your Archetype: Adept or Hero**

This is a major decision for your character that is locked once chosen. The choice affects the cost of your characters skills. Adepts are proficient with magic, and find pursuing such knowledge easy in comparison to physical training. Whereas the opposite is true for a Hero. Skills are divided into Abilities, Talents, and Spells. For definitions, examples, and costs of each see the skill charts.

#### **Types of Points**

##### **Character points (CP)**

Earned by writing PELS & attending events

##### **Work Points (WP)**

Earned by donations & working logistics.

##### **Events Attended (EA)**

Only Earned by Attending Events

### ***Skill Types***

**Core Skills** are available to all characters provided they have the required character points for their purchase. Every starting character begins with 100 character points and 1 vitality.

**True Skills** characters may select and purchase from a limited core list and mark that purchased skill with the tag of True. The True Skill purchased refreshes five minutes after it is used. All other skills on the list are now unavailable for purchase for that character.

**Advanced Skills** represent a significant investment in the game of Legends, in the form of time and effort. These skills are a more powerful set than the core list and require not only character points, but work points and events attended to purchase.

**Special and Vocation Skills** Legends offers opportunities to earn unique skills not listed on the core and advanced lists. Such skills are discovered through in game research, training, and plot. These skills become available once a player purchases the vocation skill and trains in a vocation.



# Legends Legacy

## Character Race

Legends takes a unique approach to this part of the character creation process. Areth is a world with a vast array of amazing cultures. We believe the only true determining factor for choosing a race should be the culture which speaks to the individual player. As you read the racial and social descriptions consider which culture inspires you to immerse yourself into the game to improve your experience. By choosing and playing a culture to its fullest extent, you are not only increasing your enjoyment of the game, but the enjoyment of the other players. They will have more fun interacting with your character if you are true to the culture.



Your decision will determine your place of birth, perhaps your ancestry, and a flavorful jumping off point to help you write your character history, but not necessarily how you act, or think. Only you can decide that. There are no prerequisites to playing any starting player races in Areth. Below are some guidelines to assist you in determining which race is a good fit.

- 1) what costuming appeals to you.
- 2) geographical lures
- 3) a favorite book or movie scene, world or character you want to emulate.
- 4) what accent your character may have (though an accent is never required at Legends)
- 5) play style might be a consideration; like if you are a group or solo orientated person.

**Note:** While mixed-race characters exist, every mixed-race character has a dominant side. The only exception being half elves as they are considered a distinct race.

## *Races of Areth*

<u>Aknorian</u>	<u>Barbarian</u>	<u>Half Elf</u>
<u>Galenese</u>	<u>The Six Tors</u>	<u>Dwarf</u>
<u>Alhadim</u>	<u>Okian</u>	<u>Kia</u>





## **Character Race Descriptions**

The following are brief descriptions of the character races and societies available to starting players. Legends permits more experienced players the ability to purchase the exotic race skill, which allows the playing of one of the many other races in Areth. For more detailed information on all races see the *Legends Guide to Areth*.

### **Aknorian**



The Aknorians are descended from an ancient race of seers from the rocky island of Aknor. The most well-known fact about Aknorians is that they seldom return from the Realm of Death, that is, they die only once. Perhaps this is reason most Aknorians generally pursue the gentler vocations, and tend to distance themselves from people of other races. Although there are exceptions.

Aknorians are an ancient and knowledgeable race which start the game with 250 CP. All points must be spent on character creation to reflect this more advanced knowledge. Any 'remade' characters must spend **all** CP when remaking to an Aknorian. Additionally Aknorians are born with one Boon from Death. Traditions tell of Aknorians using their Boon to request a return to the land of the living, while others speak of more creative desires.

Racial Restrictions: Aknorians may not take advantage of the 'grace period' to remake their characters.

### **Alhadim**

The Alhadim are from the desert lands of the south and southern continent. Their culture places great value on family and trade. Alhadim merchants travel throughout Areth with caravans, doing business with any and all comers. The Alhadim people garb themselves in flowing robes. The color of their clothing ranges from a simple white to garments dyed with elaborate colors or patterns.



The Alhadim have negotiated a unique contract with Death. Upon dying, the eidolon of an Alhadim does not travel to death on its own. Instead, their corpse lies in place until someone carries it to Death to bargain for their life. If no one carries them to Death, the corpse remains there until the end of game day, or until the player decides to "give up the ghost" and start a new character. Should the player give up the ghost, they must report to logistics and the ED will place an Alhadim skull token in game. If your token is found, it can be brought to death by someone and the bargaining can commence. Those who carry an Alhadim to Death should keep in mind that crossing the portal of Death even with permission, means forfeiting your life in addition to waiting Death's judgment of your bargaining. It is known that Death often demands a quest of the Alhadim as payment for restoring them to life. Performing this task may curry favor with Death, failure to complete it may have dire results.

Racial Restrictions: A player choosing and playing this race, cannot make the journey to Death on his own, he or she must be carried to Death and their life bargained for.



# Legends & Legacy

## ***Galenese***



The Galenese culture derived from a penal colony created by the six Tors on the rocky island of Aknor. In time the Galen brothers forged a country, giving that country their patronymic. Galenese are an assertive goal oriented people.

Dividing themselves into houses, the Galenese are ruled by a High Council of representatives from the five Great Houses of Galen. House Galen sits as head of the council effectively controlling it, thus ruling all of Galen. The other four Great Houses are Jonas, Erin, Barlow and James.

Racial Restrictions: None

### **House Galen**

Named for the founder of the nation, who, with his brother helped the society flourish. Many mysteries and stories surround House Galen, such as the tale of Lord Wynter, if you believe in such things. The current ruler of the House and all of Galen is Rafnein Galen.

### **House Erin**

Conner Erin rules House Erin with a velvet fist. His deft administration keeps his house a close second to House Galen. Some believe it is just the way Conner intends it. Many secrets are kept by House Erin, but the reason for Connor's success is no secret. Well known for his vast network of spies, it is said that no gull sets down on the Isle of Aknor without his knowledge... or say so.

### **House Barlow**

House Barlow has the strongest ties to the indigenous people, the Aknorians. Though each house is advised by an Aknorian Seer, Barlow takes great interest in the southern sides of Hinden with its rocky caverns and now dormant volcanoes. Vartan Barlow rules the House.

### **House Jonas**

Keepers of the Law of Galen, House Jonas is charged with the policing of its peoples, streets and docks. The Legendary "Headsman's Axe" is an heirloom of this house. Guarding the heirloom and ruling the house is Alicia Jonas, daughter of the invalid Wilhelm Jonas.

### **House James**

How this house has remained a Great House in the Galenese government has mystified many for years. Ruled by a vain and incompetent woman who is commonly referred to as Matron Liz. Though calling her that to her face may get you imprisoned or worse. The last and best hope of House James lies with its heirs, the twin adolescent sons of Elizabeth James.



## ***Barbarians***

There are Four main tribes of Barbarians: the Bear, Leopard, Raven, and Whitesnake. Each are found in different areas of Areth. They are ancient peoples with a culture steeped in traditions which hail back to the dawn of time. Tribal and familial ties are highly valued, and most are unfamiliar with or reject “technology.”

Racial Restrictions: None

### ***Bear***



The Bear Tribe culture resembles that of the Native North Americans. They are found in the plains and hills of the northeast, and are known for their deep spiritual connections to the land. The people of the Bear believe the land is a partner in survival, rather than a force to be conquered. Shamen of the Bear Tribe are renowned for their ability to commune with creation. They often embark on vision quests, traveling off alone to fast and await the vision.

The Bear are a sturdy people who live by the hunt. As nomads they travel their range following the beasts which sustain them. The Bear Tribe nations are organized by familial ties and are lead by an elder with great wisdom with the assistance of a council of great warriors and shaman.

Bear Tribesmen dress in the cured hides of the beasts they hunt. This varies from season to season and location to location. The leather and furs are adorned with wood and bone beads, or claws. Additionally, feathers and other trophies are worn status symbols. As trade with the west has broadened, cotton and wool fabrics are now seen among their garb. People of the Bear are given descriptive names like ‘Laughing Fox’ and ‘Dancing Hawk’. Having no written language, they pass on their history through oral traditions, and images painted on cave walls and in their dwellings.

### ***Raven***

Raven Tribe culture resembles that of South and Central American natives. It is believed the Raven were the original designers of the calendar we think of as the Aknorian calendar. It is also believed the Raven first developed writing, and were the first to open public schools. It is quite possible that ‘civilization’ began with the Raven Tribe, but has since stagnated allowing the other nations to surpass their early achievements.



The Raven are the most territorial of the barbarian tribes. They are found in the south central lands of Areth. While their lands are ill defined to others, the Raven are quite aware of the boundaries, and they tolerate no trespassing. Some sects among the Raven have descended into the worst forms of brutality and barbarism. The Raven Tribe sects have built stone cities across their lands in the shadow of the Darkened Mountains. High walls protect inhabitants from other sects, and lakes are farmed for food. Within each city is a grand pyramid, where seasonal ceremonies are observed. The Raven trade precious metals and cocoa for goods and cotton.



## *Leopard*

Leopard Tribe culture resembles that of African and Australasian natives. These tribes are found in the unexplored jungles adjacent to the Alhadim lands. While the Leopard is one large nation, they group themselves into villages. Each village has a chieftain who leads the village. Occasionally one village wars upon another. Over the years the villages have developed their own traditions.



The Leopard do not trade with the Alhadim, sharing a fractious relationship with those people. To endure the heat, they wear little clothing, and that is limited to furs. They adorn themselves with wooden carvings and piercings. Many have elaborate tattoos to identify family, clan, or village. They are experts with spears and short bows.

## *Whitesnake*



The culture of the Whitesnake tribe resembles that of the Germanic tribes of Europe. The Whitesnake are often at war. Be it with a different race or with a different clan. The battle loving people are quick to fight, due to the diverse nature of the clans and the self serving desires of their Jarls.

Whitesnake mingle with peoples outside their borders more than any other barbarian and consider their home a 'country'. The Whitesnake as people are known best for their wide diversity. Some clans are devoted to the healing arts, others are primarily mercenaries, while others are great adepts. Most prevalent are those clans which are notorious for their brutal Hus who ransack other peoples for goods and material wealth, often extorting their victims for monetary gain. These clans are known to live by raiding, even among their own. There are tales of Whitesnake raiding as far south as Alhadim.

## *The Six Tors*

The Six Tors are a feudal society resembling medieval Europe. The Tors, or "People of the West" consider themselves the highest form of civilization. They hold law and freedom in high regard. Additionally social standing is considered extremely important.

Racial Restrictions: None

Each of the Six Tors is ruled by a High Lord. Though their titles differ, they are given equal standing within the entire kingdom. At times frictions break out between the Tors and civil war ensues. Ruling the Tors is the Convocation of Lords and a High King of the Rathmoure line. The current High King is Edrick the Stout. Each Tor appoints Lords to the Convocation which legislates for the country.







## ***Tor Arbreth***

Arbrethians continue to have strong ties to their barbarous roots, due mostly to how successful that lifestyle has been. The only true difference between the nation of Arbreth and the barbarian tribes, is the fact that all of the country is united into an Earldom ruled by Wulfgar Bearsbane, Earl of Tor Arbreth.

The wolf and cave bear provide many of the furs which provide warmth to the inhabitants of this Tor. Most hold the wolf, bear and other natural predators in high esteem. Some offer a child a chance to prove their coming of age as a warrior by killing one of these beasts in single combat.

## ***Tor Aquillon***

Tor Aquillon is an agrarian country, known as much for its skilled healers as for its many vineyards and fine wines. It is the source of the majority of foodstuffs on Areth. The country is dotted with farms, its only great city being the capital Warwick. Sitting atop a high cliff on the west coast, it looks down on other nations. The inhabitants see themselves the highest existing evolution of culture. People of Warwick tend to speak with a french accent.



Proud of their more pacifistic ways, Tor Aquillon has no standing army other than a small garrison within Warwick proper. In time of need, the populace of Aquillon is summoned to fight by way of a series of watchtowers that stand within bonfire visible distance of each other. These constantly manned towers are used to alert the Count and royal family to trouble at the border.

Julienne d' Arbineaux rules as Countess of Tor Aquillon

## ***Tor Lanencrest***



The smallest but wealthiest and the most cosmopolitan of the Tors, Tor Lanencrest boasts knights and castles famed throughout Areth. Enjoying only slightly more fame are their endless mines containing precious metals and gems. The interlinked noble lines, long standing castles that dot the landscape of Lanencrest are reminiscent of those in England. Some of the natives speak with British accents and their family names and titles are similar to that culture.

Arms, armor, and nobility are a staple in Tor Lanencrest. Everyone is trained in combat to protect this small Principality ruled by Emrys Wynne. A great tournament is held each year, where family champions meet in a contest of arms and magic. The winners of the the contests are awarded lands and riches.



## ***Tor Loch Maben***

Tor Loch Maben is filled with rural communities and fortified villages. The people of this Kingdom divide themselves into highlanders and lowlanders. Highland Loch Mabens are clannish and standoffish. They speak with a deep brogue. Lowland Loch Mabens tend to live in larger towns and interact with other societies easily. All the people of Loch Maben are fierce fighters.

A complete devotion to the family and clan is ingrained in these people. Men and women alike wear kilts, and their tartans identify their counties as well as their clans. Lowland accents are softer to the ear than the harsh highland brogue. Blue painted berserkers and warrior bards are ruled by Duncan O'Meadreah, King of Loch Maben.



## ***Tor Morbihan***



The cities and towns of Tor Morbihan are nestled in vast forests. Renowned for their bows, and archers, children Tor Morbihan begin training at the age of four. In addition to their marksmanship, Tor Morbihan engineers are valued for their skill and ability. Countries throughout Areth seek to employ Morbihan Engineers to build cities, bridges, and even engines of war.

Anyone who has visited this Tor speaks of encountering one of the many rangers who roam her forests. Employed by countries around Areth, Rangers are often found in forests throughout the world. Though considered the fourth largest Tor, Morbihan is considered a Barony. The Pitcarin family has ruled Tor Morbihan for eight generations. Malcolm Pitcarin is the current Baron.

## ***Tor Iberica***

Zlotvor's binding hid this Tor which is located on the eastern coast. Now that the binding is broken, Tor Iberica has regained its rightful place within the kingdom. The people are relaxed and pursue scholarly arts. Painting, poetry, sculpture, music, and other artistic activity figure prominently in this culture. Ibericans pride themselves on courtesy and style. Men and women dress in light colorful brocades and silks, and everyone pays close attention to style and fashion.

Countess Isabeaux married Duke Raphael uniting Arville and Derigon. Isabeaux provided wealth while Raphael provided armies, and together they subdued the rest of the country. Today the ArchDuke and Dutchesse rule the Tor jointly with a firm hand. In contrast to the serene countryside, courtly politics and intrigue is a deadly game in this Dutchy. Seldom does a day pass which does not find a noble with a black tongue or slit throat after overplaying a political gambit.





## *Okima*

Okima is an island society which developed independently from the other countries of Areth. It is a feudal society, bound together by vassalage and familial ties. Okians place the highest value on family, however honor demands they meet their feudal obligations. Strict adherence to cultural requirements is causing today's generation of Okians to reject tradition. Families have a head; and swear allegiance to a clan. Clans have leaders, and are involved in political parties. Aiwasa, Jentung, Mikawa, Shinon and Tsuja are the five Clans in Okima, although the Emperor's House is sometimes called the sixth clan. Many believe there exists a 'Shadow Clan'. Each of the families in the legitimate Clans is ranked in power by virtue of their standing armies, banked wealth, land, vassalages, party affiliations, possessions, pedigree, and political capital.

Racial Restrictions: None



## *Dwarves*



A stubborn and sturdy race Dwarves have a natural gift for craftsmanship, especially when working with metal or stone. While dwarves pursue a variety of vocations, their roots remain in the might of the mountains. They build subterranean cities, and carve fortresses from the sides of mountains. Dwarves are fiercely loyal when it is earned. However, they are slow to forgive a slight. Male and female dwarves are proud of their beards often braiding and decorating them with precious gems and metals.

Over time the dwarves evolved to better exist within their environment. The great craftsman and miners are short to better maneuver within the many twists and turns of the mountain tunnels. Stoneguards have longer legs to traverse the mountain passes swiftly while keeping watch over their mountain lands. Valiant fighters, dwarven warriors prefer weapons which utilize their strength, and are familiar to their hands. Axes, hammers, and maces, are crafted, carried, and employed with deadly efficiency. Adepts, though rare, are found among the dwarven people, as their quality magic weapons can attest.

Racial Restrictions: Choosing and playing this race requires you to wear a beard at all times





## Half Elves

Half elves are descended from human and elven parents. Life for a Half elf is difficult for they have a foot in two different worlds. Elves are more accepting of half elves, as they view these people as being blessed with elven blood. The opinions of other races are another matter entirely. Some half elves feel a closeness to their human half, and try to emulate that behavior. However, in time they learn that as a half elf they are indeed a separate race.

There are no half elven cities or governments, however there is a group of half elves who have embraced their descent and forged a community. History tells us the Fain, as they are called, were founded by a half elf named Bearshadow. The Bear tribe shaman insisted all half elves were members of his family, thus one distinct people. He built a home and forged a society. To this day any and all half elves are welcome to become children of the Fian.

Racial Restrictions: Pointed elf ears must be worn at all times if you play this race.



## Kia



*The Fairy Feller's Master-Stroke, by Richard Dadd, Ca. 1850*

A most unusual race, information is limited about the Kia (KEE-uh) for they have not appeared in Areth until recently. Kia originate from a mist shrouded island located somewhere between Aknor and Okima. Their island has long been veiled from mortals, and is considered a bridge of sorts between the realm of Fey and our world.

Many people speculate that the Kia themselves possess Fey blood, but there is no proof and the Kia do not say. Others believe that the Kia are humans who were changed by their close proximity to the Fey. While the truth may never be known, it is certain is they are indeed a separate race. Female Kia were the first to venture off their island, but male Kia have now joined them in the outside world. As part of their Fey heritage, Kia enjoy a personal connection to some aspect of the nature. This aspect manifests itself as a physical feature possessed by the Kia.

Racial Restrictions: Playing this race requires the incorporation of a natural element into your costuming. It can be reflected in your garb, features, or both. The markings must be slight to moderate and never heavily done. Inspiration for the markings should be taken from the natural world. For example, animal Kia should have fur or animal patterned skin. Plant Kia should have leaves, Mineral Kia should have interesting make up and pigments. However the inspiration is a trademark, or accent to your costuming, and should not dominate the look.



## *Choose Archetype*

After determining what race and general type of character you want to play, you must decide if you wish your character to have a natural affinity toward mystical or mundane pursuits. The vocation of your character depends on this choice. Remember at legends, your character can be anything YOU desire. Additionally you are not limited to the traditional roles either. We encourage people to consider playing a Merchant, Sage, Scribe, Red Cap, Ratcatcher, or Grave Digger. Whatever you decide is possible in the Legacy campaign. However you need not decide which vocation you wish at the creation of your character. The only decision needed is whether your character will pursue a scholarly or physical vocation. Once that choice is made, you can decide if your character is a Hero Archetype or an Adept Archetype.



### *Hero*

Heroes are those who traffic in physical pursuits. They earn their living with physical prowess. The Hero adventures through direct combat, clandestine, or even economic pursuits. Fighters, Red Caps, Cat Burglars, Assassins, and the like are considered the Hero Archetype. The Hero finds it easier to achieve a goal or complete a task without the aid of Magic. However, this does not mean they never learn magic, it is just a more difficult for them.

Talents cost base.

Spells cost double.

Abilities cost base.

### *Adept*

Adepts choose to follow the scholarly pursuit of magic. Most become, mages, seers, shaman, or like vocations. Others are extremely successful mercenaries, merchants, or thieves. The difference is they advance in these vocations through spell use instead of talent or ability. As a scholarly pursuit, the Adept must remember research is a significant part of discovery in Areth.

Spells cost base.

Talents cost double.

Abilities cost base.

We have designed the archetype concept so you can decide how you wish to build your character.

A rapid rise to singular power, or a slow ascent to diverse power. The choice is YOURS!



## Character History

Legends recommends you write a character history so we can tailor plot specifically for that character. Give your character a name, at the very least, tell us what your character's birth place, age, likes, dislikes, worst fears, and goals. We encourage you to be creative with your history and with how you convey that history. Write a series of letters between your character and another person, or send us a journal chronicling the exploits of your character on the way to the frontier. Do not be concerned if you feel you are unfamiliar with our world. It does not matter, because we encourage you to add to the diversity of Areth with your creativity and ideas. So committed are we to this idea, we give you 10 additional character points for your character history.



You will find writing a history allows you to understand the character better, and take on the role much easier. Once you become your character, we guarantee you will find more enjoyment in playing the game. You may submit a character history at any time. However it is best to get it to us prior to playing the character, allowing us to create the plot which will be given just to you. The more time our writers have to work, the more in depth your plot will be.

## Powering Your Character



There are four skill levels, **Core**, **Advanced**, **Special**, and **Vocation**. Within these levels there are three groups. **Abilities**, are the skills at which all characters excel. **Spells** are the skills where Adepts exceed, while Heros are masters of **Talents**. All skills are available to everyone regardless of archetype.

Once you begin our game, you are the protagonist in an adventure. The choices or desires of your character dictate their plot. Those choices may lead to a more traditional vocation like mage, seer, or shaman. Or those choices may lead to something more exotic like dream weaver. Your character may choose to seek the guidance of a teacher, or join a guild as an apprentice. Perhaps neither is to your character's liking and they will seek knowledge in the library, teaching themselves the vocation they desire. Creative freedom and choices are what we strive for at Legends.

## *Skill Types*

Purchasing skills requires thought beyond the effects of the power. Some skills require prerequisites before they can be purchased. There are three types of Skills in Legends Single purchase, multiple purchase, and true. Single purchase skills are those you buy once and are not expended after use. Skills which are expended after a single use are multiple purchase skills. A True skill refreshes during game play. All skills refresh at the beginning of each event, and may be refreshed by Death.



## True Skills

A True Skill is a special one-time purchase of a skill that regenerates every 5 minutes of game play. Choosing one of the six available True Skills from the True Skill list is **OPTIONAL**. Should you choose to purchase one, it must be done at character creation. You may only ever choose one True Skill. Choosing a True Skill like Disarm, still allows additional purchases of the disarm skill which will work normally. However; you may **NEVER** purchase any of the other five skills that are on the True Skills list for the life of your character.



**Example:** Krogar the barbarian chooses to purchase the True Skill – Disarm, at character creation. Doing so, locks Krogar out from ever purchasing Parry, Avoid Trap, Sleep, Elemental Dart, or Heal for the life of his character. Krogar may purchase additional Disarm skills which will function normally. **REMINDER:** You are never forced to choose a True skill, it is always optional.

## True Skill list

\* Avoid Trap \* Disarm \* Parry \* Elemental Dart \* Heal \* Sleep

## Points

All starting characters, except Aknorian, begin with 100 Character Points (or CP) and 1 Vitality for free. Aknorians begin with 250 points and 1 free vitality. Starting characters purchase their skills from the Core Skill list. Core Skills are purchased with character points, while Advanced and other Skills are purchased with Character Points, Work Points (WP) and event attended points(EA).

CP are used to buy skills for character use, and are acquired by:

Attending an event = 10 CP

Writing a PEL (post event letter) = 10 CP

Writing a character history = 5 CP (at new character creation only).

WP are points awarded for helping the game through donations, set-up, break down and between event projects. Work Points may be spent on purchasing advanced skills, in game items, or resources.

Event Set-up (4 hours) = 10 WP

Event Break down (4 hours) = 15 WP

Making 100 spell packets: 5 WP

EA points are earned for the Events Attended. Legends holds a number of in and out of game events throughout the year. The majority are in game, however **all** events you attend earn you 1 EA point per event. The threshold of EA remains after it is reached and may be applied to skill purchases without being used.



# Legends & Legacy

## Core Skill Charts

### Abilities

Ability	Cost
Vitality 2-5	10
Harvest	25
Income	20
Tend §	30
Sage	20
Staff §	10
Dagger §	10
Spy	25

### Talents

Talent	Hero	Adept
Armor Repair	20	40
Wear Armor	5	10
Shield §	15	30
Florentine §	10	20
Two Weapons §✱	15	30
Weapon: Blunt §	10	20
Weapon: Edged §	10	20
Weapon: Pole Arm §	10	20
Weapon: Bow §	20	40
Crushing Blow	5	10
Disarm †	5	10
Parry †	5	10
Maim	10	20
Slay	25	50
Avoid Trap †	5	10
Escape Bonds	5	10
Lock Picking §	20	40
Reveal/Conceal	5	10
Subdue	10	20

All skills are multi purchase unless otherwise indicated.

† True Skill

§ Single Purchase

✱ Prerequisite Requirement

### Spells

Spell	Hero	Adept
Light §	10	5
Benediction	10	5
Dream	10	5
Elemental Dart †	10	5
Fumble	20	10
Heal †	10	5
Silence	10	5
Sleep †	10	5
Speak with Dead	10	5
Circle of Protection	30	15
Cleanse	30	15
Elemental Bolt	30	15
Purify	20	20
Root	20	10
Spell Shield	30	15





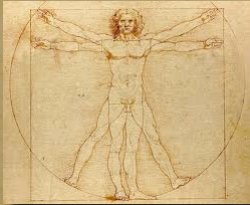
## **Core Skill Descriptions**

Core skills are available for beginning player characters. Since this is an open skill list, we recommend you read the all the skill descriptions before committing to a purchase. In general talents are delivered with weapons, and spells are delivered with packets. When when required, you must declare skill calls clearly prior to delivering the skill.

## **Core Abilities**

### **Income**

The income ability represents the income earned from a job or craft your character undertakes between events (examples are carpentry, rat catcher, noble holdings, investment earnings, etc.). Characters with this skill receive 2 Hecta at check-in of each event. These jobs or crafts may earn you income in game as well.  
Cost: (H:20cp) (A:20cp)



### **Harvest**

Harvest allows a player to harvest a specific item from a target body. It requires 5 seconds of role play after which you must state "I harvest your (Item Name)". Knowledge of what is harvestable is learned in game.  
Cost: (H:25cp) (A:25cp)

### **Sage**

Allows the character to do research in the Mystic Library. Multiple uses of the skill on one topic will improve the results of your research. It can be used in game or as a Between Game Skill (BGS). All In game sage must be submitted to the Library, and will be answered as soon as possible in game. BGS Sage is submitted on the website. An orange disk represents one sage and must be used at the library.  
Cost: (H:20cp) (A:20cp)

### **Tend**

Once purchased the player has unlimited use of the Tend talent. Each use of tend requires a full minute of roleplay and the player must restart if interrupted. Tend cannot be done in combat.

Effects of Tend:

- awaken, and raise an unconscious person's vitality from 0 to 1
- restore use to a Maimed limb,
- remove the Fear effect from a comrade.
- Stop Bleed Out

Cost: (H:30cp) (A:30cp)



### **Vitality 2-5**

Vitality represents your body's overall health, and ability to sustain damage. Your first vitality is free, and for each additional purchase you receive 1 added vitality. Your purchases are limited to 4 vitality in the core skill section, for a total of 5. When you reach 0 vitality, you are unconscious (see "death and dying").  
Cost: (H:10cp) (A:10cp)

### **Staff**

Once purchased, Staff allows the proficient use of any melee type staff weapon. Staves must be between 50"-66" in length. A staff requires two hands to use properly.

Cost: (H:10cp) (A:10cp)



# Legends & Legacy

## Dagger

Dagger allows the proficient melee use of a dagger. The weapon must be 18"- 24" in length. Daggers may also be considered Thrown Weapons if they are made entirely of foam, with no inner core — see 'thrown weapon' skill.

Cost: (H:10cp) (A:20cp)



## Spy

This powerful talent allows a player to spy on a specific character to learn information concerning upcoming plot, or may be used to protect you from being spied upon. This is a between-game skill. The boundaries of this skill are quite broad. Legends must be contacted with the spy request no later than 5 days after the event (except first event).

Cost: (H:20cp) (A:20cp)

## Core Talents



### Armor Repair

Allows the unlimited use of this Talent. It allows the player to repair armor and shields. It takes five minutes of role play per suit of armor and five minutes to repair a shattered shield. Repair must be done at a Forge and it is necessary to take the armor off.

Cost: (H:20cp) (A:35cp)

### Avoid Trap

Avoid trap allows you to evade one trap after it is triggered. You may choose which trap to avoid, and must clearly state, "resist" immediately when using the skill. The skill works on all basic traps- magical, falling debris, swinging blades, explosive and contact poison, etc. Note: This skill does not allow you to avoid Blade Poison which is NOT a trap.

Cost: (H:5cp) (A:10cp)

### Crushing Blow

Crushing Blow can only be used with blunt weapons, polearms, and staves. To be effective the blow may land on any legal area of the victim's body. A successful attack causes the victim to fall to their knees, and count to five before rising. They may defend themselves while on the ground. You must state "Crushing Blow" immediately prior to your attack. NOTE: The Parry skill blocks a crushing blow, expending both skills.

Cost: (H:5cp) (A:10cp)



### Disarm

Allows a player to dislodge a weapon from the hand of another player, knocking it five feet away. The player using this skill must state "Disarm" immediately prior to striking the opponent's weapon. You cannot Disarm a shield(as it is not a weapon). You need a melee weapon in hand to use this skill.

NOTE: The parry skill can block a Disarm, expending both skills. Please try NOT to hit others when tossing your "disarmed" equipment.

Cost: (H:5cp) (A:10cp)



# Legends Legacy

## Escape Bonds

Allows a player to free themselves from ropes, shackles or manacles, without picking the lock on them. The user of this ability should roleplay their escape attempt for at least 5 seconds to 'escape'. The ability may not be used to release another person or object from bonds (unless they are bound with rope because you have a sharp knife and thumbs), nor may it be used to open locks, or escape cages.

Cost: (H:5cp) (A:10cp)

## Florentine

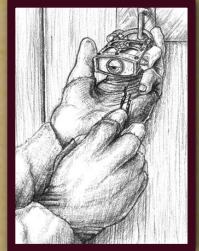
Allows the use of a dagger and a one-handed weapon at the same time. If you do not have the florentine skill you cannot use other fighting skills while fighting florentine. Additionally, you must be proficient in BOTH weapons in order to use any skills.

Cost: (H:10cp) (A:20cp)

## Lockpicking

We use re-programmable combination locks to represent in game locks at Legends. Anyone in game may attempt to open a lock, however when you purchase this skill you will receive one number that will be in all combinations for that weekend. The number will be printed on your character card. You may not keep any locks you pick.

Cost: (H:20cp) (A:40cp)



## Maim

Allows a player to strike the limb of an opponent rendering that limb useless. If the target is a leg, then the leg becomes useless (they may **not** hop on one foot). If an arm is struck, the victim cannot hold anything in that hand. You must state, "Maim" immediately prior to striking your opponent. If no successful blow is struck then the skill is not expended.

NOTE: The Parry skill can block a Maim, The maim and the parry are expended.

Cost: (H:10cp) (A:20cp)

## Parry

Melee weapon use only. Allows a player to counter the skills Disarm, Maim or Crushing Blow. You may save it until you choose to use it. When another player announces and then strikes you with the use of one of these skills, you may loudly state, "Parry." This negates their skill expending both skills. Parry can only be done if you are holding a weapon you are proficient in.

Cost: (H:5cp) (A:10cp)

## Reveal/Conceal

The Conceal talent allows you to hide ONE small object (ring, potion, etc.) on YOUR person which is not found by a normal search. The concealed item cannot be in plain sight. You may conceal more than one item on your person, but each item requires a separate Conceal.

Reveal locates all unconcealed items and one Concealed item. When searching the person state "Reveal". The target must quickly place all in game items on their person, including ONE Concealed item (of the target's choice if any), on the ground before them. The skill is expended when either revealing or concealing regardless of what is found. Multiple Reveals may be used if you think the target is Concealing more than one item.

Cost: (H:5cp) (A:10cp)



# Legends & Legacy

## Shield

Allows the use of a shield in combat. Refer to the weapon and shield construction section for shield size regulations.

Cost: (H:15cp) (A:30cp)

## Slay

Melee weapon use only. Slay allows you to deliver a mortal wound to your foe. You must state "Slay" as you strike your opponent in the torso (area covered by a tank top tee shirt, front or back). The victim of a Slay loses all Vitality and Armor and falls unconscious. If no successful blow is struck then the skill is not lost to the player. NOTE: The Parry skill **CANNOT** block a Slay.

Cost: (H:25cp) (A:50cp)

## Subdue

Allows a player to render an opponent unconscious. A successful Subdue can only be done by surprise. To use this skill you must strike (softly) with the butt of a weapon, the center upper back of an opponent, and state "Subdue". The victim must fall unconscious for 5 minutes. The player must state "Subdue" as the strike is made. The victim cannot be engaged in combat, and a full metal helmet will protect a person from a Subdue.

Cost: (H:10cp) (A:20cp)

## Two Weapons

Allows the use of two one-handed weapons at the same time. If you do not have the Two Weapons skill you cannot use other fighting skills while fighting with two weapons. Additionally, you must be proficient in BOTH weapons in order to use any skills.

**Prerequisite:** Florentine

Cost: (H:15cp) (A:30cp)

## Weapon Talents

While ANYONE can pick up and use a melee weapon at Legends, you are not proficient. Proficiency in a weapon means you have purchased the appropriate weapon talent. Only then will you be able to use combat talents with that weapon.

Weapons fall into three categories:

Melee - a melee weapon is one used in close combat melee.

Missile - Encompass projectile weapons such as crossbows, bows, ballista, and catapults.

Thrown - Weapons which are thrown by hand such as dagges, darts, and shuriken.

## Blunt

The Blunt allows the proficient use of any blunt melee type weapon such as a Mace, Hammer or Club. The weapon must be 18"- 50" in length and have a "head" at the end of the weapon thicker than the shaft.

Cost: (H:10cp) (A:20cp)

## Bow

Bow is NOT a melee weapon. Allows the proficient use of bow or crossbow in combat. NOTE: Missile type weapons that strike another WEAPON (not shields) will disarm them. No need to call the skill disarm, this is automatic. Bows must fire a projectile that is completely made of foam.

Cost: (H:20cp) (A:40cp)



# Legends & Legacy

## Edged

Edged allows the proficient use of any melee type weapon with an edge, such as an axe or sword. The weapon must be 25"- 50" in length.  
Cost: (H:10cp) (A:20cp)

## Pole Weapon

This talent allows the proficient use of any melee type pole weapon. The weapon must be 50"-66" in length. Pole weapons require two hands to use properly. Note: Spears are considered a pole weapon.  
Cost: (H:10cp) (A:20cp)



## Thrown Weapon

Thrown Weapon allows the user proficiency in small thrown weapons. The entire projectile must be made only of foam and 1 layer of tape. No hard objects may be inside of the projectile. Throwing weapons must be compressible and remain 'squishy' to be legal. Throwing weapons must be 3"-72" in length. Spears are only considered thrown weapons IF they are entirely made of foam with no inner core.  
Cost: (H:20cp) (A:40cp)



## Wear Armor

Allows the wearing of armor. There are three basic types of armor: Leather, Chain and Plate. Your torso must be covered to receive armor points. Leather armor will give you one point of armor protection; Chain will give you two and plate three. You will receive an additional point for bracers or greaves. However, you will not receive two points for bracers and greaves. Once the points are used you must have your armor repaired to regain the protection. NOTE: wearing a full metal helm will also grant you unlimited protection from subdue as long as it is worn. Extra armor may earn you additional armor points.  
Cost: (H:5cp) (A:10cp)

## Core Spells

### Benediction

Allows the caster to use Benediction Discs (a small white disk) to grant a favorable aura to a character travelling to Death. This can only be cast on a dead body, not on a living being or an eidolon. After casting, place the White Disc in the hand of the corpse. Each time this spell is purchased, the character gains an additional Benediction Disc for the event. Discs are out of game items and may not be transferred, stolen, etc. The magic on these Discs decays over time, rendering them useless by the end of the event (Please turn in all disks at check-out). Clearly state "Benediction" when casting the spell.  
Cost: (H:10cp) (A:5cp)





# Legends Legacy

## Circle of Protection

Allows a caster to place a circle on the ground and clearly state "Circle of Protection". You must have a 3 feet diameter physical representation of this circle clearly visible. Simply spinning in place and stating "Circle of Protection" will not suffice. For the five-minute duration of this spell, you cannot be affected by any means. While you may cast spells out from inside the Circle you may not use weaponry. Only the caster can fit inside the protected area. If anyone attempts to affect you, you should state, "resist." Leaving the circle at anytime, or using any weaponry from within it breaks the Circle, and you are no longer afforded any protection. NOTE: If you are interrupted while placing your Circle, the spell is lost.

Cost: (H:30cp) (A:15cp)

## Cleanse

The Cleanse Spell allows a caster to cure most diseases found in game. One Cleanse will cure a character afflicted with multiple Diseases. Use of this skill does not cause the diseased individual to regain consciousness, skills, or vitality.

Cost: (H:30cp) (A:15cp)

## Dream

Casting this spell grants the caster a dream which foretells general future in game events. The caster must learn to interpret these dreams, nor can they control the direction of the dream. This is a between game skill received at check-in. Dreams must be requested two weeks prior to an event.

Cost: (H:10cp) (A:5cp)



## Elemental Dart

Allows the caster to hit a target with a specific elemental bolt that causes 1 point of Torso damage. The type of dart must be chosen the first time the spell is purchased. Choose wisely, for once you make a choice, that is the only type of elemental bolt you may purchase and cast in the near future. Clearly state "(Element Name) Dart" when casting this spell. Initial element choices are: Fire, Ice, Lighting, and Earth. Purchase of the Vocation ability will allow you to gain additional element types.

Cost: (H:10cp) (A:5cp)

## Elemental Bolt

Allows the caster to hit a target with a specific elemental bolt that causes 3 points of Torso damage. The type of bolt must be chosen the first time the spell is purchased. Choose wisely, for once you make a choice, that is the only type of elemental bolt you may purchase and cast in the near future. Clearly state "(Element Name) Bolt" when casting this spell. Initial element choices are: Fire, Ice, Lighting, and Earth. Purchase of the Vocation ability will allow you to gain additional element types.

Cost: (H:30cp) (A:15cp)

## Heal

Casting the Heal Spell restores one point of vitality to the target. Once cast, the restoration is instantaneous. Healing does not cure Maimed limbs, It will NOT return someone to consciousness. Heal may not be cast in combat, i.e. you or your target being hit. Clearly state "I Heal you 1 vitality" when casting this spell. Healing must be done 1 vitality at a time with this spell.

Cost: (H:10cp) (A:5cp)



# Legends Legacy

## Light

Allows a player unlimited use of an approved GREEN chemical or electrical light source (6" or less). This light may be handed off to others and should not be thrown.

Cost: (H:10cp) (A:5cp)

## Purify

Allows a caster to cure the effects of poison. The spell is effective for weapon poisons, contact poison and most alchemical poison elixirs. One Purify cures multiple poisonings, however poisoned individuals do not regain consciousness or Vitality.

Cost: (H:20cp) (A:10cp)

## Root

Allows a caster to immobilize a character by rooting part of them in place. This means any portion of the body touching the ground is rooted to the ground. For example, if the target were lying down when the spell was cast, they are well and truly stuck. This spell lasts for 5 minutes. Clearly state "Root" when casting this spell.

Cost: (H:20cp) (A:10cp)

## Silence

Allows a caster to cause a target to be completely unable to speak (including spell casting) or make verbal sounds for 5 minutes. Note that this does not prevent victims from stating other game terms such as "Slay". State clearly "Silence" when casting this spell.

Cost: (H:10cp) (A:5cp)

## Sleep

Striking a target with this spell causes a target to fall asleep for 5 minutes; they will awaken before that time if anything so much as touches them. Clearly state "Sleep" when casting this spell.

Cost: (H:10cp) (A:5cp)

## Speak with Dead

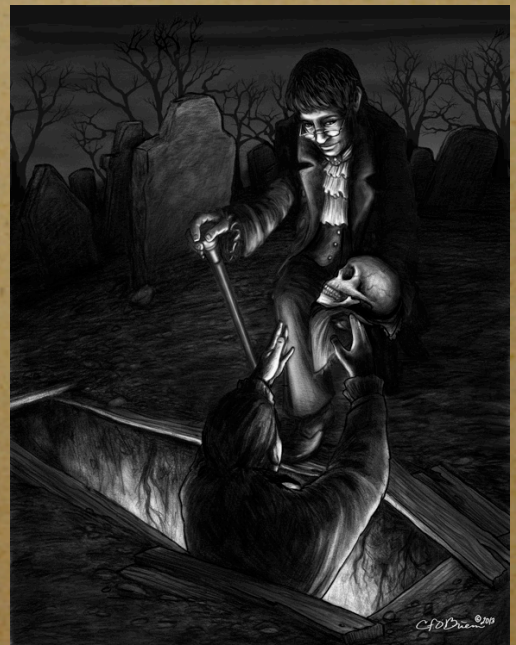
This spell allows the caster to speak with the dead for 5 minutes. The dead character is compelled to respond in some fashion. This can only be used on a dead body or an eidolon. Clearly state "Speak with Dead" when casting this spell.

Cost: (H:10cp) (A:5cp)

## Spell Shield

Once cast on a character, this allows the recipient to resist one magic effect of their choosing. "Resist" must be clearly and immediately stated after being struck with the effect. You may keep your spell shield until you decide to use it. This spell may not be stacked with itself or any other spell or effect that grants magical protection. Clearly state "Spell Shield" when casting this spell.

Cost: (H:30cp) (A:15cp)





# Legends & Legacy

## Advanced Skill Charts

Advanced Skills represent significant investment in the game of Legends, in the form of time and effort. This set of skills are more advanced and require a combination of Character Points (CP), Work Points (WP) and/or Events Attended (EA) to purchase.

### Abilities

Ability		Hero	Adept	WP	EA
Vocation	§	5	5	100	1
Exotic Race	§	0	0	30	10
Quest		Special	Special	30	4
Salary	§	20	20	0	2

All skills are multi purchase unless otherwise indicated.

† True Skill

§ Single Purchase

⌘ Prerequisite Requirement

### Talents

Talent		Hero	Adept	WP	EA
Advanced Lock Picking	⌘§	40	60	40	3
Exotic Weapon	§	15	30	10	2
Armor Mastery	§	20	40	20	2
Release Bonds	⌘§	10	20	25	3
Set/Disarm Explosive Trap	§	20	40	20	2
Shatter		15	30	10	1
Slay with Bow		20	40	20	4
Tower Shield	⌘§	15	30	20	4
Vitality 6-10		20	40	10	1

### Spells

Spell		Hero	Adept	WP	EA
Diagnose		10	5	10	1
Dominate		40	20	30	6
Greater Circle of Protection	⌘	60	30	40	6
Restore		50	25	35	6
Send Dream	⌘	20	10	20	2
Ward		50	25	35	6

### Special and Vocation Skill Examples

We have added a few Special and Vocational Skills, the affects of which you must know. These skills are found in game through various means.

Assassinate	Death	Disease	Drain	Dispel	Fear
Final Death	I Curse Your Spirit	Poison	Restore Spirit	There is No Escape	





## **Advanced Skill Descriptions**

Advanced Skills represent significant investment in the game of Legends, in the form of time and effort. This set of skills are more advanced and require a combination of Character Points (CP), Work Points (WP) and/or Events Attended (EA) to purchase.

### **Advanced Abilities**

#### **Vocation**

Vocation allows your character to pursue a career in a fashion you choose. Once Vocation is bought, you need not buy it again to pursue a different Vocation. Pursuing a vocation will give your character access to unique skill sets. Advancing in vocations requires training. Training can be gotten via a teacher, through research, or via alternative methods found in game. Examples of vocations include, Alchemist, Sage, Blacksmith, Merchant.  
Cost: (H:5cp) (A:5cp) (wp:100) (ea: 1)

#### **Exotic Race**

**Restricted Ability.** Entry into this ability allows the player to petition Legends to play a race outside the those found in the rule book. Many wonderful and terrible races exist in the world of Areth. We feel if players are capable of remaining true to the requirements of an exotic race, they should be allowed to play that race. Be aware, this will be a subjective decision. Skills and Spells still need to be purchased separately, this only allows entry into the race for costuming purposes. If your petition isn't granted, your WP may be applied elsewhere.  
Cost: (H:0cp) (A:0cp) (wp:30) (ea:10)

#### **Quest**

The Quest Ability behaves differently than most skills. Only after meeting the requirements may you begin your quest. At this time you must submit to Legends a detailed overview of what you hope to gain from your Quest. Legends will approve the Quest based on its feasibility, and soundness in relation to game integrity. A CP and WP cost is then assigned. There may still be steps to take In-game. Players use Quest to bring to life an idea they may have and that they see no clear path to in the game. The cost is relatively high compared to other advance skills for two reasons. First is the potential to customize and personalize your skill. The Second is because we require a significant understanding of the game by the "Questor", so he or she doesn't spend their time pursuing a skill which may exist elsewhere. NOTE: While questing for your new skill, you will gain CP in the normal manner, but cannot spend them. Upon completion of your Quest, all CP stored will be applied to the cost of the Questing Skill. You may cancel your Quest at any time and spend your CP normally, but that will end your Quest.  
Cost: (H:Special) (A:Special) (wp:30) (ea:4)

#### **Salary**

The Salary Talent replaces Income and represents a more lucrative level of your profession. You will receive 5 Hecta per event.

Income is a prerequisite to purchase this skill.

Cost: (H:20cp) (A:20cp) (wp:0) (ea:2)





## Advanced Talents

### Advanced Lock Picking

Programmable combination locks represent in game locks at Legends. Anyone may attempt to open a lock at Legends, even without this skill. When you purchase this skill you receive additional combination number on your character card. You may sacrifice a use of this skill, requiring you to purchase it again, to keep a lock you pick. Taken locks must be brought to logistics and exchanged for player locks.

**Prerequisite:** Lock Picking

Cost: (H:40cp) (A:60cp) (wp:40) (ea:3)

### Exotic Weapon

**Restricted Skill.** Allows the crafting for personal use, weapons outside the normal bounds and restrictions of the game. Name of wielder and fully constructed weapon must be approved by The Legends Game Manager

Cost: (H:15cp) (A:30cp) (wp:10) (ea:2)



### Armor Mastery

Armor Mastery represents the knowledge and ability to use armor more proficiently. It grants the character 1 additional armor point to their armor. The additional point can be reused after armor is fully repaired.

**Prerequisite:** Wear Armor

Cost: (H:20cp) (A:40cp) (wp:20) (ea:2)

### Release Bonds

Allows a player to use their Escape Bonds talent on others. This a single purchase talent, limited to the amount of Escape Bonds talents the character possesses. All Escape Bonds rules apply.

**Prerequisite:** Escape Bonds

Cost: (H:20cp) (A:40cp) (wp: 40) (ea:3)

### Set/Disarm Explosive Trap

Allows the character to place or remove explosive traps. All traps must be acquired in-game. Traps which discharge while the character is using this skill have their normal effects. Explosive (popper) Traps may NOT be "swept-away" with your sword or arm. Small tweezers or another similar device may be used to pick them up or move them.

Cost: (H:20cp) (A:40cp) (wp:20) (ea:2)

### Shatter

Shatter can be used only with a Blunt weapon or Polearm. To be effective the blow must land on the Shield of the target. A successful attack renders the victim's shield unuseable until repaired. You must clearly state "Shatter" when you attack. Unusable shields must be dropped.

Cost: (H:15cp) (A:30cp) (wp:10) (ea:1)

### Slay with Bow

This Talent enables you to deliver the Slay skill with a "missile" weapon. You must clearly state "Slay" prior to firing. The victim of a Slay loses all Vitality and Armor and must fall unconscious. For a Slay to take effect it must strike the torso (the area covered by a tank top tee shirt, front or back).

Cost: (H:20cp) (A:40cp) (wp:20) (ea:4)



# Legends & Legacy

## Tower Shield

Allows for the use of a larger shield in combat. Shield is a prerequisite to purchase this skill. See Weapon and Shield entry for dimensions on Tower Shields.

Cost: (H:15cp) (A:30cp) (wp:20) (ea:4)

## Vitality 6-10

This Ability represents the ability to sustain damage. For each purchase you receive 1 vitality. You may purchase no more than 5 vitality for a total of 10 in this advanced skill section.

Cost: (H:20cp) (A:40cp) (wp:10) (ea:1)



## Advanced Spells

### Diagnose

Allows you to diagnose the state of a Character's condition, be it bleeding out, unconscious, poisoned, diseased, sleeping or dead. Clearly state "Diagnose" when casting this spell.

Cost: (H:10cp) (A:5cp) (wp:10) (ea:1)



### Dominate

Dominate will cause the victim to become completely obedient to the will of the caster for 5 minutes. It cannot however, be used to compel the victim to tell something secret. NOTE: The victim will never do something against their out-of-game moral practices. If requested, the spell will be broken immediately. The victim cannot take any offensive action against the caster. The spell does not impact any of the victim's skills, nor do they move sluggishly as an automaton. Victims remember all that happened while dominated, including who cast the spell.

Cost: (H:40cp) (A:20cp) (wp:30) (ea:6)

### Greater Circle of Protection

Allows a caster to place a circle on the ground and clearly state "Circle of Protection". You must have a 6 feet diameter physical representation of this circle clearly visible. Simply spinning in place and stating "Circle of Protection" will not suffice. For the five-minute duration of the spell, anyone within cannot be affected by any means. While you may cast spells out from inside the Circle you may not use weaponry. Only the caster can fit inside the protected area. If anyone attempts to affect you, you should state, "resist." Anyone leaving the circle at anytime, or using any weaponry from within it breaks the Circle ending its protection. NOTE: If you are interrupted while placing your Circle, the spell is lost.

Cost: (H:60cp) (A:30cp) (wp:40) (ea:6)

### Restore

A caster may use this spell to either Restore all the vitality of another character, Restore all Maimed limbs, or Restore someone to consciousness. The caster must choose which effect is used. You must state in a clear voice, "I Restore your (target)"

Cost: (H:50cp) (A:25cp) (wp: 35) (ea:6)



# Legends Legacy

## **Send Dream**

Casting this spell allows the caster to send dream to another character. Sent dreams must be written properly and submitted to Legends 2 weeks prior to the event for approval. Send Dream between game skill which Legends will deliver at check-in.

**Prerequisite:** Dream

Cost: (H:20cp) (A:10cp) (wp:20) (ea:2)

## **Ward**

Ward allows the caster to become invulnerable from a chosen spell for 5 minutes. The spell chosen must be one the caster has purchased or obtained. To use the ward, you must state in a clear voice, "Ward" then cast your chosen spell into the Ward. Both the Ward spell and chosen spell are expended.

Cost: (H:50cp) (A:25cp) (wp: 35) (ea:6)

## ***Special and Vocation Skill Descriptions***

These skills are found though in game means, however they are not available at character creation. Characters will encounter these skills as they progress in experience, and through plot. Though they are not available to beginning players, you need to be aware of the effects of these skills.

## **Assassinate**

Assassinate allows a character to strike the opponent causing them to lose all vitality and armor, and rendering them instantly dead. No Deathstrike is needed. The character must state "Assassinate" as the strike is made. The victim must be surprised and not engaged in combat. Remember, head, hands, and feet are illegal targets.

## **Disease**

The Disease Ability may be delivered via spell packet, weapon, or touch. The character must state, "Disease!" when making this attack. It cannot be resisted. A victim affected by the Disease, is unable to heal vitality in any way...although there may be other, more insidious, diseases lurking out there. Disease may be removed via the Cleanse spell.

## **Death**

The Death Spell sunders the spirit from a character rendering them instantly dead. No Deathstrike is needed. It does not affect Vitality.

## **Dispel**

Dispel allows the caster to drain or eradicate the mana which powers a spell effect. When using the spell you must declare in a clear voice, "Dispel (power)"

## **Drain**

Drain effects are delayed. The spell may be resisted normally, but if a Drain affects you, play on as if nothing happened. You must inform logistics about the Drain as soon as you can. You will be informed of effects, if any, at a later time.



# Legends & Legacy

## **Fear**

This Talent represents amazing weapon prowess, a terrible visage, or sheer fury striking fear into the heart of a target for five minutes. The character must strike a victim anywhere on the body and state "Fear". The victim is struck with a sense of impending doom and must retreat from the combat until they are out of sight of their attacker. If the victim cannot retreat from their attacker, then they must cower in an out of the way area and cannot attack. Fear cannot be Parried, but can be Tended away.



## **Final Death**

This effect has no categorization. It may be delivered via spell packet, weapon, touch, or verbally (such as by Death himself). The character must state, "FINAL DEATH!" when delivering this attack. You are struck immediately and irrevocably dead. It CANNOT be resisted in any way, shape, or form, EVER. It means your spirit has been obliterated and you cannot not return from Death's Realm.

## **I Curse Your Spirit**

This effect that has no categorization. It may be delivered by spell packet, weapon, touch, or even verbally. The character must state "I curse your spirit!" when delivering a weapon blow or spell packet attack. Alternatively, the character might state "[Character Name]! I curse your spirit!" (This can be your true name, a pseudonym or even a nickname, hidden or otherwise.) If you are hit with this effect, play on as if nothing happened, and inform logistics as soon as possible. You will be informed of any effects later.

## **Poison**

Poison represents a toxin applied to a blade or a venom oozing from the stinger or claws of a horrible beast. When using this poison, a character must state "Poison". The attack can hit any part of the body. It cannot be parried or resisted by a spell shield. Anyone affected by poison has 5 full seconds of consciousness left to apply a salve, cast a purify spell, or just shout out for help. After those 5 seconds the victim will fall unconscious for a period of 5 minutes. During this time they may be purified, but if a pulse is checked for, the victim may only state "yes". Only an expert can tell if someone has been poisoned. If they are not purified by the end of those 5 minutes, the victim will die and wait 5 minutes before reverting to an Eidolon and traveling to Death as normal. Anyone may apply a vial of poison to a blade or other sharp weapon. Any poison applied to a weapon will wear off at the end of the event.

## **Restore Spirit**

Restore Spirit may only be cast on corpses. It does not affect the living or an Eidolon. It may be resisted as any spell. This spell immediately restores life to a dead character and 1 Vitality. This does not heal any other Vitality, nor awake the recipient to consciousness.

## **There Is No Escape**

This effect has no categorization. It may be delivered by spell packet, weapon, touch, but most often verbally. The character must state "[Character Name]! There is no escape!" (This can be your true name, a hidden name or even a nickname, hidden or otherwise.) If you are affected by this ability, you are now effectively Rooted in place (see spell of the same name). This effect lasts for 5 minutes, or until the caster leaves the area. This may not be resisted, nor time reduced in any way.





## *Playing the Game*

**Honesty** - If we all keep in mind that we're here to play together, we'll all have a better time. Having a mature attitude about honesty and cheating is critical to live roleplaying. It's this simple: be mature, don't cheat yourself and don't cheat others.

**Staying in-game** - Once the game begins, please stay in character as much as possible. Avoid out-of-game conversation as it pulls players out of the Legends world. Whenever possible, ask questions or give information while remaining in character. For example, if you're wondering how hard it is to kill a certain monster, it's better to ask, "how many blows does it take to kill it?" than to ask, "How many vitality does it have?"

**Meta-gaming** - Legends takes a "there is no out of game" approach on meta-gaming. (The use of in-game knowledge learned out-of-game) If you learn something out-of-game about something which happened in-game, your character has learned it as well. So, if you hear someone out-of-game say, "I robbed Majestic Bob last event," you and your character have just learned who actually robbed Majestic Bob even if you or your character did not know beforehand. Our cast is more restricted in regard to this rule.

**Costumes** - Good costuming enhances the game play experience for everyone. With a little effort, anyone can make a decent costume. Take time to think of how your character is garbed, and of the things you can use to create the look without spending hundreds of dollars. (q.v. costuming) Some clothing is just not acceptable at Legends. Such as clothes with modern names or writing on them, baseball caps, modern footwear etc. Remember, cast and players alike, have come with an expectation of being entertained. The quality of our game rests as much on your shoulders as it does on the cast and other players. you are a character in our drama. Coming to the game as a character with a pronounced accent, or who wears fantastic clothing is entertaining. Archaic idioms, affectations, or using your time and skills to add to our game is fun and rewarding.

## *The Honor System*

Our game operates on the **Honor System**. It is crucial that everyone act according to the rules, and we of legends have a good faith that all our players will act properly during game play. Sometimes it is difficult, as it may mean a player must take an aversive affect from a spell or talent. Choosing NOT to take this effect, will impact the opinions others hold for you and our game. Remember that it can be fun to overcome such a setback, but you must first accept that effect.



## *Winning*

The point of a LARP is not to win, but to interact, role-play, and have fun during an event. This IS just a game, and power or prestige gained here does not translate to the real world. We are all expected to keep our worlds separate enough that you can have a friendly meal at the end of game with someone you robbed or killed during the event. Pleased do not take it personally when you are on the receiving end of the same thing. This is a game, so please take it as such, and enjoy yourself.



## Legends Laws

Legends' rules have been created to allow the best balance of realism and playability. Certain guiding principles or 'Legends Laws' help the game run smoothly. Knowing these laws help you act and react quickly, eliminating any need to stop the game and ask for clarifications.



Law One: Five for Time - Almost everything that has to do with time at Legends is based on the number five. Spells generally have five minute durations (e.g., Sleep, Root, Silence, etc). Effects last either five minutes (e.g., laying unconscious, laying dead before turning eidolon) or five seconds (Crushing Blow knocks you down for five seconds, Poison takes five seconds to take effect). (Note: Tend is an exception to this rule, as it takes one minute to perform per maimed limb.)



Law One, corollary: Fifteen minutes maximum - Legends feels no one should be kept from playing the game for an unreasonable amount of time. It is unfair for a character to continually subdue a vanquished foe to keep them prisoner, or a vengeful adept to keep a foe asleep for hours with sleep spells. If in a situation arises where a player is unconscious for more than fifteen minutes (such as three successive sleep spells, or subdues), it is the prerogative of a player to simply die and travel to Death as normal.

Law Two: Resist - This term is used to communicate two things: a spell or skill has been used, and it was partially or fully negated. When you hear someone call Resist it means they heard you and your skill has been used. This is not to say that it was used up even if they don't say, "resist." Packet-based spells, for instance, are used up if the packet was thrown, regardless of outcome.

Law Two, corollary: Parry - This term is used in combat to show the skill of the same name was used to negate a Disarm, Maim, or Crushing Blow talent. Similar to resist, it tells the attacker the intended victim heard the attack and was able to negate it. Both the special attack talent and the Parry talent are used up.



Law Three: One Hit, One Point - Every weapon hit (excluding the head, neck, hands, feet and groin), does 1 point of damage, even if the weapon is delivering an additional effect. Thus all hits cause the victim to lose either an Armor or Vitality point, in addition to other effects.



Law Four: Spell/Skill Responsibility - Everyone has a responsibility to communicate game terms clearly, and to be aware of what talents and spells are being used. Remember using skills can be tricky during combat. The intended target might not hear, see or feel the skill. This is not to excuse anyone from their responsibility to know what skills hit them, but it does have implications for when it is wise to use a skill and when it is not.



# Legends & Legacy

## ***Combat Basics***

Foam covered weapons are used for combat at Legends. Latex weapons are allowed on a case by case basis. A character's ability to withstand damage is measured in Vitality. Every hit with a weapon takes away one point of Vitality. Hits to the head, neck, groin, feet, and hands are illegal and do not count. Legends sometimes uses foam boulders, logs, or giant blades as traps or even thrown weapons by certain monsters. The effect of being hit with these anywhere on your body, that is not a glancing blow, is as a Slay. The rationale for this is that if a giant blade or boulder hit you on the arm, it could continue right through, to affect your torso.



## ***Armor***

Armor prevents the loss of vitality. There are three basic types: leather, chain, and plate. Each Armor point prevents the loss of one Vitality. Armor can only absorb its value in magical or physical damage before it must be repaired (e.g., chain armor can only take two points of damage before it becomes useless until repaired) by use of the Armor Repair skill or magic.

## ***Wounds***

When you are wounded, please make an effort to role-play it. At the very least give a wince or shout of pain, so your opponent knows you're being hurt.

## ***Stealth Attacks***

There are two stealth attacks in Legends: Subdue and Assassinate. Both are explained in the skills section. With both skills, the blow that produces the effect must be done without the victim's awareness that it is coming. It should be a normal, gentle blow to the top center of the back in the case of Subdue and anywhere in the case of Assassinate. Stealth attacks cannot be made while either the deliverer or victim is in combat.

## ***Final Blow & Unconsciousness***

When your character has one vitality remaining, a single point of damage to your torso will knock you unconscious (This includes damage from traps or magic regardless of where they hit you). This last hit is known as the Final Blow. Unless you receive this last damaging strike, you may retain that last vitality and consciousness, even if struck further on your limbs. However, it should be noted that if you are being hit by dozens of blows that miraculously fail to hit your torso, it might be sporting to take your Final Blow anyway. After all, in reality no one will survive being cut to ribbons. When reduced to zero Vitality, you will be rendered unconscious. Tend will awaken you in one minute healing you one vitality in the process. Healing spells will heal you, but leave you unconscious.



## ***Zero Vitality***

In most cases, unconsciousness only lasts for 5 minutes. If you have not been tended or healed by this time, you will awake still at 0 vitality. At this point you are in a severely weakened state. You can barely walk, cannot carry weapons or wear armor. You may not fight or even cast spells. You can only pitifully crawl to rescue, and feebly call out for help.

## ***Death Strike, Bleeding Out and Dying***

If you are unconscious, or otherwise incapacitated (regardless of current health), anyone may 'finish you off' by striking your torso and stating clearly and unhurriedly, "Death Strike one, Death Strike two, Death Strike three." At this point, your character dies. For most, your body will lie still for 5 minutes and then you become an Eidolon (A spirit form. See below).

Striking the weapon or combatant making a Death Strike is sufficient to disrupt it. Death striking will also fail if the count is rushed, or the weapon used does not continuously touch the torso throughout the count.

Reaching different stages of the Death Strike will bring you that much closer to death. If your foe has called Death Strike One upon you, you are 'Bleeding Out'. Bleed Out will cause you to die from blood loss and shock in just 10 minutes. If your foe has reached Death Strike Two you are Bleeding Out, and will die in 5 minutes

There are some creatures and characters which have special skills allowing them to bypass the normal ways and means of Death Striking (such as the incapacitated/unconscious requirement). As a player, pay attention to the calls and react accordingly.

Note: Any calls of Death Strike upon you reduce your vitality to 0.

## ***Pulse Check***

When a character is unconscious, it is not uncommon for others to try to 'triage' him or her by checking for a pulse. The only answer you may normally give is 'yes' (if alive) or no (if dead). However, if a Diagnose spell is cast upon you, you must reveal your full condition including Diseased, Bleeding Out, or Poisoned.





# LEGENDS & LEGACY

## ***Moving a Body***

When a dead or unconscious person is in an inconvenient location, you should move that body somewhere more or less conspicuous (In accordance with your motives). To do this, take light hold of the body by the upper arm and announce to them, "I drag you." The body should then get up and, with head down and arms limp, allow you to lead them to their new resting place. No one should ever physically pick someone up. When moving a body, you may not run or fight, and you must move slowly (unless safety takes precedent).

## ***Looting the Dead***

Bodies of the fallen have traditionally been an excellent source of income. One must know how to reap this bounty. No one shall ever be forced to physically search someone in game. Therefore, if someone starts to describe a search upon your unconscious or immobile person, you must produce items that they would have found if they physically searched that area. Tip: A cursory search may easily miss items a more carefully conducted search would uncover. Thorough searches take time.

## ***Eidolon***



When you become an Eidolon you may not communicate, or interact at all with anyone save the entity known as Death (exception: Colored Disks, Bar Eidolon, and Speak with Dead spells). This includes talking, fighting, exchanging items, etc. Your clothes and things attached to you stay with you. Once an eidolon, you will feel the inexorable draw of Death's Door; Go directly there.

## ***Death's Door***

When you arrive at Death's Door, you must knock. Wait patiently for Death to give you further instructions. Once admitted to the Realm of Death, you must do His bidding. You cannot affect anyone or take anything you find there. Death's word is Law in his Realm. Note: NO ONE living, dead, or unconscious can pass through Death's Door without permission from Death or his minion. In addition, the exact boundaries of his Realm are blurry even to the most learned scholars of our time.

## ***Final Death***

If your character is dealt a Final Death, either by spell packet, weapon, or by interaction with Death, that character is truly dead. You will be given the option of finishing the weekend as a new character, (For this reason, all players are encouraged to have a second 'back up' character ready on the online database), or to 'go staff' for the remainder of the weekend. The personnel at Logistics will go over your options with you, should the need arise.



# Legends Legacy

## ***Magic***

Magic is the ability to manipulate mystic energy (mana) in order to cast spells. In a live role-playing game, magic is always a challenge to implement. Legends is committed to making it work smoothly without sacrificing the richness it adds. At Legends, magic is big, powerful, mysterious, dangerous, and exciting. There are many paths of magic which manipulate mana in different ways. Spells cast with packets use small bird seed packets, which are thrown at the target. Spells delivered by way of weapon-strike are cast by striking the victim with the weapon, and stating the spell name.

## ***Types of Magic***

Common magic spells are listed on the Spell list, but there are other forms of magic on Areth. Characters might study to become Alchemists or carve runic symbols into a sword as a Rune Mage. Rituals cast by a cabal of Mages, Necromancers using the power of undeath, and even using the mana inherent in precious gems are only a small selection of arcane powers, but these powers are only found through seeking.

## ***Casting Spells***

**Packets** Most spells are cast by clearly stating the name of the spell then throwing a small bird seed packet. If the packet hits the target, or anything they're wearing or carrying, the spell takes effect, unless the target can somehow resist it (see below). When you cast any spell, it is used up whether you hit the target or not. To cast a spell, you cannot be moving faster than a slow walk; you may not run, or crawl and cast.



Spell packets are out-of-game items and cannot be taken from others, although they can be fumbled (as per the spell, representing a momentary clumsiness of your hands). Spell incantations (saying the spell name as you cast it) are in game.

**Other Means:** Elixirs, scrolls, and some magic weapons can be used to deliver spells. Some scrolls and elixirs only affect the character that reads the associated text with them. To affect another person with these, either hold the unrolled scroll before their eyes, or role-play pouring the arcane concoction on (or in) them, then hand them the tag to read. To cast the spells through a weapon, the attacker's weapon must make contact with the victim's person (including clothes, but NOT their shield or weapon). There are also alchemical powders that may deliver spell or "skill" effects (e.g., Maim, Crushing Blow). These are delivered with a small powder packet that is similar to, but distinct from a spell packet. Spells delivered in these ways are still magic, and may be resisted as per usual means.

**Note: spell casting cannot be faked.**



# Legends & Legacy

## ***Resist***

The word resist is used as a simple universal term to show that something is not affecting the speaker. For example if someone is within a Circle of Protection, and someone strikes them with a poisoned weapon, the victim will state "Resist" to show that they know they've been attacked but that it is not affecting them. Some creatures will use 'Resist' to indicate a natural resistance to spells, poisons, or even regular attacks.

"Resist" and Spell Shields: If you have the protection of a Spell Shield on you, you may choose to negate one spell or magic effect (even from a magic elixir) that affects you. You must decide whether to resist immediately as you are struck. If you choose to nullify the spell, clearly say, "resist" and carry on. Normally only one Spell Shield can be active on a character at a time.

## ***Regaining Spells***

Once the spell is used up, you do not regain that spell until the next event, unless it is marked True. However, there are a few ways a few ways in game which allow yo to regain spells. For example, you may find spell components and have a trained alchemist convert them so you can cast them.

## ***Components***



There are many physical components that can be found in game. A skilled alchemist can allow you to regain a used spell by converting certain components for you. Many have other uses to be discovered. Any component found on the ground (such as plants, mice or gems) may be 'picked', 'captured' or taken by anyone. However, some components are found on, or in, the bodies of characters or monsters only a character with the proper knowledge and the Harvest skill can take.

## ***Colored Disks***

Legends sometimes uses colored disks (usually black) for various effects. These are in-game items, and are magic in nature. If you are presented with one of these, you must accept it. If you have a Spell Shield active on yourself, you may use it to resist the magic of the disk. In either case, you must take the disk with you to Death and present it to him upon arrival.

## ***Magic Items***

Certain items possess magical powers. The more powerful of these generally have game labels somewhere on their surfaces; anyone who reads the label can use the item. To use others you must be taught by someone who knows how to use it, or research the item yourself. Magic items will only function if worn, held or otherwise used properly (e.g., a ring will only work if it's being worn on a finger). Some may have other requirements. If a magic item confers the effect of any of the Between Game Skills, that item **MUST** be turned in to Legends at checkout in order for it to function for the next event. A character may learn and use only five magic items at a time.



# LEGENDS LEGACY

## ***Hiding Things***

Items must be hidden in such a way to be fairly found. In-game items should NEVER be hidden in out-of-game areas such as out-of-game cabins, under beds, cars, etc. In short, anything in game must always stay in game.

## ***Walls***

Legends uses various materials to create walls in the game, such as black plastic sheeting, cardboard or wooden wall sections. You cannot pass through, peek or climb over a wall, and nothing can be thrown over them. Likewise, you cannot crawl or peek under a wall, nor pass anything under it. Walls cannot be moved. The one exception is the 'secret door.' A clearly recognizable yellow or glowing arrow will point toward a hidden opening which may be passed through

## ***Gates***

Gates are magical doorways that can lead almost anywhere. These Gates are represented by ropes of lights of various shapes and colors. While only the wisest of mages understand the true natures of gates, most adventurers know that solidly lit lights mean that a gate is stable, while blinking lights indicate the Gate may close at any moment. If a gate is unlit it is impassable (please look carefully around unfamiliar doorways before walking in). Adventurers beware, as being inside a Gate when the lights go out may seal you in another realm forever.

The shape of a gate can vary. Few understand the significance, but as long as the Gate is large enough anyone may pass through. A small, round Gate too small or too high for someone to reasonably walk through indicates a communication portal. Physical contact, spells, or passing an object (or even Eidolon) through such a communication Gate is impossible.

Colors are more telling. Violet Gates or Rifts may reveal some connection to necromancy. Red lights can be an indication that Death's Realm is near. The Realm of Fae is often connected to the physical realm by green or blue lights. White or multicolored lights may vary in aspect and nature.

## ***Laminated Cards***

Laminated Cards are occasionally used to communicate certain out-of-game information. If you see such a card you must read it, if possible. Legends staff may carry these; others will be found attached to certain items in the game.

## ***Props and Stickered Items***

Props at Legends are categorized into three types. Standard treasure type items, such as coins, gems, elixirs, and scrolls, may be taken and used as you see fit. The second category uses a red sticker to designate an item you cannot touch, move, or affect (including items inside). Glass props are almost always decorative and should be always considered red stickered. The third type uses a yellow sticker to designate an item which can be touched and taken, but must be returned to Legends at Check Out.



# LEGENDS LEGACY

## ***Prop***

Players and staff can let others know that certain items are decorative by using the simple term 'Prop'. For instance if someone was searching you and they wanted your real wedding ring, you could say, "prop", to let them know they cannot take it. Weapons and costume items almost always fall into this category.

## ***Light***

Light is important for both safety and atmosphere. 'Light spells' are common in this respect. Players may only use green chemical 'glow sticks', or 'Krill' style battery powered lamps for Light spells. Players may pass light sticks to others, set them down, or slide them across a room, but they should never be thrown. Candles or candle lanterns are permitted but no flame of any sort may be left unattended at any time. Flashlights or other electrical lights should not be used except for safety reasons. Players are encouraged to carry small flashlights for safety.

## ***Red Hands***

Legends uses flat red 'hand' symbols to represent a magical ward on doors that are impassable. These hands should be displayed prominently and players entering buildings should always check for such hands before entering



## ***Traps***

There are five types of traps at Legends: Explosive, Magical, Physical, Flash, and Contact Poison. Players may not place traps without the appropriate skill.

**Explosive traps** are represented by a small 'snappers' or 'poppers' which produces a bang similar to a cap gun sound. These traps will do one point of damage and Maims a leg (as the talent) whoever sets them off. Explosive traps may NOT be parried, nor resisted with a spell shield.

**Magic traps** vary in form, but all have an electronic buzzer. Anyone who sets one off receives three points of damage and is knocked unconscious for five minutes (Similar to a Subdue attack). Effects from Magical traps can be resisted using a Spell Shield.

**Physical traps** vary in form, but are simply a swinging weapon of some kind, a falling boulder, or other large foam object. If a physical trap so much as touches you, something on your person, or weapons or shields, you are hit with a Slay (as the Talent). Rationale is that the sheer mechanical force behind the trap will easily push aside a weapon or even limb to hit your torso with a mighty blow.

**Contact poison** is represented by petroleum jelly. If this touches your skin, you are poisoned (as the special Poison talent).

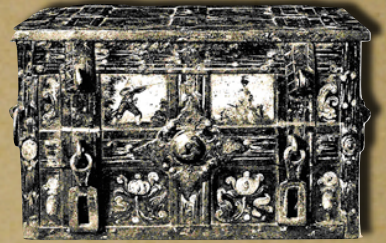
**Flash traps** are a high powered flash (NOT a strobe light) which represents a deadly explosion. Anyone within the same room when the flash goes off (or within five feet in the unlikely event a flash trap detonates outside) you are reduced to zero vitality and rendered instantly dead. You may not parry nor resist this trap with a spell shield.



# Legends & Legacy

## ***Locks and Lock Picking***

Programmable combination locks represent in game locks at Legends. Anyone in game may attempt to open a lock by guessing a combination, or by picking (even without the Lockpicking Talent). Players cannot bring locks into the game, but they can be obtained from the proper sources. Locks may not normally be taken in game.



Doors may NOT be locked or barred in such a way that they cannot be broken into (using a lock on the inside of a door, for instance). Locks on the outside are acceptable. Such as locks on shops to prevent theft. Doors are sometimes locked in-game using screw eyes and locks. You may NEVER use a lock in such a way as to actually lock someone within a building.

Occasionally you may find yourself locked in handcuffs, manacles, or some other restraint. Every time this occurs, you will be able to easily slide out of these restraints for safety reasons, but your character must find some in-game manner of removal. The Escape Bonds skill is one such way.

## ***Disguise***

Because our staff use rubber masks to represent different creatures and effects, players cannot to use them without special permission. The only disguise players may are ones that simply hide one's appearance rather than alter it. Similarly false beards, mustaches and wigs can only be worn if they are part of a character's permanent looks. Face paint can only be used for tattoos, scars, or 'war paint'. Players need special permission to wear fangs. In short, players may cover their identity, but not alter it with any methods above, however there may be times when this rule is ignored

## ***"In" and "Not In" Combat***

Several skills, such as Stealth skills, require that neither the user nor victim are engaged in combat. If your character is immersed or actively participating in combat, they are engaged in combat. If fighting surrounds them, they have a reasonable expectation of being attacked. Therefore they are engaged in combat. For example. Being surrounded on all sides by monsters fighting each other regardless of your active participation in the combat, you are immersed in combat and have a reasonable expectation of being attacked. You are in combat. Or. You are standing in front of the same combat, without being surrounded. You are not in combat, you are distracted by combat.





## Appendix

### *Things You Need to Know*

<i>Elemental Dart</i>	<i>Elemental Bolt</i>	<i>Fumble</i>
<i>Root</i>	<i>Sleep</i>	<i>Silence</i>
<i>Death</i>	<i>Dominate</i>	<i>Spell Shield</i>
<i>Resist</i>	<i>Disarm</i>	<i>Crushing Blow</i>
<i>Maim</i>	<i>Slay</i>	<i>Parry</i>
<i>Shatter</i>	<i>Subdue</i>	<i>Assassinate</i>
<i>Poison</i>	<i>Fear</i>	<i>Final Blow</i>
<i>Death Strike</i>	<i>Eidolon</i>	<i>Vitality</i>
<i>There is No Escape</i>	<i>I Curse Your Spirit</i>	<i>Traps</i>
<i>Walls and Gates</i>	<i>Red Hands</i>	<i>Colored Stickers</i>
<i>Reveal</i>	<i>Final Death</i>	<i>Disease</i>
<i>Scrolls and Tags</i>	<i>Laminated Cards</i>	<i>Disguise</i>



### *Shield and Weapon Construction*

The following appendices involve weapon and shield creation. Weapon building has come a long way over the years. We will discuss how to build two types of weapons. Camp Mat and Pipe Insulation weapons. Latex weapons are allowed in our game, however only for use by experienced larpers. All weapons must be approved at check in. Legends reserves the right to refuse to allow the use of any weapon we deem unsafe. In the event an unsafe weapon is brought to game, legends has weapons which are approved and available for loan during the event.



## ***Basic Weapon Construction***

### **Materials:**

**Core** - Usable materials: Fiberglass Driveway Markers, Carbon Fiber Kite Rods, or CPVC piping.

**Caps** – Small coins, Leather, or Vinyl Caps

**Body Foam** - 1/2" diameter Pipe Insulation is the standard. Blue Camp Foam may be used, but follows a different building method. See Camp Foam Appendix

**Tip Foam** - Throw Pillow Core or other 'open cell' foam.

**Duct Tape**

**Hacksaw** – For cutting core

**Utility Knife** – For cutting foam and tape

### **Building steps:**

1. Cut the core to about 5" shorter than the desired total length of the weapon. Use a strip of tape over the place you are cutting to prevent burrs and dust. Tape a vinyl cap or a piece of heavy leather on each end to prevent it from damaging the insulation.
2. Hold the core in your hand to get an idea where you want the grip. Cut a piece of pipe insulation measuring the length from your hand to the tip of the weapon core plus 3/4" more. This will be the main body and striking part of your weapon.
3. Test fit the foam over the core. A proper weapon body should be snug but not tight. If the insulation is too loose, you will need to bulk up your core, or preferably slice a long section from the tube of insulation to get a snug fit.
4. Place the foam insulation over the core letting it overhang about 3/4". For safety reasons, the core tip should NEVER peek out of the end of the foam. Fill the hole with scrap foam, and place a small piece of duct tape over the hole to keep the core from pushing through.
5. Cover the edge of the weapon with 3-4 long strips of duct tape, running from the tip to the hilt with enough excess to attach it directly to the core. Do NOT spiral the tape and minimize overlap. If done correctly, most of the weapon will have only one layer of tape.
6. Cut a 2-3" piece of pipe insulation and tape it to the butt end of the hilt as the pommel. It should extend about 3/4" past the end of the core. Stuff some soft foam inside the hole and cover it well with tape. As with the body, core should never peek out past the insulation.
7. Cut a 2" cube of soft open-cell foam for the thrusting tip. Tape this to the end of the weapon using as little tape as possible. Compression should be minimal, and a completed tip should be soft but not bend over. Use a needle or tack to poke many small holes in the thrusting tip. Poke your eye with the tip to be certain there are no hard parts that could hurt someone.

**This simple weapon can be used as a simple fighting stick or club. This basic tutorial can be modified to create other weapons:**



# Legends Legacy

## Sword

To create a sword, add the following step just after step 5: Cut a 5-6" length of pipe insulation, cut a hole through the center, and place it over the core and against the main body to serve as a sword's crossguard. Cover with duct tape.

## Axe

To create an axe, cut an axe head out of open cell foam and attach it to the end of the basic weapon with a few strips of strapping tape followed by a layer of duct tape. Poke some small holes in the surface as if you were building a thrusting tip. You could even add a head on the opposite side for a battle axe.

## Mace or Club

To create a mace or club, wrap a thin layer of open cell foam over the last few inches of the weapon, and tape over it.

Weapons may be decorated with other duct tape colors, as well as other accoutrements such as feathers, and ribbons, but no hard object should ever be attached to an area made to strike another person.

**Legends Legacy maintains the right to refuse the use of any weapon, so please contact the game manager before building anything unconventional.**

## Other Weapons:

Weapons over 3 feet long should only be made with carbon fiber or fiberglass to prevent a whippy or dangerously overweight weapon.

Bow's can be created by slowly heating CPVC pipe into a recurve shape, and then covering with foam as normal. "Finger" nerf arrows are used in conjunction, instead of using an actual string.

Nerf style crossbows can be purchased and painted or covered to look appropriate.

Thrown and projectile weapons should be only foam and duct tape.

## Weapon Lengths



### Dagger

18" to 24"

### Staff

50" to 66"

### Edged

25" to 50"

### Blunt

18" to 50"

### Pole Weapon

50" to 66"





## ***Basic Shield Construction***

### **Materials:**

A round plastic sled  
1/2" rope  
1/2" diameter pipe insulation  
Duct tape  
Large sheet of cloth  
Drill with a 1/2" bit  
Utility knife  
Sharpie



### **Building steps:**

1. With your forearm in the center of the sled as a guide, mark two dots just above and below your hand with the sharpie. Then mark just above and below your forearm near the elbow.
2. Drill 1/2" holes at each mark.
3. Thread a length rope through the two holes on one side and tie it off to make a large loop. Do the same to the other side. These two ropes will make the sleeves with which you shall slip your arm through to hold your shield.
4. Add a continuous length of pipe insulation around all edges of the sled and duct tape it down.
5. Drape the cloth over the front of your shield and fold it over to the back. Trim off the excess and tape the cloth down to the shield.

### **Modifications:**

Materials other than a plastic sled can be used, but they must be lightweight for safety reasons. Circular shields may be no more than 30 inches in diameter. Rectangular shields may be no more than 24 inches wide and 30 inches tall.

Any protruding pieces such as nuts or bolts must be properly padded to prevent injury..

Tower shields may be no larger than 30 inches wide and 36 inches tall and require an Advanced skill to use them.

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