

INSURRECTION



SYSTEM: RULES & DEFINITIONS

March 2009

Contents

Introduction	2
Core Rules	2
Our vision	3
Equal Opportunities	4
Other Important Information	4
Character Generation	5-8
Choosing your race	5-6
Choosing your faction	7
Spending your money	7
Spending your XP	8
Skills	8-19
School of Life	10-12
School of Magic	13-14
School of War	15-17
School of Wisdom	18-19
Combat	20-21
Being Hit	20
Stamina Beads and the Life-Clock	21
Ranged Combat	21
Healing	22-23
Character Development	24
Learning a Skill	24
Magic and Faith	24
Equipment and looting	25
Capturing and Searching Other Characters	25
Rank	26
Economics	27-30
Land	27
Goods	27
Production & Infrastructure	28
Labour	28
Trade	29
Buildings	29
Armies	30
Ships	30
Effects and verbals	31-32

Written by: Oliver Beck and Joe Rooney.

With thanks to: Ross Emslie, Nathanael Rouillard, Robert Baker-Self, Sarah Gascoigne, Mark Holdforth, Martin Jenkins, Matt Machell, Catherine Manhood, Ian Newborn, Dan Price, Corinne Pritchard, Heather Ramsden, Nic Tall, Dave Walker, the Portly Pixie/Kingship/Succession, Bladelands, Eos, the Oblivion/Resistance team, the folks at Rule7.co.uk and our lovely players.

© Insurrection LRP, 2007-2009

Version 1.1

Introduction

Welcome to Insurrection LRP! We aim to provide a dark and difficult LRP experience in a high fantasy game world. Influenced by the cyberpunk genre and conspiracy theory, we hope to have crafted a setting which breaks the mould of standard "old-school" high fantasy, wherein the PCs are all-powerful and all on the same side. The fun should come from the PCs' struggle for triumph against overwhelming odds, with many more (and much more powerful) enemies than allies – and part of that struggle will likely be against those very same allies. We have made every effort to make the setting and system reflect this vision, with combat messy and fatal, and magic dangerous to both target and caster. Ultimately, striking first is the only way to avoid betrayal or death.

Core Rules

The aim of this game, as with all other games, is for everyone involved to have fun. It's often useful, however, to set out some basic ground rules and expectations so that everyone knows what they're getting into.

Character death is a definite possibility, whether at the hands of NPCs (non-player characters) or other PCs (player characters). Expect it to occur at any given point. Whatever happens, though, make sure it happens for solid in-character (IC) reasons and make sure that the reactions stay IC too.

As that implies, PCvPC (player character vs. player character) is allowed – even encouraged. This won't be all, or even most, of the conflict at events, but it should definitely be part of it. With that in mind, however, please remember that murder is not always a good way to solve your problems.

That said, while we allow PCs to kill other PCs (and NPCs, of course!) we'd encourage you not to play complete sociopaths. If your character's instant reaction to being insulted is to kill someone, they probably won't last long. Try to make sure your character has enough depth to avoid just being a killing machine. And please, please don't create characters to spoil other people's fun.

The other big thing we're keen on is that IC information not be spread out-of-character (OOC). It's much more fun to find something out as your character than it is if your friend told you last week in the pub.

The golden rule is simple: "do everything in-character. Take everything in-character. Don't be an arsehole."

Other than that, we just ask that people dress appropriately (i.e. wear appropriate costume – somewhere between late Medieval and general fantasy fiction), fight safely (of which more later) and respect the decisions of the referees and Design Team.

This work is licenced under the Creative Commons Attribution-Share Alike 2.0 UK: England & Wales License. To view a copy of this licence, visit <http://creativecommons.org/licenses/by-sa/2.0/uk/> or send a letter to Creative Commons, 171 Second Street, Suite 300, San Francisco, California 94105, USA.

Our Vision

We aim to provide a player-led, plot-driven LRP experience where everyone works together OOC to create a story that all have taken part in and can therefore enjoy. We encourage players to design proactive characters, whether they want to clear their name, smash the state, lead an outlaw band, or learn secret magic. We envisage a mix of messy internecine politics, the constant risk of betrayal by those you thought were your allies, and the all-pervasive threat of the Commonwealth, as well as the need to provide economically for yourself and deal with the challenges that arise from having limited resources and extremely powerful opposition.

In Insurrection, we want to give characters the ability to make massive changes to the setting, albeit at great risk and greater potential cost. Your characters are the brave few willing to stand up against oppression, and thus we are keen to work with you to ensure that your character has both goals and plans to achieve them – as well as the grit and determination to carry it through despite potentially insurmountable odds. We will do our best to ensure that your characters' actions affect all aspects of the game world feasible, whether economic, social, geographical, or political, and that all such changes will interact and be communicated to all players as quickly and clearly as possible. Please be aware that this will have the effect that success for one person or group in one goal may make it difficult for others to achieve their goals, adding further to the tension between characters who are ostensibly on the same side.

Your goals need not be restricted to the public arena. We welcome players who wish to pursue more personal, emotional agendas, as long as you recognise that the setting is a dark and brutal one – the tension and conflict between the desire to protect a loved one or learn more about your family and the needs of the nascent revolution may become a key aspect of the Insurrection world. While we are keen that each character is a member of one of the five factions we have detailed, we also welcome the creation of groups within each faction, for example a group of orcs from a particular tribe within Duke Ladrill's Second Battalion, or members of a particular cult within the Dawning Light. We definitely encourage each such group to have further goals, in addition to those of their parent faction.

In particular, it is worth noting that most goals will only be achievable by overcoming challenges. These challenges may come in the form of limited resources, military opposition, competing groups trying to achieve the same goal first, plain bad luck, natural hazards or any one of a number of other adverse factors. One thing we are keen to make clear is that it is desirable for characters in Insurrection to make it hard for other characters (especially of those in other factions) to achieve their goals. This means that we encourage players whose characters have a legitimate reason to oppose another character to do so. In Insurrection, there will never be a situation where everyone gets what they wanted, and so you need to fight to achieve your goals.

As we have said before, ultimately what we want is for everyone to have fun and enjoy playing characters in our game world. We have a story we want to tell, but we want to involve you in that as much as humanly possible, and give you the space and opportunity to tell your own stories, too.

Equal Opportunities

We take the issue of equal opportunities very seriously. We aim to create an environment at all our events, which is accessible to all participants and free from discrimination and prejudice.

In order to achieve this, we ask that every participant show respect to others, on an OOC level, including using appropriate and respectful language at all times. Obviously this does not apply to participants' characters, and we would ask participants to be mindful of the difference between in- and out-of-character behaviour.

If, after this policy has been explained, behaviour is observed that is found to be unacceptable, a participant could be asked to leave and potentially not be allowed to attend future events.

It is worth noting that racism, sexism, homophobia etc. may exist within the Insurrection world. In particular, racism (based on one's species, rather than skin colour) may be rife within certain groups. We would remind all participants that it is one thing for a character to be prejudiced, but quite another to intimidate another participant on an OOC level.

Other Important Information

We welcome communication with all participants and potential participants. If you have any questions about anything to do with Insurrection LRP, please get in touch: contact@insurrectionlrp.co.uk

Anyone wearing a hi-vis vest is not present IC, and is a referee. Anyone with their fist on top of their head or in the air is also not present (or at least not visible) IC.

Please note that physical representations (phys. reps.) are needed for armour and weapons, although laminated cards (lammies – see page 25) will also be provided to show that the items are valid IC. Poor quality physical representations of armour will not provide as much protection as detailed in the table on page 5, for example.

Please note that, in compliance with current legislation, there is no smoking indoors at any Insurrection LRP event.

Character Generation

Character Generation is a relatively simple process, with 5 stages. Alongside these stages, it is important to develop the character's *background*, so that both you and we have a clear idea of who the character is, where they come from, and what kinds of other characters you might know. A background is necessary for characters that want to take Magic, Faith or Rank (see later), and will be beneficial to all others. The stages are as follows:

1. Choose your concept – what kind of character do you want to play?
2. Choose your race. This will determine how easily you learn skills from each of the four schools; as a human, you must decide your aptitudes here too.
3. Choose your faction (optional). This will determine how much equipment you start with and the kinds of teachers you can easily access once play begins. Your race determines which factions you may join.
4. Spend your money (optional). This can have a knock-on effect to the next step, but is the only way to start with equipment
5. Spend your Experience Points (XP). You start with 20, but can opt to exchange some of these for money.

Choosing Your Race

There are four basic races to choose from, with a number of other possible options. Each race has advantages and disadvantages, both mechanically and socially. The high races also have minimum costuming requirements in the form of prosthetics.

Races are split into the High Races (dwarves, elves and orcs), Middle Races (half-dwarves, half-elves, half-orcs, and many others), and Low Races (humans). There are also cultural variants of each of the High Races, based on their geographical location and various historical occurrences.

Any character may be chosen from the High Races, humans or the half-breeds with no penalty. There is an XP cost to play one of the High Race variants. For example, it costs 4XP to play a dark elf, high elf, Karg orc, mountain dwarf, timber dwarf, or Weaselclaw orc. These variants will also require additional phys. reps.

Different middle races may have an XP cost attached. Please contact the Design Team if you wish to play a character of a race not outlined here.

Please note that unless otherwise stated, your character is Average in each School.

Dwarves: Dwarves are a race of scholars, craftsmen and canny merchants.

Expertise: Gifted at the School of Wisdom (see Skills, pg. 7-19)

Advantage: Dwarves get an additional 75F at Character Creation and before each event they attend (see page 6).

Disadvantage: Dwarves *hate* Gully Dwarves, and thus will attack them on sight without thought for their own (IC!) personal safety.

Minimum prosthetic: A pair of horns on the forehead

Mountain Dwarf: Also Talented at the School of Magic, and Poor at the School of Life.

Timber Dwarf: Also Talented at the School of War, and Poor at the School of Magic.

Elves: Elves are the pointy-eared nobles of the game world. Some dissidents also draw attention to their facility with less honourable pursuits.

Expertise: Gifted at the School of Life

Advantage: All elves receive the first level of Noble Rank for free at character creation, and pay the base cost for any secondary types of Rank (rather than 50% extra).

Disadvantage: Elves are frail, and thus only start with 2/1 hits (see pg. 21)

Minimum prosthetic: Pointy ears

Dark Elves: Also Talented at the School of Wisdom, and Poor at the School of Magic. They get Academic Rank instead of Noble.

High Elves: Also Talented at the School of Magic, and Poor at the School of War.

Orcs: Brown- or green-skinned tribal warriors, with a tendency to solve problems with extreme violence.

Expertise: Gifted at the School of War

Advantage: Orcs begin with an additional 5 Stamina beads (see pg.22).

Disadvantage: Orcs only function well within a clear command structure. If their immediate superior is taken down, whether in combat or by magic, orcs are subject to Fear (see pg. 25), which they cannot resist.

Minimum prosthetic: Green or brown face paint.

Karg: Also Talented at the School of Life, and Poor at the School of Magic.

Weaselclaw: Also Talented at the School of Magic, and Poor at the School of Wisdom.

Humans: The most versatile race, humans are widely looked down on as slaves or, worse, cattle.

Expertise: Humans can choose to be either Talented in each of two Schools or Gifted in just one School.

Advantage: Humans may select skills from the School of Faith

Disadvantage: Humans can never buy Rank or any skill from the School of Magic.

Half-Breeds: The bastard offspring of a human and a dwarf, elf or orc, only those talented at sorcery survive infancy.

Expertise: Talented at the School of Magic and one other: Life for half-elves, War for half-orcs and Wisdom for half-dwarves.

Advantage: Start play with Basic Rank: Magical.

Disadvantage: May never have more than Basic Rank. Must spend at least 12 of their starting XP on skills from the School of Magic, *usually* (but not always) comprising of Basic Read Scroll, Thaumaturgical Power, and Thaumaturgical Spells.

Minimum prosthetic: Branded on the face and also varies – see a ref.

Choosing Your Faction

We would encourage all characters to be part of one of the five rebel groups detailed in the setting document. Aside from giving you a group of other people of similar outlook to rely on, it also confers certain mechanical advantages, in the form of teachers for skills (see later) and a starting allowance of equipment.

Spending Your Money

Unlike many other LRP games, characters in Insurrection start with *no* equipment. The equipment you bring to your first event is determined by any (in-game) money you choose to spend while creating your character.

While creating your character – never during the course of play! – you may opt to trade one of your 20 starting XP for 25 Florins. You may gain up to 250 Florins in this way. You also gain 50F if you are playing a member of a faction, and/or 75F from your racial advantage, if you are playing a Dwarf. After character creation, money can be earned either from your land holdings, any relevant skills you might have, or by actions at events (performing paid tasks, robbing someone else, etc.)

At character creation, the following prices apply for equipment. Please note that these prices should not be taken as a guide to prices once in play; they exist solely to facilitate character creation.

ARMOUR	Fur	Leather	R. Leather	Chain	Plate
Protection	1	2	3	4	5*
Cost (per limb)	7	12	20	45	50
Cost (Vitals)	12	20	30	70	90

Weapons:	Potions, lotions, etc:	
Dagger, up to 18": 5	Absorb: 100	KBU: 35
Throwing weapon/club: 5	Antidote: 60	Might: 70
1H Weapon, up to 42": 12	APL: 15	Poultice: 15
Small shield/staff: 12	Calmativ: 50	Salve: 10
2H Weapon (over 42"), large shield (over 18"): 20	Detect Magic: 50	Sovereign Specific: 100
Crossbow: 12	Healing Lotion: 25	Spirit Strength: 100
Longbow: 20	Healing Potion: 40	Stamina: 25
Tools for specific Craft: 20	Invisibility: 75	Yggdrasil's Tears: 70
Pharmacy Tools: 40		
Talismongering Tools: 40		

The standard price of an unskilled human is 10F. Please note that unless you can find someone to play such a human, they remain strictly an off-scene resource. If you wish to play a human slave belonging to another PC, you are free to do so (with their permission). They need not spend 10F on purchasing you, but you not receive 50F of equipment at character generation.

The prices for weapons, armour and tools above are for Basic-quality equipment only. Equipment of Intermediate or better quality may only be gained in play.

Spending Your XP

Characters start with 20XP, or Experience Points. These can be spent either on skills or on equipment (see page 5). The costs for buying skills depends entirely on whether the character is Poor, Average, Talented or Gifted at the School in question, and whether the skill is Basic, Intermediate, or Advanced.

Please note that, if you are not Poor, Talented or Gifted in a certain School, then by implication you are simply Average at it.

Skill is: Character is:	Basic	Intermediate	Advanced
Poor	6	18	30
Average	5	15	25
Talented	4	12	20
Gifted	3	9	15

Once purchased, a Basic skill can be upgraded to Intermediate and then Advanced level by spending the appropriate amount of XP. Equally, an Intermediate skill can be upgraded to Advanced in the same way; for example, an elf may buy Basic Stealth for 3 XP, upgrade to Intermediate for a further 9XP, and then spend an additional 15XP to upgrade again to Advanced, for a total cost of 27XP. Please note that you do not have to spend all of your XP during character creation. Any left over can be used to buy skills at events or during downtime.

Skills

Skills are divided into four different Schools – Life, Magic, Wisdom and War. Different races have different levels of ability with different Schools, which determines how many XP they will need to pay – see above.

Within each School, skills are classified as being Basic, Intermediate or Advanced. Some Intermediate or Advanced skills will have prerequisites of other skills, usually (but not always) within the same School. Note that Basic and Intermediate skills can also be developed to Advanced standard; this may bring either additional uses of the skill in a given period, or new and different abilities.

A list of all the skills currently in the system follows. Please note that humans cannot buy any skills from the School of Magic, but that they can access the School of Faith, which is dealt with in a separate document, available only to those players whose characters choose to invest in Faith.

Please note that as Rank and First Aid both appear multiple times, they are each dealt with separately. Rank has its own section (page 26), and First Aid is explained in the Healing section (page 23). Please note also that although Dodge appears in both the School of Life and the School of War, you may only buy it from one of those Schools and thus may not “double up” your dodges.

Please note also that if you wish your character to be able to do something which is not currently covered by an existing skill, the Design Team are happy to discuss with you the best way to introduce this to the game, if appropriate.

Skill is: School is:	Basic	Intermediate	Advanced
Life	Business Dodge Evaluate First Aid Initiated Rank: Noble Resist Fear Stealth Waylay	Detect Hidden Detect Poison Disguise Feign Death Nerve Strike Resist Poison Security	Backstab Conceal Item Escapology Hypnosis
Magic	Artifice Detect Magic Initiated Majesty Rank: Magical Read Scroll Resist Magic Shamanism Talismongering Thaumaturgical Power Thaumaturgical Spells	Imbue Thaum'l Spell Lesser Cost Mindprobe	Scry Write Scroll
War	Coup de Grace Disarm Dodge Double First Aid Initiated Rank: Military Resist Disarm Resist Fear Resist Waylay Stamina Strength Toughness	Adrenaline Knockback Quick Draw Shatter Trip Through	Berserk Critical Strike Crush Sever
Wisdom	Beast Lore Craft Evaluate First Aid Knowledge Initiated Navigation Pharmacy Rank: Academic Strategy Teaching Trade	Animalspeak Calligraphy Detect Poison Resist Poison	Hypnosis Medicine Surgery

Skill Descriptions

School of Life (Basic):

Business: This is actually a category for a variety of separate practically-focused downtime skills, including (but not limited to) Cooking, Larceny, Oratory, Performance and Storytelling. While you may find a practical application for such a skill at an event, its primary value is for the income it brings you between events. If you spend a downtime turn using your Business skill to earn a living, then you receive a certain amount of money, dependent on its level: Basic - you earn the "market rate", Intermediate - you earn three times the "market rate", and Advanced - you earn five times the "market rate". The market rate for a given Business skill is determined by the Design Team each downtime, based on things that have happened in the gameworld, and where you choose to use it; it will ordinarily be about 4F per turn.

Dodge: Usable once per day; three times per day at Intermediate; five times per day at Advanced. As long as the user is wearing no metal armour (Chain or Plate), they can call "dodge" to completely negate the effect of any one blow that would have struck them in melee combat, assuming they were aware of it.

Evaluate: Uses a lore code system. Higher levels have access to more knowledge. Can allow the identification of forgeries.

Initiated: This skill represents a privileged level of membership in one of the elven Groups of Renown mentioned in the Setting document, or another group you suggest.

Resist Fear: Basic - Never affected by Fear. Only take a critical to the chest, through armour, from Terror (rather than dying). Intermediate - Never affected by Freeze Life. Take no damage from Terror. Advanced - Never affected by Terror.

Stealth: As long as it is dark and there is sufficient cover, the character may move with their fist on their head to denote that they cannot be seen by most people. Please note that you should try to be as quiet and stealthy as possible when using this skill. Basic - May hide in shadows for up to one minute, once per day, and may take up to five steps during this time. Intermediate - May hide in shadows for up to a minute, three times per day, and take up to ten steps during each session of hiding. Advanced - May hide in shadows for up to one minute, five times per day, and take up to fifteen steps during each session of hiding.

Waylay: By striking a blow from behind to the vitals (not the neck or head!) using a cudgel, cosh, sap or club, you can incapacitate an opponent: this doesn't work if the opponent is wearing plate armour on their vitals (see Combat, page 21). Basic - Can call Stun. Intermediate - Can call Stun (5 minutes). Advanced - Can call Stun (10 minutes).

School Of Life (Intermediate):

Detect Hidden: Usable once per day (three times at Advanced). You are not fooled by someone's use of Stealth skill and may thus interact with them.

Detect Poison: Using this skill, you may sip/taste/smell an item or person to determine whether they have been poisoned. You can then safely detect and identify poisons of a level equal to your detect poison skill if they are present.

Disguise: Using prosthetics, makeup and different clothes, you can appear to be someone else. Intermediate - By changing costume and adopting a different accent (if possible) you may appear to be a different member of the same race as you. Advanced - By changing costume, adopting a different accent (if possible) and wearing the appropriate prosthetic, you may appear to be a member of a different race to you. Note that this only allows someone to appear to be an orc, elf, dwarf or human. Note also that you cannot appear to be someone else's character or a specific NPC!

Feign Death: Once per day (three times per day at Advanced), you may appear to be dead to the casual observer, allowing you to ignore the damage from Coups de Grace. Intermediate - you will fool berserkers and people with First Aid skill. Advanced - you will fool surgeons, doctors and magical detection.

Nerve Strike: Not to be used in combat. Intermediate - you may render a limb useless by striking it (gently!) with your bare hand and calling Stun (5 minutes). Advanced - you may paralyse someone by striking them (gently!) on the torso and calling Stun (15 minutes).

Resist Poison: "Always on" effect, allowing you to resist poisons of the appropriate level. Please note that you do not realise that you've been (unsuccessfully!) poisoned unless you also have Detect Poison of the appropriate level.

Security: By using the correct tools and taking time to roleplay your efforts, you can disarm traps and pick locks of a level equal to your level in this skill.

School Of Life (Advanced):

Backstab: By striking an unaware foe from behind with a dagger, you may call "Critical Through" once per day.

Conceal Item: You may give an item no larger than a dagger or small pouch to a referee when you are searched – see page 25.

Escapology: Given enough time (usually no more than 5 minutes for particularly fiendish bindings) you can escape from any normal restraints – see page 25.

Hypnosis: Given enough time it may be possible to cast the equivalent of Suggestion spells, one per five minutes of hypnosis time one-on-one with a subject. This is reduced to three minutes if under the effect of Slaveweed, or one minute if they have ingested Slavers' Brew. Requires Advanced Business: Performance, Advanced Business: Storytelling, or Advanced Knowledge: Psychology.

School Of Magic (Basic):

Artifice (Dwarves only): Allows the enchantment of items and people. Please contact a ref for more details.

Detect Magic: Gives increasingly detailed information (as per Evaluate) upon examination of magic items. Uses a sticker system.

Initiated: This skill represents a privileged level of membership in one of the Colleges of the Art mentioned in the Setting and Thaumaturgy briefing documents, or another group you suggest.

Majesty (Elves only): Allows control over the minds of others and the elements themselves. Please contact a ref for more details.

Read Scroll: Allows the use of Magic Scrolls containing spells of a level equal to that held in Read Scroll. This is an essential skill for all Thaumaturges, as it is a prerequisite for reading from a spell book.

Resist Magic: Allows the user to ignore all thaumaturgical magical effects for a one-minute period once per day (three times per day at Intermediate and five times per day at Advanced). This only works on spells of an equal or lower level to the level of Resistance; you will be given a list when you buy the skill.

Shamanism (Orcs only): Allows contact with ancestor spirits and totems. Please contact a ref for more details.

Talismongering: Requires tools of the appropriate level (or higher). At Basic level, this skill allows the identification and collection of animal, herbal, mineral, and metal materials in such a way that they may be of use to a High Sorcerer; during downtime, you may turn one unit of cloth or timber into herbal components, one unit of stone into mineral components, one unit of metal into metal components, or one unit of hides into animal components. It takes you five downtime turns per unit processed in this way. At Intermediate level, this takes just three downtime turns, or you can fashion the materials you or others have collected into ritual materials requiring one unit of each of animal, herbal, metal and mineral components, taking 5 downtime turns or 30 minutes at an event. At Advanced level, it takes just one downtime turn to process raw materials, three downtime turns or 15 minutes at an event to produce ritual materials, or you can instead refine components into **radicals**, magically purified versions of their mundane counterparts. Five units of one type of component (animal, herbal, metal or mineral) can be refined into one unit of the appropriate radical, taking five downtime turns or spending 30 minutes at an event.

Thaumaturgical Power: Each level gives five potential power points, up to a maximum of 15.

Thaumaturgical Spells: Requires Read Scroll of the appropriate level, but can be bought multiple times at each level. Each purchase gives access to a new thaumaturgical spell – contact a ref for details!

School Of Magic (Intermediate):

Imbue Thaumaturgical Spell: The user casts a Thaumaturgical Spell as normal, but instead of having its effect, the target is instead able to cast the spell once as a single-shot. Note that the target may not have any Thaumaturgical Power themselves. Intermediate - The target may be imbued with only one spell. Advanced - the target can be imbued with up to three spells at a time.

Lesser Cost: For one minute per day (three times at Advanced), all of the caster's thaumaturgical spells require only the power point expenditure of the level below their normal level -- meaning that Basic spells are free!

Mindprobe: Allows the user to gain increasingly detailed information from magical interrogation of a target. The target must be restrained and able to understand you. At Intermediate, you find out their emotional state, surface thoughts, and reactions to key words and statements you make. However, this also makes the person using Mindprobe more sympathetic to the target. At Advanced, you can experience the target's memories and emotions first-hand; the target is aware that this is going on, and must be guided to the right memories by either you or a colleague. This process is extremely traumatic for both people involved.

It takes at least fifteen minutes, and costs one Stamina bead, to use this skill. If the target spends a Stamina bead, the interrogator must spend another fifteen minutes in order to get the information they seek. The target can keep delaying in this way until the point of death, at which point they give up the information just before they die. If they have been treated with Slaveweed or Suggestion spells, the cost increases to three Stamina beads, and Slavers' Brew increases it to five Stamina beads.

If you have Intermediate Mindprobe skill, then you are immune to someone else trying to use Intermediate Mindprobe on you, but Advanced Mindprobe works normally on you. If you have Advanced Mindprobe, then you are immune to this skill entirely, but if your interrogator is using only Intermediate Mindprobe, then you are able to turn the tables and you are effectively able to use Advanced Mindprobe on them without them being able to stop you.

School Of Magic (Advanced):

Scry: Through the use of extended meditation (and ref co-operation), you can secretly spy on remote locations, as long as you can picture them in your mind. It takes fifteen minutes to use this skill, and it may be used once per hour. It also requires components, which are expended after just one use.

Write Scroll: By spending 1XP, the user may create a scroll containing any one Basic spell that they can cast (3XP for an Intermediate spell and 5XP for an Advanced spell). It may be read by anyone with the Read Scroll ability and cast normally in that circumstance (and destroyed in the process). It may instead be used as a page in a spellbook if required – in which case, it may still be torn out and used as a regular scroll, depriving the owner of the spellbook access to that spell until they get another copy of the scroll. Note that this XP expenditure does not count toward the limits outlined under Character Development, below.

School of War (Basic):

Please note that no in-game skills are required to use any one-handed, two-handed or projectile weapons, to use two one-handed weapons at the same time, or to use a one-handed weapon and a shield simultaneously.

Coup de Grace: This skill may only be used against an incapacitated opponent, whether they are unconscious, physically restrained, or frozen with magic or fear. At Basic, the user must spend thirty seconds clearly and loudly counting (in the form "Execute One, Execute Two," etc.) and simulating action to further injure the victim. At the end of the thirty seconds, the victim is dead, unless they have a power or ability that specifically allows them to avoid this. At Intermediate, the user may deal a Critical to the target's vitals with a single blow, and the victim's life clock is reduced to thirty seconds per Stamina bead. At Advanced, this bleeding-time is reduced to ten seconds per Stamina bead.

Disarm: You can engage an opponent's weapon in an appropriate manner and call "disarm" once per day. They must then drop the weapon. At Intermediate level, you may do so three times per day; at Advanced, five times per day.

Dodge: Usable once per day; three times per day at Intermediate; five times per day at Advanced. As long as the user is wearing no metal armour (Chain or Plate), they can call "dodge" to completely negate the effect of any one blow that would have struck them in melee combat, assuming they were aware of it.

Double: Basic – may use the effect Double for every blow struck in one combat (up to five minutes) with a melee weapon per day. Intermediate – 3 times/day. Advanced – 5 times/day.

Initiated: This skill represents a privileged level of membership in one of the orcish Groups of Renown mentioned in the Setting document, or another group you suggest.

Resist Disarm: Usable once per day (three times at Intermediate, and five times at Advanced). If someone tries to disarm you (as per the skill), you can call "resist" and will not be affected. At Advanced you can also use this to resist Drop spells that would make you lose your weapon.

Resist Fear: Basic – Never affected by Fear. Only take a critical to the chest, through armour, from Terror (rather than dying). Intermediate – Never affected by Freeze Life. Take no damage from Terror. Advanced – Never affected by Terror.

Resist Waylay: Basic – may reduce the effect of Stun calls to the Vitals by thirty seconds. Intermediate – may reduce by five minutes. Advanced – may reduce by ten minutes.

Stamina: Each level grants the character an additional five Stamina beads.

Strength: Basic - One feat of strength. Intermediate - Three feats of strength OR one feat of mighty strength per day. Advanced - Five feats of strength OR three feats of mighty strength OR one feat of titanic strength per day. You may use a

feat of strength to call Double, Knockback or Stun with one blow. A feat of mighty strength allows you resist the effects of Knockback for one combat/five minutes (by calling Strength).

Toughness: Basic – gives the character 3/2 hits (2/2 if an elf). Intermediate – gives the character 3/3 hits (3/2 if an elf). Advanced – gives the character 4/3 hits (3/3 if an elf).

School of War (Intermediate):

Adrenaline: Intermediate - you may ignore the loss of one of your limbs, allowing you to continue to fight until it is struck again, by spending one Stamina bead and calling "Adrenaline". The limb's death count will still start whenever it first reaches zero hit points, however. Advanced – you may do the above for your vitals.

Knockback: Intermediate – may use the effect Knockback for every blow struck in one combat (up to five minutes) per day, using any two-handed weapon except a staff. Advanced – you may do the same up to three times per day, using any one-handed weapon except a dagger or cosh/club/cudgel.

Quick Draw: Intermediate - you may ignore any damage you take while drawing a one-handed weapon or pistol, so long as you do so in a timely manner and call "quick draw" to explain why the blow has not affected you. If your opponent used any special powers or skills while you were using quick draw, they are not considered expended. Advanced - you may do the same with a two-handed weapon or blunderbuss. Note that you must be standing still to use this skill, meaning that it cannot be used to become invincible whilst retreating.

Shatter: Requires Intermediate Disarm or Intermediate Strength. Allows you call Shatter once a day with a melee weapon (three times at Advanced).

Trip: You may call "Stun" when striking your opponent's legs once per day at Intermediate level or three times per day at Advanced level.

Through: When using a bladed weapon, you may call "through" once per day at Intermediate level, or three times per day at Advanced level.

School of War (Advanced):

Berserk: Whenever a character with this skill is exposed to a specific stimulus (agreed with the refs beforehand), they must spend a Stamina bead and enter a battle frenzy. If this takes them to less than 0 Stamina beads, they still go berserk but immediately die at the end of the frenzy. All wounds (including broken bones but not septic locations) they have taken to date heal, and they become an unstoppable killing machine. They call Double with every blow, regardless of weapon, unless using a skill such as Crush, Sever or Critical. They are considered to have two points of armour to each location, in addition to any armour they are wearing, and gain Advanced Resist Fear during the frenzy.

While in frenzy, they will attack the stimulus first (killing anyone who gets in their way), and then the nearest living person within easy reach until five minutes have passed. Only people using Feign Death can hope to escape.

At the end of the frenzy, in addition to any wounds they might have taken, the berserker is considered to have taken a critical wound to the chest (due to severe exertion) and their life-clock is halved.

NB: a berserker will drop any shield they are using (any shield strapped to the limb will have no effect; any blows on the shield are considered blows to the arm holding it) and will not fight using any skills such as Dodge, Disarm, Quick Draw, or Trip, as these rely on skill rather than straightforward aggression. The berserker will also fight (IC!) without regard for their personal safety. Note that we do still expect players to pay attention to both their safety and other participants'!

Critical Strike: Requires Advanced Double. Allows you to call "Critical" once per day.

Crush: Requires Advanced Strength. Using a two-handed hammer or mace, the character may call Crush once per day.

Sever: Requires Critical Strike or Crush and a two-handed axe. Allows you to call Sever once per day.

Please note: you may use only one call from a skill with a single blow, although these can be combined with things that affect your weapon (e.g. Septic, Mystic, etc.) or alternated during a single combat (e.g. a Double, then a Knockback, and then a Double, and so on).

Please also note: in order to use a skill from the School of War, you must have a weapon of suitable quality. A weapon created using a Basic Craft skill will allow you to use Disarm or Double, if you have those skills. A weapon of Intermediate quality will allow you to use Knockback, Quick Draw, Shatter, Trip or Through, as well as Disarm or Double if you have those skills. An Advanced-quality weapon will allow you to use any of the skills already listed, as well as Critical Strike, Crush (if a mace) or Sever (if an axe).

Daggers, thrown weapons and staves may never be used with any of these War skills. Wooden clubs, coshes and cudgels may not be used to do damage in combat.

School Of Wisdom (Basic):

Beast Lore: Provides character with information about creatures that they may encounter. Higher levels provide information about increasingly exotic creatures.

Craft: This skill allows you to take raw materials and fashion them into finished products, items or components. There are five separate Craft skills, namely Leatherwork (for Hides), Carpentry (for Timber), Tailoring (for Cloth), Smithing (for Metal) and Masonry (for Stone). If you wish to play a character with one of these skills, please contact the Design Team, who will send you more information. Requires tools of the appropriate level (or higher) and is a downtime skill.

Evaluate: Uses a lore code system. Higher levels have access to more knowledge. Can allow the identification of forgeries.

Initiated: This skill represents a privileged level of membership in one of the dwarven Groups of Renown mentioned in the Setting document, or another group they suggest.

Knowledge: This is actually a category for a variety of separate academically-focused skills, including (but not limited to) Astronomy, Biology, Economics, Mathematics, Occult, Philosophy, Physics, Politics, and Psychology. These skills exist primarily to allow you to round your character out or to access specific knowledge about the game world.

Navigation: This skill increases the range and effectiveness of any ships or off-scene troops you may command. It is primarily a downtime skill.

Pharmacy: Allows the manufacture of potions, poisons, and narcotics. At Basic, it allows you to transform one unit of cloth or timber (see Economics, pg. 27-20) into three units of herbal ingredients, one unit of stone into three of mineral ingredients, one unit of metal into three of metal ingredients, and one unit of hides into three units of animal ingredients by spending 5 downtime turns. At Intermediate level, it takes just three downtime turns to produce one unit of ingredients, and you are able to make Intermediate potions, poisons and narcotics; you learn one Intermediate Pharmaceutical recipe, and can learn more at the cost of 3XP each. At Advanced it takes only one downtime turn to produce one unit of ingredients, you learn an Advanced recipe, and can learn more at the cost of 5XP each. Requires tools of the appropriate level (or higher).

Strategy: This skill increases the number of off-scene military units you may command per downtime turn. It is primarily a downtime skill.

Teaching: Allows the teaching of other skills the character knows; see "Learning a Skill," below.

Trades: This is actually a category for six separate practically focused skills, including Agriculture (for Food), Husbandry (for Hides), Mining (for Metals), Quarrying (for Stone), Logging (for Timber) and Harvesting (for Cloth). Agriculture skill adds 2 to the number of units of Food that can be produced from Food infrastructure on the character's land (6 at Intermediate, 10 at Advanced). The other skills add 1 to the number of units of their appropriate material that can be produced from appropriate infrastructure on the land (3 at Intermediate, 5 at Advanced). The character may use this skill on one area of land at Basic, three at Intermediate and five at Advanced. This is a downtime skill.

School Of Wisdom (Intermediate):

Animalspeak: Requires Beast Lore to Intermediate level. Allows communication with one category of creature, or three at Advanced. Potential categories include: Avian, Bovine, Equine, Feline, Lupine & Canine, Piscine, Reptile, Rodent, Ursine etc.

Calligraphy: Requires tools of the appropriate level or higher. Can be used in conjunction with Navigation to make maps (useful when waging war against an organised foe, e.g. the Commonwealth), with Knowledge: Politics to create passports or other official documents (useful to provide legitimacy to illegal activities), with Knowledge: Economics to forge money (useful when you need more and have no legitimate means of earning any), and so on. It takes you fifteen minutes to produce an Intermediate forgery or half an hour to produce an Advanced forgery.

Your level in the Calligraphy skill determines the quality of the item produced. Please note that it also allows you to copy any document you have full access to (level of exactness and artistic license is decided by the level of the skill). One ream of paper is sufficient for 15 currency notes or 5 official documents. It takes you three downtime turns per ream at Intermediate, or one downtime turn per ream at Advanced.

With Basic Knowledge: Politics, you may forge passports, proof of Basic Rank, and permits for weapons and armour appropriate to someone with Basic Rank. Intermediate Knowledge: Politics allows Intermediate Rank and weapon/armour permits, and Advanced Knowledge: Politics allows Advanced Rank and weapon/armour permits. Basic Knowledge: Economics allows you to forge 1F, 2F and 5F notes and the chits that the Wayfarers Guild use to transfer raw materials. Intermediate Knowledge: Economics allows you to forge 10F and 20F notes and proof of the ownership of slaves. Advanced Knowledge: Economics allows you to forge the title to a piece of land, or 50F notes.

Detect Poison: Using this skill, you may sip/taste/smell an item or person to determine whether they have been poisoned. You can then safely detect and identify poisons of a level equal to your detect poison skill if they are present.

Resist Poison: "Always on" effect, allowing you to resist poisons of the appropriate level. Please note that you do not realise that you've been (unsuccessfully!) poisoned unless you also use Detect Poison.

School Of Wisdom (Advanced):

Hypnosis: Given enough time it may be possible to cast the equivalent of Suggestion spells, one per five minutes of hypnosis time one-on-one with a subject. This is reduced to three minutes if under the effect of Slaveweed, or one minute if they have ingested Slavers' Brew. Requires Advanced Business: Performance, Advanced Business: Storytelling, or Advanced Knowledge: Psychology.

Medicine: Requires Advanced Pharmacy. Allows the diagnosis and treatment of diseases, infections and poisons through non-invasive means. Allows the creation of new Pharmaceutical recipes.

Surgery: Requires Advanced First Aid. See the Healing section for more details.

Combat

Like most LRP games, Insurrection uses simulated combat to resolve physical confrontations. As you would expect, safety is the number one priority in these situations. For this reason, "brawling" (i.e. wrestling, grappling or simulated kickboxing), crowding or body checking is not allowed as it is both more dangerous than usual LRP combat and can be extremely intimidating for the unprepared.

All weapons used in combat at Insurrection must be checked and approved by a referee before play begins. The Insurrection team reserve the right to temporarily confiscate any unchecked weapon used during an event.

LRP combat consists of fighting with foam-rubber or injection-moulded weapons, the blows from which are pulled by the user. If you are unsure what a pulled blow is, please do not hesitate to ask a referee, who will be happy to help you. We may also be able to arrange combat training for novice players.

For safety's sake, we would ask that participants are careful not to target their blows to their opponents' heads or groins, or excessively invade their personal space during combat. Please note that **your head is not a shield!**

Being Hit

The effects of being hit by a weapon are simple; unless your opponent calls out a specific effect, you lose one hit point on the location struck. If you are wearing armour, then the armour is damaged first, until it has been rendered useless by repeated damage (armour can be repaired a number of times dependent on the skill of its maker – Basic allows 1 repair, Intermediate 3 and Advanced 5; armour that has been damaged at an event must be repaired between events by someone with the appropriate Craft skill). Please note also that each location can benefit from the protection of only one piece of armour, and that the blow must strike the armour for it to be effective. As long as most of the location is covered by the appropriate type of armour, you may represent further coverage by using armour of a lower standard, e.g. chain mail voiders in plate armour.

Characters have five locations – two arms, two legs, and their vitals (head/chest). If an arm or leg is hit a sufficient number of times to reduce its current hit point score to zero (also called "critically wounded"), it becomes useless and cannot be used. If the vitals are similarly reduced to zero hit points, the character will fall immediately unconscious. If any two of a character's limbs are reduced to zero hit points, they will also fall unconscious, just as if their vitals were reduced to zero.

Dwarves, humans, orcs and the various half-breeds start with two hit points to their vitals and two hit points to each limb. This is written as 2/2.

Elves start with two hit points to their vitals but just one hit point for each limb. This is written as 2/1. It is possible to increase the number of hit points a character has (up to a theoretical maximum of 4/3) by purchasing the skill Toughness, available within the School of War.

Please note: unless you are using the skill Coup de Grace, it is not acceptable to attack an opponent when they are on the floor. Unless you are using Feign Death, it is equally unacceptable to drop to the ground and pretend to be dead.

Stamina Beads and the Life-Clock

Each character has a number of Stamina beads, provided at check-in. Dwarves, elves, humans and the various half-breeds begin each event with five. Orcs have an extra 5, for a total of 10. This can be increased to a theoretical maximum of 20 (25 for orcs) by buying the skill Stamina, available within the School of War.

The number of Stamina beads a character has determines the length of their Life-Clock (AKA death count or Septic time) – normally one minute per bead you currently have. Each time a character is knocked unconscious by damage and then healed, they lose one Stamina bead (give it either to a ref or to the person healing you, who should then pass it to a ref). When a character has no Stamina beads left, they will die as soon as they are knocked unconscious by damage. There is no natural regeneration of Stamina beads during events. You may spend a Stamina bead to remain conscious, but unable to engage in combat, move without help or use any skills, for the duration of your death count.

The Life-Clock determines two things; firstly, it is the length of time that a character with a critical wound to either their vitals or any two of their limbs will survive without treatment. If a character in such a situation is left untended for longer than their life-clock allows, that character is dead – please report to the referees! Please note that certain special effects (e.g. Coup de Grace, Crush and Sever) may reduce a character's Life-Clock.

The Life-Clock also determines how long it takes for any wound (critical or otherwise) to the character to turn Septic. Once a wound has turned Septic, it cannot be treated until the wound has been disinfected (with Salve). Certain poisons or magical effects can make a wound go instantly septic. The only way to stop a wound from going septic is the application of First Aid within the injured character's Life Clock.

If a Septic wound is left untreated, it will rapidly develop into the concurrent diseases of Fever and Gangrene, which are potentially fatal and/or permanently damaging. Fever develops one hour after a location becomes Septic, and Gangrene sets in two hours after that; please see a ref if either of these things happen!

If a character has their wound treated with Intermediate First Aid (see below) and goes to sleep overnight with some hit points still missing, they may spend one Stamina Bead per location to heal to full. If wounds are not closed before going to sleep, this cannot happen and the wound will still go Septic etc.

Ranged Combat

Whether using thrown weapons, crossbows, bows, or firearms, attacks at range can be very damaging indeed.

Thrown Weapons: treat these like a normal melee attack; you may react however you would ordinarily to them. By default, they do one point of damage. Items such as pies, hamsters, fish and the like will cause no damage.

Bows: Travelling much faster than thrown weapons, crossbow bolts and arrows from longbows do one point of damage to the location struck, through armour (except plate). Please note that the Dodge skill is ineffective against arrows/bolts.

Healing

Given the likelihood of combat, the chances are that characters are going to need healing. This comes in four main forms – first aid, potions, surgery, and magic.

First Aid:

First Aid is a skill available in all three of the non-magical Schools.

Basic: Allows you to bandage or otherwise treat someone's wounds, stopping them from getting worse. In effect, you are able to pause their Life-Clock, meaning that none of their wounds will go Septic and that they will not die from these wounds for as long as you continue to use First Aid (to the exclusion of all other activities).

Intermediate: By using a bandage and spending a minute treating the location, you can stabilise your patient's wound on that location, meaning that it will not go septic and stopping their death count unless the vitals or two other limbs remain untreated. By using a Poultice, the first aider can heal two points of damage to the location treated, which takes a minute. You are also able to use Salve to cleanse an area already Septic (which takes one minute).

Please note: a location can only benefit from one use of Poultice per day.

Advanced: By using a splint (i.e. a length of wood – not a weapon!), the first aider can either stop someone with crushed vitals from dying, or allow them to use a crushed limb again. However, any damage to such a splinted location will automatically count as a Crush until the bones are either allowed to heal naturally (i.e. between events) or by outside intervention, such as Knit Bone Unguent (KBU). You may also use one dose of Poultice to treat two adjacent locations at once.

Please note: you are *not* considered to be performing Basic First Aid while you use Intermediate or Advanced First Aid.

Potions:

Pharmacists are able to create a variety of potions and lotions that are useful for healing others.

Healing Lotion: Heals three points of damage to one location. Does not close wounds (and they can therefore still go septic unless treated).

Healing Potion: Heals five points of damage, starting with the vitals. Does not close wounds (and they can therefore still go septic unless treated).

Knit Bone Unguent (KBU): Will heal broken bones on one location in an hour. Only usable by someone with Advanced First Aid.

Salve: disinfects wounds on one location, curing them of Septic.

Surgery:

Given the right tools and enough time, surgeons are virtually capable of performing miracles. They can heal one point of damage for every four minutes of surgery they perform (reduced to two minutes if they have an assistant with at least Basic First Aid), and can safely amputate limbs. Their patient will then need to rest for at least half an hour, or risk tearing their stitches – see a ref. Surgery also costs the patient a further Stamina bead, meaning that if an unconscious patient with just one Stamina bead is treated using Surgery, they will die "on the table." Also, it is not possible for either the injured party or the healer to determine how many Stamina beads a character currently has, simply how far away from death they appear to be. So, for example, you may be aware that your patient will die in less than a minute without treatment, but not how many Stamina beads they have left – although you could infer this if you knew how long it was since they were injured.

Examples:

Jahros is a human from the Dawning Light. He has Basic Stamina and has not been injured yet this event. He is caught without the right paperwork and is attacked by a group of orcs, who do two points of damage to his vitals. He is therefore unconscious. If he does not receive First Aid within ten minutes, he will die.

Cassius is another Dawning Light human who had not yet been injured this event. He ran away from the orcs who cornered Jahros, but one of them injured his left leg (one point of damage) before he escaped. As Cassius does not have the Stamina skill, the wound on his leg becomes Septic after five minutes. Unless he can find someone with Intermediate First Aid to apply Salve to his leg, he will develop Fever in one hour and be at risk of death soon after that.

Coilla the orc is a Grunt from Duke Ladrill's Second Company. She has Advanced Toughness and Advanced Stamina. She is ambushed, and so is not wearing armour on her limbs. Her enemies manage to reduce her left arm and right leg to zero hit points. She therefore falls unconscious. As no one else is around, and she has 23 of her starting Stamina beads left, she spends one to become conscious. She is unable to move without assistance, and thus calls for help.

Lieutenant Karnak Mal eventually makes his way to Coilla. Karnak Mal immediately applies Basic First Aid, stopping Coilla from bleeding to death (note that Basic First Aid stops the character bleeding from *all* of their locations). Calling for assistance, he commences using Intermediate First Aid on Coilla's left arm. This means that he stops performing Basic First Aid, but luckily one of the Grunts is able to take over that job. After a minute, Coilla's left arm is stabilised and no longer at risk of going Septic. Karnak then moves onto Coilla's injured right leg, still with the Grunt's assistance, and stabilises that location after one minute.

At this point, Coilla would still be unconscious, except that she spent a Stamina bead earlier – neither limb has any hit points on it, although the wounds are now safe from going Septic. Once Karnak applies Poultice to Coilla's left arm, it recovers two hit points, and Coilla loses another Stamina bead as she has been healed up from unconsciousness. Until the arm has at least one hit point, it could not be used to fight or use skills.

If Coilla gets hit in the left arm again later the same day, then Karnak could not apply Poultice to it, because Poultice is only effective on a location once per day.

Summary:

When a limb reaches zero hit points, it becomes useless.

When two limbs reach zero hit points, you fall unconscious.

When your vitals reach zero hit points, you fall unconscious.

If you are unconscious and don't receive First Aid within a number of minutes equal to your current Stamina Beads, you die.

If you have any wounds that receive no First Aid within a number of minutes equal to your current Stamina beads, that location becomes Septic.

If a location on zero hit points receives Intermediate First Aid but no Poultice is used, it remains useless and you may remain unconscious.

Character Development

After each event they attend, a character earns EPs, or Event Points. The number of EPs awarded depends largely on how long the event was, and how much risk the characters at the event were facing. There will be a base number of EPs for each event, which will be given to each character in attendance. Further EPs will be awarded to members of each faction for achieving their faction's objectives for the event. You can expect to receive 4-10 EPs per event.

EPs are converted to Experience Points (XP) on a sliding scale, depending on how many XP you have already earned. This scale is as follows:

Number of XP earned	Number of EPs per XP
20-50	1 for 1
50-80	2 for 1
80+	3 for 1

Learning a New Skill or Improving an Existing One

Whether you want to improve your existing expertise, or branch out into something totally new, you will need an appropriate teacher. In this case, "appropriate" means another character that has both the skill you want to learn at the appropriate level, and Teaching skill to the same level.

You may learn a skill at an event, as long as you can find an appropriate character willing to teach you. You will roleplay through the teaching sessions and then spend the XP, gaining the skill immediately. You will usually have to pay your teacher, whether in Florins or in service (or both!).

The only other way to learn a skill is by doing so during downtime, from a teacher you have arranged either during an event or through your factional advantage, which means you just spend the XP and the skill is yours. This takes one downtime turn per XP spent.

Please note also that it is not possible to "learn" Rank; if you wish to improve your Rank beyond Basic level, this will be based on your character's actions as perceived by their *Commonwealth* superiors. There is still an XP cost for this.

Magic and Faith

There are three types of High Magic, plus Thaumaturgy. Each of these types of magic has different mechanics, and thus its own strengths and weaknesses. Thaumaturgy is less powerful than High Magic, but generally takes less time and is less personally taxing on the practitioner.

Participants whose characters choose to invest Experience Points into any of the types of magic will be given more information, should they wish to purchase magic at character creation. The same is true of human characters wishing to invest in Faith.

Equipment and Looting

In order to demonstrate the IC validity of a given piece of equipment, we use laminated information cards (AKA "lammies"). These lammies will be provided by the Design Team, and will be of different colours depending on what they represent. They must be attached to an appropriate phys. rep. at all times.

However, there may be situations where this is not immediately possible. For example, if a PC was somehow to take down a group of NPCs and wanted to steal their equipment, we would probably not be able to allow them to take any of the phys. reps. as we would be likely to need them for future NPC roles.

In order to steal anything off someone, **you must actually remove the phys. rep. from their body** even if you will not be able to take it away OOC afterwards. Please be careful of the other person's safety while doing this!

If you do take NPCs' lammies, we would like you to attach it to your own phys. rep. as soon as possible. If this is not possible, then you could instead bring a sack or chest or similar and put the lammies inside. NPCs will not accept lammies without phys. reps. for any form of trade; we would encourage PCs to do the same.

Capturing and Searching other Characters

Because we recognise that there will be situations where characters wish to capture other characters, but we don't wish to encourage our participants to grapple with one another or attempt to restrain one another physically, the following rules are in effect:

If a character is unconscious, stunned, incapacitated or surrenders, then the would-be captor may spend one minute securing them. The captive is considered to have their hands tied and their feet restrained, meaning that they cannot move faster than a slow walk and cannot use weapons. This is represented by the captive holding a length of rope in both hands.

Escape is only possible in the following situations:

If you do not have help, or any sharp object or other tools, you may not escape.

If you do not have help, but you have access to a tool or sharp edge of some description, then you may spend ten minutes engaged in obvious escape activity, after which point you are free from your bonds.

If you do not have help, do not have any sharp object or other tools, but have the Escapology skill, then you may escape in just one minute of obvious activity. If you have access to both tools and the Escapology skill, it takes just thirty seconds.

If someone else wishes to free you, it takes them one minute, or thirty seconds if one of you has the Escapology skill.

If you are spotted trying to escape, your captor may re-secure your bonds by spending a minute to do so, resetting your escape count to zero.

In order to avoid situations where one participant must physically search another, you may instead spend two minutes roleplaying through doing so, after which point the victim must hand over all lammied items, money, paperwork and other items of interest. The Conceal Item skill allows them to withhold one item from their captor, of no more than dagger size.

Rank

Each School has its own kind of rank; Academic, Magical, Military and Noble. There are three levels of each kind of rank, as they are purchased as a normal Basic skill. Note that no one can start with more than the Basic level in a given kind of Rank.

Most people can only have one type of rank. If you want a second, it must always be lower than your primary one, and it costs half as much again.

Elves are the exception to this rule. They may amass rank in all categories however they like, and pay only the base cost. This is part of their racial advantage.

Titles reflect a range; for example, by buying Basic military rank you may be anything from a private (AKA a "Grunt") to a Sergeant, dependent on your background. A table follows:

	Academic (Wisdom)	Magical	Military (War)	Noble (Life)
Basic:	Researcher Fellow Lecturer	Novice Apprentice Journeyman	Grunt Corporal Sergeant	Squire Baronet Knight
Intermediate:	Senior Lecturer Reader Professor	Sorcerer Adept Initiate	Lieutenant Captain Colonel	Baron Viscount Earl
Advanced:	Dean Vice-Chancellor Chancellor	Magister Magus Prince	Brigadier Major General	Marquis Minister Duke

Rank also serves to show what armour and weapons a character is allowed to use. This is a purely IC mechanic; Rank is not a skill which means you know how to use a given weapon (indeed, such skills do not exist and are not needed), but rather what you are permitted to use by the powers-that-be.

	Weapons	Armour
No Rank:	Staff, dagger	Fur, Leather
Basic:	All 1H Weapons Crossbow Shield	Reinforced Leather
Intermediate :	All 2H Weapons Longbow	Chainmail
Advanced:	Firearms	Plate

Rank provides an allowance of land, which the character may develop, sell, rent or exploit as they choose. Basic Rank gives the character one plot of land, randomly allocated based on their race: Dwarves and dark elves will usually have Hills, Mountains (esp. for Mountain Dwarves) or Forest (Timber Dwarves only). Elves will normally have Plains or Coast. Orcs will normally have Plains, Desert or Swamp. Half-breeds count as their High Race under these rules.

This land comes complete with one unit of Basic infrastructure of a type of the player's choice, and one unit of Basic slaves. Please see pg.27-30 for more details.

Economics

This aspect of Insurrection is primarily concerned with the holdings of characters with Rank. It operates in the downtime between events, alongside any skill learning, research or anything else a character may wish to spend their time doing. Each character with land will be given a "turn sheet" for each piece of land, which will detail their starting point at the beginning of the downtime, and give space for them to detail their desired activity in that time.

Armies or slave units raised, trained and controlled under this aspect of the system are not able to appear at events, unless the player controlling them is able to bring along twenty suitably equipped people to play them at the event as characters. Their role is to act off-scene in their controlling character's interests.

Land

There are broadly seven types of land: plains, forest, hills, mountains, desert, swamp and coastal. These are very broad categories, so hills could include terrain as diverse as moorland, foothills or gentle downs. Each type of land has its own strengths and weaknesses in economic terms.

Infrastructure (e.g. mines, farms, local roads) is built on the land, and the more infrastructure present, the more production can occur in an area. This ranges from Basic through to Advanced, although some land may have no infrastructure. Infrastructure is developed separately for each raw material, and different land types can bear different amounts of infrastructure.

	Food	Hides	Timber	Cloth	Metals	Stone
Plains	Advanced	Intermediate	Basic	Advanced	None	None
Forest	Intermediate	Basic	Advanced	Basic	None	None
Hills	Intermediate	None	Basic	Intermediate	Basic	Intermediate
Desert	Basic	Basic	None	None	Intermediate	Basic
Swamps	Intermediate	Basic	Basic	None	None	None
Mountains	None	None	None	None	Advanced	Advanced
Coast	Advanced	None	None	None	None	None

Goods

The system trades in 6 goods: Food, Hides, Timber, Cloth, Metals and Stone. Again the categories are broad, for example several units of metals could represent iron, silver, bronze or anything else. These goods can be spent on raising armies or buildings, trading, or anything else you can dream up. There are some set costs within the system, but we are open to suggestions for other ideas.

Production and infrastructure

Once a character has an area of land with some infrastructure on it, they can produce a number of units of materials (dependent on labour) up to a maximum value between any two events. Please note that the Trade skill can increase this.

Level of infrastructure	Food	All other materials
Basic	10	5
Intermediate	30	15
Advanced	50	25

To establish Basic production costs 10 stone, 5 timber, and 10 labour.

To upgrade to Intermediate production costs 30 stone, 15 timber, and 30 labour.

To upgrade to Advanced production costs 50 stone, 25 timber, and 50 labour.

You will also need a Mason and a Carpenter to process the raw material into a usable form and actually build the infrastructure.

Please note that you may also be expected to pay an "arrangement fee" or tax to the Commonwealth, proportionate to the level of infrastructure you build. This is, however, an IC requirement rather than an OOC mechanical one.

Because coastal food production is done by fishing in boats rather than agriculture and farming, the cost in stone is replaced by timber, and the original cost in timber is replaced by cloth. You would then require a Carpenter and a Tailor.

Labour

Production can only take place with labour – people to extract the raw materials and fashion them into the end product. Labour is represented by units of 20 human slaves who may be Basic, i.e. unskilled workers (e.g. illiterate peasants), Intermediate, i.e. skilled workers with some training and experience, or Advanced, i.e. experts in their field (sometimes literally!) who are often literate and always experienced craftsmen. To do anything in the system requires labour, and each group of slaves provides a certain number of labour units, as detailed below.

Type of Slave	Labour Units per downtime turn
Basic	3
Intermediate	9
Advanced	15

A unit of slaves may be taken off the land for a period of downtime and trained up to the next level, at a college (see buildings, below).

Each group of slaves consumes one unit of food per turn in which you give them orders, and at least one unit per downtime period. If they are not provided with this food, they will die off in pretty short order, possibly causing other problems.

It is possible to purchase new slaves, although you do also need to start them off with some food and clothing and give them a dormitory. Each new group of slaves requires 5 Food, 5 units of either Timber or Stone (and a Carpenter or Mason), 5 units of either Hides or Cloth (and a Leatherworker or Tailor). The price of a unit of Basic slaves is fixed at 200F. The cost of more skilled slaves is likely to fluctuate with the market.

Trade

There are two main ways to trade; either direct with other players, via correspondence during downtime or conversation at events, or via the Wayfarers' Guild. You may buy or sell via the Wayfarers automatically at any time, although the price for buying will always be higher than the price for selling, and these prices will fluctuate due to supply and demand and are not subject to negotiation; you simply state the number of units you wish to buy or sell, and the maximum price you are willing to pay or the minimum price you are willing to receive. Those with access to a trading ship and a port can extend their trading reach by reaching the great cities of the south and some of the more northerly Orc settlements, providing a wider market in which to operate.

Buildings

Some activities can only occur with access to relevant buildings. To construct a building takes 50 stone, 50 timber, and 50 labour, and access to a Mason and a Carpenter. It also requires one unit of Advanced slaves to staff the building, although these continue to consume one unit of food per downtime period, and may require a fee or tax to be paid to the Commonwealth. One unit of land may sustain a number of buildings depending on its highest level of infrastructure – just one for Basic, three for Intermediate, or five for Advanced.

Apothecarium: allows a skilled Pharmacist to double the number of components they can process from raw materials in any given downtime turn; e.g. one unit of Cloth can provide six herbal ingredients.

Barracks: needed to train troops.

Colleges: Needed for training – it takes fifteen downtime turns to train a unit of slaves to Intermediate, and twenty-five from Intermediate to Advanced.

Enchantry: allows a skilled Talismonger to double the number of components they can process from raw materials in any given downtime turn; e.g. one unit of Cloth can provide two herbal ingredients.

Facility: actually five different buildings, the Facility allows a skilled Crafter of the appropriate type to double the number of units of raw materials they may process into Craft Points in any given downtime turn. The five types of Facility are the *Loom Hall* (for Cloth), the *Lumber Yard* (for Carpentry), the *Quarry* (for Masonry), the *Smithy* (for Smithing), and the *Tannery* (for Leatherwork).

Gristmill: doubles the quantity of Food produced on this piece of land – for example, if your slaves produced 30 Food on Intermediate Infrastructure, the Mill would make this count as 60 Food.

Overseer's Office: Allows you to direct an extra unit of slaves per downtime turn on this piece of land.

Paper Mill: allows the conversion of up to 50 units of Cloth or Timber into reams of paper, at a one-to-one rate.

Port: Only available in coastal areas, they can build one unit of ships by spending 25 turns and allow trading ships to engage in long-range trade (effectively opening up a broader range of automatic trade options than the Wayfarers offer).

Armies

It takes five downtime turns to train one unit of troops; fifteen turns to upgrade from Light to Heavy; and twenty-five turns to upgrade from Heavy to Elite. Troops are trained by permanently removing slaves from production and giving them suitable equipment and training. Note that these troops are not the elite orc troops in the Commonwealth's army, and are instead human forces serving a particular master.

There are three main categories of troops: infantry, archers and cavalry. Within each of these are the divisions light, heavy and elite – Basic, Intermediate and Advanced. Light troops act as scouts or skirmishers, heavy troops are solid fighters, and elite troops are as good as human soldiers get. Please note that slaves of any level become Basic troops, and can then be sequentially upgraded to Intermediate and then Advanced.

Militia units also exist, which do not require a Barracks to train and which are little more than slaves with pitchforks. This requires 3 Timber and 6 Hides, and can be done in reaction to an attack on your lands.

Ships

Ships may be built in a port, and are either trading ships or warships. Trading ships need to be issued with orders each downtime regarding what they will buy, what they will sell, and where they will travel to. A trader can usually only move from one port to another in a downtime, buying and selling in the port from which they start out. Once a trading ship returns to a friendly port, the goods and cash it is carrying will be automatically credited to its owner's stores.

Downtime

Many of the skills listed above describe actions in downtime taking a number of turns. For example, Artifice, Business, Craft, Pharmacy and Talismongering all require varying numbers of downtime turns to achieve something. Similarly, it takes one downtime turn to spend one XP.

A downtime turn roughly represents one in-game week between events. Therefore, the number of turns between any two consecutive events may vary, but by default will be set at 25.

Aside from using your downtime skills, you may also take one downtime turn to direct one unit of slaves under your control, to issue a command to one ship under your control, or to command one military unit under your control (two if you have Basic Strategy, six if you have Intermediate Strategy, or ten if you have Advanced Strategy).

Slaves will only work in turns in which you give them orders; the Overseer's Office allows you to do so more efficiently. Please note that infrastructure still limits the maximum amount of raw material your slaves can provide per downtime period, and that slaves consume one unit of Food in each downtime turn in which they are active.

It takes you as long to teach a skill as it takes the person you are teaching to learn that skill. You do not have to make use of all of your available downtime turns.

Effects and Verbals

Blindness: Makes you blind for one hour, unless otherwise stated. Please consider safety if you choose to try to engage in combat in this situation!

Command: Makes you obey simple four-word instruction for the next 5 minutes. May not be anything life-threatening.

Critical: Instantly reduces a character's location (or armour worn on that location) to zero hit points. Will also prevent any affected armour from being repaired again.

Crush: Unless you are wearing plate armour, it breaks the bones in the location struck and also deals a critical wound. Limbs with broken bones remain useless, even if the hit point loss is cured. If the vitals are Crushed, then the victim falls instantly unconscious, and their Life-Clock is halved. They will not regain consciousness until the broken bones are treated.

Dement: This effect puts you at risk of losing your grip on sanity. Please come to talk to a ref at some point in the next half hour.

Disarm: Forces you to drop the weapon they struck.

Dismiss: Reduces your mana pool to zero and prevents you from using any High Magic for the next hour. Also ends any magical effects currently on the target.

Double: Causes two points of damage to the location struck.

Fear: makes you run away from the cause for thirty seconds, and be reluctant to return for a further five minutes.

Freeze Life: makes you unable to move for thirty seconds, and then run away in fright for one minute after that, being reluctant to return for ten minutes after that.

Global: All other calls linked to this one effect each of your five locations.

Heat Metal: you and your armour take one point of damage to every location covered, or holding a metal weapon, for every thirty seconds of contact for 2min.

Hidden: Shown by a fist on the head. You cannot see them unless you use the Detect Hidden skill.

Invisibility: Shown by a fist in the air. You cannot see them or interact with them.

Knockback: This forces you to take two steps back, even if it strikes your shield or weapon. Please consider safety at all times when reacting to this call.

Mighty Strength: Allows you to break iron bars, hold up collapsing roofs, etc.

Mystic: This call allows all others linked to it to bypass supernatural protection, such as Thaumaturgical spells, Artificed protections or natural magical defences.

Obey: Makes you obey one simple four-word instruction for the next fifteen minutes.

Pain: Makes you writhe in pain for one minute. You are unable to use skills, talk coherently or cast spells while under the effect of Pain.

Septic: If a Septic blow injures you (rather than damaging your armour), the location instantly goes septic and cannot be healed without Salve.

Sever: The location struck is critically wounded, regardless of armour and cannot be healed without magical or surgical intervention (i.e. First Aid is ineffective); limbs are chopped clean off and a Sever to the vitals effectively disembowels or beheads the victim, reducing their Life-Clock to just 10 seconds per Stamina bead.

Shatter: Destroys target inanimate object (only breaks 1 part of a composite item)

Sleep: Puts you to sleep for at least 5m; takes 30s to wake you after that.

Strength: allows you to smash through doors, snap thick branches, etc.

Stun: This call emulates the effects of the targeted location being reduced to zero hit points for the length of time stated in the call (if no length of time is stated, assume thirty seconds). Note that this does **not** automatically start your life clock, thus avoiding the risk of death or Septic wounds; nor will it render someone unconscious if two of their limbs are Stunned. If a Stunned location is struck with a weapon or magic, then the effects of the Stun and wound are cumulative and the Life-Clock starts as normal.

Suggestion: Makes you more likely to do suggested action. You will also not notice IC that a spell or power has been used on you to cause this effect. This suggestion will remain until you next sleep or are rendered unconscious.

Terror: makes you immobile for one minute, after which you die from a heart attack.

Through: The blow bypasses armour, injuring the person struck directly.

Titanic Strength: Allows you to perform superhuman feats of strength, e.g. lift a grown horse over your head, throw boulders, etc.