



Introduction

First off I want to thank all those who have already tried and those about to try the system of SHARDED. This system was designed for you the player. Being so we want and need your input. PLEASE let us know what you think works well and what needs improvement so we know! We know all too well that there are flaws in every system and this one is still in the rough stages. Please do not expect these rules to be written in stone, they will probably change and with your help we will make a great system that everybody can enjoy.

Sharded is a live action role playing game, you as the player in this game get to develop a character all your own with a personality and abilities of your choosing. Characters in Sharded come in all different shapes and sizes, from the mightiest mage or warrior to the lowly goblin. Player characters or PC's are the drive of the game, when you come to Sharded you get to interact with not only a involved ever evolving plot team but also with a number of other PC's with all different interests and goal that can make them your best friends or your worst enemies!

The number one thing to that everyone should realize is we are here to have FUN. We all come out for a common goal of having a good time playing a game we love! Rules and game mechanics are a large part of the game but the base heart of how this game works is interaction with others and having fun with friends.

Don't Cheat; It's Not Worth It

We must mention one more thing that we feel is very important to every live action role-playing system. Unfortunately there are people out there who think to win that they must cheat. Everyone's goal is to have a good time and to cheat is to take away from that goal. Cheating will not be tolerated. We understand that sometimes you will throw an extra slay or overcast your spells. You better believe that we have done it on accident and we understand that it does happen. Unfortunately to do this you will have to expend a little of your character's spirit, causing your spirit strength to become weaker. So what that means is, if you do this you will take a death, you cannot be lifed, and you will have to face death to resurrect. This may seem harsh to you but the reason the rules are there is for everyone's benefit.

If you do not count hits, or swing too much damage, what fun is it for the other players that do not cheat? In order to keep track of things you will have tags and a character sheet, and the monsters will have monster cards. If there is any doubt whatsoever ask to see the person's character sheet or their monster card. So if you are asked to show your character sheet don't be upset, we often do spot checks to see that things are in order, this does not mean that you are being accused of cheating but it is just a way of keeping track of some situations. Should you have a question about what someone else has done please tell an NPC or someone on plot, as time permits before going to that person.

We know there are special circumstances that the player wishes to remain hidden and unfortunately some people feel uncomfortable with other players questioning them. We need everyone's input to help keep the game running smoothly and since we can't be everywhere at once, the best person to tell you if you have made a mistake is yourself. I feel that if you can beat a great threat or accomplish a daring feat without cheating then you have accomplished a lot more and can look back and be proud of what you have done, win or lose at least you gave it your best shot. You are more than welcome to ask a marshal to check your card and tell the other person that yes indeed he/she can do what you are saying you can do. Never take offense it is a check and balance to make sure the game works properly.

If at any time a cheater is caught purposely cheating with all knowledge and intent the first offence will warrant a talking to about why we stress cheating isn't worth it along with taking a death, on the second offence the person will be asked to leave combat for a time while a marshal speaks with them and further only asked to rejoin combat after they are prepared to play fair, along with taking a death. The third offence will warrant removal from the game for the weekend without a refund as well as possible banning for any amount of time. We don't take well to cheaters as they hurt the game for everyone, including him or herself!

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Role-playing ☺

This is probably the most important part of any live action role-playing game. It is what brings out the flavor and feel of the game. Here are some guidelines that will enhance your role-playing experience.

Role-playing is like taking part in a play that has not been written yet. You by your actions write it out. You choose a personality and develop a style for your character. This is what we call your player character or PC and if you're not sure what you should do just wing it. A good example of this is cops and robbers. Except in a live action Role-playing games there are rules and guidelines that allow live combat to take place. When you choose your character keep in mind that if you play a race that wears makeup or special costuming like pointy ears or feathers than you will be required to do so for the entire weekend, which can be as long as 60 hours of play. Don't let that scare you though we have breaks and wearing those things isn't really that bad.

What in and out of game means

When you are playing your PC at a Sharded weekend or event you are considered to be in game. At times you may see people with their weapons or white headbands on their heads, this is to signify that they are out of game. If you see someone that is out of game while you are in game than you should ignore him or her. As far as your character is concerned they are not there.

If at any time you feel that you need to leave the game to do real world things like work etc. Then the proper way to leave would be to walk to a place that would lead away from the play area and announce in a loud voice. That you are leaving the game on a three count (i.e. I walk into the woods one, I walk into the woods two, I walk into the woods three), then you should ask one time in a loud voice "Does anyone want to follow?" If someone does say yes then continue to move away from the play area to try to exit again. Remember that if someone does reply that is an out of game answer and you shouldn't know that they are there from it. Most people don't leave the game to sleep but should you choose to stay in game while you are sleeping than you can be affected by game play. This adds a little more excitement to the game as you can still be attacked or killed while sleeping.

Anything that you bring with you that you do not want in game should be left in your car or stored in a personal bag under a bed. This is not an accessible spot for in game stuff and on a better note these spots are not to be searched by anyone that does not own the bag or items. What is brought into game with you is what you have with you for the weekend. There are no out-of-game pouches or storage places that are accessible to you without getting plot approval. If you think that you will need something that you physically hide it somewhere in the woods or somewhere you think is safe. In the past we have seen this situation abused badly and we wish to avoid it altogether.

What an in-game item is and what its not

In game items are all items that are given to you in game or that you find in game. These items can be stolen or lost or even sometimes broken (please try not to break our props if you want to break something-just say you break it and turn it into plot.).

An out of game item is anything that cannot be stolen from you this would include personal clothing, your actual phys. reps for weapons, pouches, personal items like jewelry etc, and anything else that you did not find or buy in game. Please remember if we actually provided the phys rep for any in game item you must give the item to the person who got it.

Staying In Game.

First off try to act and think like your character would. (I.e. so if you are a dumb troll don't solve the math problem or act like your smart) Secondly stay in the genera, don't discuss modern day events. If your character doesn't know much about ritual magic or a particular spell, don't tell someone else about it. It becomes very easy to stay in game if everyone else stays in game.

We cannot stress this enough. The more everyone tries to suspend the disbelief the better the experience is for everyone at the event. And we give roleplaying XP for people who stay in character and help make the event better for all.

What Do I See?

Carrying the tigerkin from the battle at the inn Torst and Pentex looked down the trail and they saw two people discussing something. They approached the duo and asked, "Do you have a Life Spell, this person is in need of one, some Undead have attacked the tavern." As the two beings turned, swords at the ready and spells were forming in their hands. "NO, but we have a death waiting for you!" We realized a little too late that they too were Undead.

If we would have asked what we were seeing down the trail, do you think we would have approached? Heck no, we would not have approached them. But if had not we would have deprived ourselves of a memorable event that we still talk about to this day. **If you can see the faces of the NPC 's and they can see yours than you have no reason to ask what you see. If there is anything special about the creature the NPC will tell you as he is able to distinguish your features or as he approaches you or your group.**

Role-playing Points

When a marshal or an NPC sees excellent role-playing you may be rewarded with a **Role-playing XP (RPXP)**. Once you receive 100 xp these can be turned into a **Role-playing Point (RPP)** these are what you might call your luck points. As you travel they will accumulate and benefit your PC, I guess you could call it karma. They will be assigned to you and you alone and you may turn them in at checkout or check-in. Each RPP is capable of doing great things for you. It is equivalent to one brownie blanket. Or it can be used to as a Defeat Death card. Or imagine the movie the Hobbit. The roleplaying point can be used just

like the archer did when he shot Smog. So many different uses for these. They aren't handed out often. But if you manage to get one of them they are a great reward for a great role-player!

Game Intent (*The spirit of the rules*)

Some rules are not so solid as a matter of course. We are not perfect at writing; as a matter of fact we are out of practice novices. So some of the rules in the game may seem vague it is the intent of the rules that we would like you to try to follow. We are sure that there are loopholes in some rules but we would appreciate it if you what their intent was and not the actual wording. We can all understand the spirit of the rules and we ask that you all follow them. If you do the game is a much better game.

Game Mechanics

“I’m gonna unleash Garth inside of you” Dark Talon.

Keep this in mind

Some rules may say that there is only one thing that will work, but keep in mind that there are odd circumstances that sometimes apply and some rules may be altered because of the instance, if this causes you a problem or you think that a mistake was made than just ask us as time allows and we will try to give you an explanation of what has happened or correct the problem that has occurred.

Sharded Skill Costs

Almost all skills in Sharded are based on a package cost system. There are basic skills and then Master, Grand Master, Superior Master skills.

What a Package is

It is time to see what each package does for you. Each package that you purchase gives you 5 points of production, magic, etc. (plus or minus any racial bonuses) The key is to remember that no matter what it is you will get 5 points.

Now that you know how many points that a package will give you, your ready for the next step. All skills, spells, or any other applications will use points and you will get these points from the amount of schools you have in a particular field. So if you have 5 packages in fire magic than you have 25 points of fire magic. (plus or minus any racial bonuses) If you don’t understand these ask us to explain it, this is a very important part of Sharded and understanding it’s workings

NOTE: Throughout the book you will see several different ways a package may be called, such as level, package, school and 5 points.

Creating your first Sharded Character

So what do I know?

The world that you inhabit is called Gurn, where you come from or what your character goals are is entirely up to you. There is very little that we tell you when you first start a character, don't let this discourage you we are doing this intentionally. Don't think that we are picking on you. If you ask a question about something and our answer is vague, it is probably because you have to learn it in game. This is not to say that we won't tell you about the game mechanics or explain necessary parts, just that some questions will get vague answers.

Creating a character is a simple process. Our character sheets seem complicated at first, but most of the information on them is for our reference and we will explain any thing that confuses you. You will start with 30 build to buy your skills. This may not seem like a lot but as you adventure you will gain more, so remember you will have some growing to do with this character. Oh, and don't worry about how things turn out with the initial skills that you pick. If you are unhappy with your character it can be changed at any time until 106 build is spent.

Now that you know what you have to work with determine how your character will act, how they will dress, how they will talk, and most importantly come up with a background. And don't forget a good background may get you free build.

Choosing a race

Now that you understand how skills and schools work you are ready to choose a race. As you look through our races. Which is in the Race book. Please keep in mind that these are our suggested races and not necessarily the only races in the game, but for a new player we suggest choosing a race that sounds interesting to you. Also keep in mind that we have developed these races so that they are all just about even in the long run. While some races seem better in the beginning they may not grow to be as good as a weaker starting race. So as you choose keep in mind that you are choosing a character that maybe, with a little luck, will adventure for a long time. In each race description there is a generalization of what type of region that they came from and in the race book there is an explanation of what racial abilities they possess and their cost. At the bottom of the racial description you will see the races toughness. That is what determines how many hit points and extra mana they will receive.

Character Backgrounds

A character background is not necessary but will help you to establish a base and set goals for the future. This will allow us to use the people who have helped you in the past as

well as the people who have hindered you. So that your character will be involved with our plot lines. But also a great background is also equal to bonus build.

An Example

Aden has trained with his uncle Estron for a number of years. During this time he has learned the arts of roguery and the ability to use weapons of the trade. One night his uncle sent him to steal a sword of the purest silver to melt down for a considerable profit. Aden happily agreed to the task, it seemed an easy way to make money. A single aged dwarven blacksmith guarded the sword. He acquired the sword easily enough by waylaying the dwarf in his workshop and taking the sword from its sheath. As he left the town he heard a blood-curdling howl followed by screams of the villagers. Aden rushed back to view the villagers being slain by a horde of black wolf like creatures. He ran back to the center of town but it was too late the damage was done. The wolf like creatures approached, but seeing the sword their leader stepped forward tossing a bag of coins, while saying, " Give this to your uncle and thank him for removing the Sword of Innocence, which was stopping us from taking the villagers essence. We will use it to aid against the solars that have been plaguing us ". Aden felt a tingle and looked at the sword as it transformed from pure silver to dull steel. As he looked back up the wolves were gone. Fearing for his life he never returned to his uncle but instead learned the skills that would be necessary to avenge the wrongs that he had done.

This is a small background for a character but it gives us something to help involve you and your companions directly in what is going on with the plot of the game. We as plot appreciate the help and information, if the background deserves it extra build will be awarded to your character.

PLEASE KEEP THIS IN MIND

There are no good or evil races in Sharded and how you choose to act is up to you, but keep in mind, you are judged by your actions more than by your words, and how you choose to act can directly affect how other people will treat you. On a final note there are to be absolutely no religious references, symbols, or statements made by you while you are playing Sharded these subjects can cause to many problems with conflicting opinions and it would be appreciated if you could refrain from their usage or reference in our system.

THANK YOU.

Starting Equipment

Ok, now that you have gotten through the rest of your character creation you will need to figure out what type of equipment you will need. This will help you determine what kind of weapons and phys-reps that you will have to bring. When you create your character you will given tags for the weapons you will be bringing into game with you, this is the actual number so if you have 30 swords that your character will show up with than we will give you thirty sword tags. Armor works in the same way if you show up with a suit of armor or can borrow and wear it into game then you will start with the tags for the armor that you wear. You will also be given 2 essences for every starting character.

If you will be using magic in the game then you will also need spell packets. A guide to making these is included after the weapon creation table. If you need these you will have to provide your own we will not give you these, and it would be appreciated if you would not take the ones we use in game.

Things You Need to Know to Play

What happens when you die?

If at any time your body drops below zero you will fall to the ground unconscious, and begin to bleed to death, during this time simple healing spells **will** be able to heal you. After one minute of bleeding you will die. When death occurs your body's hold on your spirit will begin to weaken, then 5 minutes later your spirit will be unable to stay in your body. You can choose to dissipate earlier but the maximum time you can stay in the body is 5 minutes. This will cause your body to dissipate (you should immediately put on your orange headband on or do something to signify that you are now in the spirit realm) after your body dissipates you can no longer be brought back to life. After your spirit leaves your body all in game items are taken with you. (All in game tags, armor, weapons, essences, coins and items) After you enter the spirit world you have 5 minutes to journey to face death. Remember as a spirit you cannot talk but you can mouth words or pan amine to try and convince others to help you face death. And where would that be? Normally it is monster camp. You must get talk to a death marshal for the encounter with death.

When this unfortunate occurrence happens it is very traumatic to your spirit and will cause death to grow stronger. A new character will start with spirit strength of 12. Each time you die you check your spirit strength. If it is above ten then death holds no sway over you. You will have to meet him but he is powerless (mostly) to stop you from reentering the world thru deaths portal. Each time that you die after your spirit strength is 10 death will become stronger and stronger and learn more about the way you fight. If you lose to death you will have two choices. The first is to lose ½ of all your build both Sharded and regular and you will come back to the world broken but reborn. Your spirit strength will be renewed and you will reenter the world fresh.. The second choice it to get 75% of your regular build. BUT you are a totally new character. You must come up with a new background etc. It must be something a lot different than your old character so no one can mistake you. So the choice is yours. Your old character at 50% or a new one at 75%. The amount of time that it takes to resurrect is the amount of time it takes you to defeat death and then the time it takes for the marshal to do all of the recording of the matter in the book of life and death. Please Note: When carrying a dead character they act as an item, any damage dealt to the dead person is transferred to the person carrying them.

Unconsciousness and you

If at any time your body you will become unconscious. While your body or willpower is at zero your body is trying to cope with its current dilemma, unfortunately this takes you 5 minutes before you can recover. When you do regain consciousness your body will raise 1 point. Also remember you are always fighting to come back and you can still hear everything around you even thou you can do nothing until you regain consciousness.

What Happens when Someone Calls A Hold

When you hear the word “hold” called out loud you should stop whatever you are doing stay where you are and repeat the word “hold.” Holds are usually called when something needs to be explained to the players, or an emergency or other dangerous event has occurred. If the hold was called by the marshals than further instructions will be given as to what is going on, unless there is an emergency while the hold is in effect. You shouldn't be looking around or talking during a hold unless you are told otherwise. Things that happen during a hold are out of game and aren't always known by your character. Since holds delay the game we try to keep the amount that we use to a minimum. Once the situation is fixed than the person that called the hold should ask if everyone is ready, if you are ready reply “ready”, if you are not just say no. After everyone is ready a three count should be called (i.e. three, two, one, lay on) to restart the game by the person who called the hold.

Combat and Magic

Silvermane crested the hill and was surprised as three skeletal figures approached him from the side of the trail which he had been traveling on .He unsheathed his steel blade and thought of the spells he had memorized. His hand glowed as he incanted, “I wield breath and blood to summon a life bolt, 20 heal” The spell hit the skeleton and its form crumbled to dust. He began another incant but it was too late the other two had closed the gap and were upon him. Before he could finish, the skeleton's blows struck him “4 steel”, ”4steel”. His light leather's 7 points of armor had taken 8 points of damage breaching on the last blow and causing a light wound, which destroyed the spells working. He then jumped back while delivering a solid blow to one “ 8 steel”. Getting out of their reach and looking at their pitiful defensives he could see their weak points. Knowing that he must drop one to make it a one on one battle and to avoid further damage to his body he charged and with a roar and a lunge for the unhurt one's body as he struck “ 38 steel slay“ it crumbled, but the wounded skeleton struck him again “4 steel.” He turned and in his rage struck the skeleton “critical attack, 9 steel “ dropping the remaining skeleton. He bent to search the dust and claim the essences that remained. He removed his tattered armor that would be a “3 point suit” if he repaired it, and took a minute to put on a new suit that was not as good for traveling but gave better protection.

How to swing a Weapon the Correct Way

To make this easy from here on out, I will refer to foam weapons that have been constructed and approved by a safety marshal as just a weapon. So when you see weapon from here on out it is a properly constructed and approved weapon that is safe for use in combat.

In Sharded you will most likely be using weapons in combat or if you don't you will probably be getting struck at one point or another. So it will be in your best interest to know what a proper and improper swing is.

For a swing to be proper you must swing it in at least a 45 degree arc but no greater than a 90 degree arc. Contact must be made to the targets body in order to be considered an acceptable hit. The contact should be a light tap, no hard swings, remember you are playing a game **not trying to hurt someone for real.** While you swing your weapon you should be

calling in a **clear** voice the amount of damage that it does, and as you finish your damage call the weapon should strike. Because your opponent may think you are taking a strike that you don't think was good, you should try to acknowledge a hit as either good or not good in some way. This is not required but it does make combat run a little smoother. Don't get upset if you think someone is not taking hits just ask him or her in a nice way what they thought about the hit in question. If that doesn't work tell a marshal and we will speak to them if there is a problem. In combat if you swing your weapon you should call damage, Even if you are swinging it to block another weapon swing.

What You Should Not Do In Combat

To Hard

While you are playing Sharded if you are told that you are swinging to hard lessen the force behind your swing. Remember all you need is a tap.

Illegal Targets

The head, groin, wrists and hands are illegal targets and hits to these areas should be avoided. Anyone that has a constant problem with striking these areas will be warned, if that is not sufficient then the offending player will be banned from play and asked to leave. This is non-negotiable and breaking this rule is dangerous and we would like to avoid any injuries from combat. Please remember though accidents do HAPPEN!

Charging

If at any time someone gets close enough to contact you with his or her body, or you are forced to move to keep them from running into you they are to close. This is considered charging. Say in a normal voice charging and the amount of damage that you swing. If this happens and hopefully it will be an accident, then the person who charged takes 2x the damage that the person who was charged swings for. Remember there should be **no physical contact** at all unless their explicit consent has been given.

TURLING

If at any time someone is using a shield or weapon to make all legal targets (IE: everything but head groin wrists) unable to swing at then he or she is turling. This normally comes in when someone is crouching behind a shield.

How to Cast A Spell

The following are rules for casting spells in Sharded. When you first start playing we understand that you will have a little trouble with spells and their usage. We will be very lenient at first and after you get a couple of weekends under your belt we will be more stringent.

- When casting a spell, you should complete the full correct incantation, in a voice **loud** enough so anyone close to you can hear it. When you have completed the incantation you will have 3 seconds to throw the packet. If these requirements are not met then the spell will be considered blown. If you hear a spell that was blown just tell them in a courteous voice the spell was blown.
- When you throw packet please try to avoid striking others in the head and groin. These are legal targets but you may hurt someone if you hit them in these areas. If anything that you carry, wear, or are using is hit, it is the same as you are being hit by

the spell. And please try to control your throws, packets are light but if thrown hard they can hurt, believe us we know.

- Touch casting is allowed with the target's consent; if you haven't been given consent please do not touch them.
- If you are casting a spell on yourself a packet is still required.
If at any time you take body damage to your real body, while saying the incantation of a spell, it is considered blown and does not work. Real body is your actual body not your protective spells.
- You can only have as many protectives up as you have slots for them.
- No spell can be up kept, unless it specifically states, in their description, that they can be.
- You have 5 seconds from the time you were hit with a spell to call a defense against it.

What A Circle Does and Does not do

In sharded a circle is represented by a rope or other round physical object. It must have a colored square of cloth that represents what type of circle is present. The cloth must be at least 8 inches long and 6 inches wide. If there is a circle on the ground and no colored band is present than the circle is not there.

Circles in game appear to be cylindrical shaped barriers of magic that are created by a spell. They let you restore your magic and special skill abilities during an magic wave passing, by acting as a filter for the magic. A single circle has a maximum size of 6 foot in diameter. If it's duration is not extended with a ritual they will only last until the end of the next magic wave passing (this is a temporary construct). Anyone who is inside of a circle when it is created is considered invested in that circle. If any part of your body, possessions, or used items are across the threshold of a circle when it is created, than you will pulled into the circle and you will be considered invested. There are two types of circles in Sharded, Elemental circles and High Magic circles.

Elemental circles protect you from their Elemental opposition this includes spells and creatures of that Elemental type (i.e. fire circles protect from all ice spells and will prevent a ice being from passing through it.) So if a spell or being is not of the opposition of the circle than it may pass freely through the circle. If a creature of the opposition is trapped in a circle it must wait until the circle is dropped before it can leave, even if they are invested.

High Magic circles protect you from all spells and all creatures. Spells cannot pass through a circle. High Magic circles can be lowered but the whole circle drops until the circle is raised up again. A High Magic circle that is not extended (a temporary construct) will not allow you to do any actions through it, you are either out of the circle or in it, there is no in between. Walls follow all of the same rules as circles in regard to what can and cannot pass through them and are a maximum of 8 feet in length, and 2 inches in width. Walls must also be straight, no curves or bends.

Colors of Circles

Air	-----	Gray Cloth	Life	-----	White Cloth
Stone	-----	Brown Cloth	Death	-----	Black Cloth
Fire	-----	Red Cloth			
Ice	-----	Blue Cloth			
Ritual	-----	Yellow			

Your spell book and you

Ok, I know what your thinking what the heck do I need a spell book for I don't even know any spells or what they are for that matter. Well, take it from me you will more in likely get some spells somewhere in your PC's career so here are the rules for them.

A spell book is a kind of guide that allows you to memorize spells. Why do that you ask. Well, if you don't memorize your spells than you will have a lot of raw magic. That is nice but nowhere near as efficient as spells. This book will be an in-game item so if you loose it or it gets stolen than you will have to make another to memorize spells. I would suggest not spending a lot of money on one just in case it gets stolen. You cannot use someone else's book to memorize out of; it is the way that you have figure out how to memorize spells. I may like to stand on my head and hum while I memorize a fire bolt while that dumb troll over there might pull his toes and pick his nose to memorize his.

It will be your responsibility to write your spells in your book in their complete correct form. After this you should write the spells name and the cost to cast it in the lower corner. Then you will need to find a plot member so they can sign and see that you have the correct cost and wording of the spell. I bet you're thinking, "How am I suppose to know the correct wording and casting cost of the spell". Well if you get your spell in logistics from research than we will give you the correct incant and cost. If you are taught the spell than the person that teaches you will give you info you will need. In either case don't forget to get the book signed it is not valid until it is signed.

Way of the Adventurer

“Well lads it isn’t exactly about the glory.. Its more about surviving to you’re your next meal and if anyone tells you different they haven’t been an adventurer long.” Samuel Malcolm Ash

Weapon Skills

Here are all of the weapon skills that are available to a new character. To save space and time weapons that are similar in size will be grouped together in their description. But all will be listed below. There may be more but these are the currently available types of weapon skills.

Weapon Type	Coat In build
One Handed Edged	2
Bastard Edged	3
Two Handed Edged	4
One Handed Blunt	1
Bastard Blunt	2
Two Handed Blunt	3
Archery	3
Small Weapon	Free
Thrown	2
Shield	4
Two Weapons	5
Weapons Master	20

One Handed: These skills allow the usage of one weapon in one hand only. The damage for these is 5 points of whatever type they are

Bastard: Bastard weapons can be used with one or two hands, but may never be used with another weapon. The damage for this weapon is 5 with one hand and 8 with two hands on the weapon. The Advantage lies in the ability to cast and use the weapon at the same time.

Two-handed: These are all weapons that you are required to have two hands on at all times. If you block with one hand on a two handed weapon than you will take the damage that

was struck to the weapon. These do a base 10 .

Archery: This skill covers all missile weapons that are not thrown by hand, such as a bow and arrow. These weapons can never be thrown! The damage for missile weapons depends on the type. It is all based on the size of the bow. 5 for a one handed bow, 8 for a bastard sized bow, and 10 for a two handed sized bow.

Small Weapon: These are one handed weapons that are of small size, such as daggers, cudgels, and any other weapon that is Smaller than a short sword length. These do a base damage of 3.

Thrown Weapons: Thrown weapons are all weapons that are thrown. The weapon construction guidelines tell you what large thrown weapons can be made of. All thrown weapons must be made of soft cell foam. They must all be larger than 2 inches at their smallest size and have no sharp protrusions.

Shield: Shields are to be used as a defensive weapon only and never as an attacking weapon. A shields largest dimension cannot exceed 3 feet. All edges must be covered with 5/8-wall thickness close-cell foam. There should be no protrusions that are not covered, or any areas that can trap weapons on the shield.

Two Weapons: This allows you to use two weapons at the same time. One of the two weapons must be of short sword size or less. You can use two weapons of short sword size or smaller at the same time.

Weapons Master: Weapons masters have trained in the usage of all weapon types and all weapon skills. They can use all of the styles and weapons that are listed above.

Enhance Body Most adventurers need to be hardy. So they all have an inner strength that allows them to be more heroic than the average being of their race. It costs 2 build and will increase their body by +5. This is one of the many ways to increase your body in the sharded system.

Wear Extra Armor Most adventurers need as much protection as possible. So they learn how to wear extra armor and still use their tagable skills in it. This increases the size of the suit of armor you can wear with comfort. It costs 2 build and allows you to wear up to 5 more points of armor. (Note you can wear any size armor. As long as your race permits it. You get ½ credit for any armor it is worth over your wear armor skill. And you cannot wear taggable skills. IE if you have a 80 point phys rep and the tag for it but you can only wear a 20 point suit. It would be a 50 point suit for you. You could wear it but no taggable skills and the armor would suffer 2x the normal amount of breach when it was reduced to zero.)

Research Most adventurers want to know more than they know right now and teachers are not always available. This allows the adventurer to put in some research on their own to discover new spells. For each purchase this allows you 5 points of research. You can only work on one skill at a time and you may not stop research and save it and come back. You must research till you found out what you are looking for or you may change but all the research to that point will be lost. It is also quite expensive to research. It is 1 bit per 5 points of research. It does allow you to research skills/spells you do not possess. (Please Note: Most new skills take a while to learn. And you can only research new skills you have actually seen in game)

Teaching and Student

“Anyone can learn but it takes a special kind of teacher to teach anyone,” Horas Ottber, last of the Order of Guru’s.

For each package of teaching you can teach one skill. Teacher is inexpensive it is 1 build. And for every level of student, someone can teach you a skill as long as they have the basic skill in teaching. Each package of student costs 2 build.

Craftsman Other Skills **Cost: 2 Build**

This is a category for all other skills that does not directly affect game play in some way. These skills are mainly for role-playing and character’s background knowledge. Each craftsman other skill that is purchased will earn you 1 bit or two essences at each hard wave .

Medicine

CRUNCH. Gareks chest practically caved in, as the trolls massive swing slammed into him. He was thrown to the ground several feet away even as Harv took down the troll with a expert slay. Harv rushed to Gareks side and noticed immediately Garek was going to need help fast. Pulling out his first aid kit he put his little amount of skill to work and taking all of a minute to do so Harv managed to repair Gareks body enough so that Garek was no longer going to die and was recovering.

Medicine is the practice of healing others, and identifying what conditions have afflicted them. This is done by direct pressure, bandaging, inspection, and learned knowledge of ailments. Since medicine does not require magic it is not affected when waves of magic pass. It's a little slower than magic but always available. Usually the people that have this skill are better at keeping themselves in good health, and because of this they gain one body per package that is purchased. As you become more skilled in this art you will become faster at its application and eventually you will be able to heal someone from bleeding to consciousness with a three count.

By purchasing medicine once you gain the ability to first aid someone. This allows you to stabilize a person that is at - 1 body to 0 body by placing a hand on their torso (preferably a shoulder) and saying first aid. Then you must hold your hand there for 1 uninterrupted minute, if you are interrupted than the count must start over at zero. Unfortunately this does not allow you to know what is wrong with them.

After 3 schools are purchased you gain the ability to tell what is wrong with the person. You can ask questions of what you might think is wrong, and get a yes or no answer. If you are asked this while someone is inspecting you please answer yes or no. If the person is conscious then you must have their permission to use this skill on them. The chart gives the progression of schools and their corresponding abilities. When it says stabilize at zero you can place your hand on the torso and say medicine one, medicine two, medicine three, and they will be brought to zero body. If it says stabilize at one body than you does the same three count as above but the patient is conscious at one body.

First aid progression chart		
Schools	Time required	Skill acquired
1	60 sec	First aid
2	55 sec	N/A
3	55 sec	Medicine
4	50 sec	N/A
5	50 sec	Stabilize at zero
6	45 sec	N/A
7	40 sec	N/A
8	40 sec	Stabilize at zero
9	35 sec	N/A
10	30 sec	Stabilize to 1 body
11	30 sec	Stabilize at zero

After 11 it alternates like 10 & 11. The

The shortest time will be 30 seconds

Astrology

“The stars are all the answer I need to guide me to where I wish to be” Yizaelimir
Elve of the wood.

The Astrologer is a person who has spent some of his free time looking at positions of stars and the constellations that they form. It's the ability to look to the stars to get pieces of information or learn knowledge about things to come. When the astrologer advances in his studies he begins to gain more and more knowledge as to what may come. The astrologer is ever wary of his readings that the stars yield, for they are often vague and not very straightforward in the answers that they provide. Some say that the astrologer is mostly at fault for errors in the interpretation of what he reads. Even though time and knowledge have proven to give the astrologer more accuracy they are often criticized as being false believers and daydreamers. It costs 3 build per package of astrology.

Way of the Magi

This is the way of the scholar. You get .5 body per magi skill that you buy. You also get your racial bonus or minus added to the number of mana you get per packet of magic that you buy. You get 5 points of magic per package of magic that you buy. Each package of mana cost 3 build per package.

What Magic's Can Do What?

Now that we know the basics of how magic works we have to decide what magic we want to take right? I mean starting off there's so much to choose from you just cant take everything so we have to base our choices on which magic or skills will work best for us. Also we need to know what each magic can and cant do so we can prepare ourselves best.

Life and Death: These magic's have the basic properties of their respective spells, while normally used for healing they come with a wide varieties of powerful spells to choose from and they are one of the most versatile to use.

Stone: Earth magic is mostly used in a protective nature, earth armor is considered to be like body, anything that would affect body would be blocked by the earth armor. IE: Weapon blows and normal damaging spells. Earth armor also protects against ALL carrier attacks, a carrier attack being a weapon that strikes with a abnormal call such as drain, death, poison, disease and is not called as a spell strike.

Air: Air magic is also mostly used as a protective magic but instead of being like body air is like armor such as chain mail. It will protect against normal damaging spells, weapon blows and against carrier attacks but NOT against special spells such as death.

Ice: Ice magic is most often used as protective, ice protectives are against magic and can stop any type of magical attack up to the amount of shielding the given spell has. Ice magic is also smart meaning you use it when and if you want, if a spell hits you and rather then using a ice shield you would take the damage you may.

Fire: Fire magic is almost always used offensively. It has the ability to do the most damage for the least amount of cost and thus wielders of fire use its energy to burn down a opponent rather then protect themselves from harm.

Real quick, since people seem a bit confused still on earth and air armor, I would like to go over what they do then WHY they do it. Earth and air protect against all weapon blows other then spell strikes. AKA carrier attack steel claw ECT. They also protect against all the basic spells in the magic's, IE dart missile bolt ball wave storm ECT. Basically any spell that directly affects the outer layer of your body doing "physical" harm. This is because earth and air are physical protectives on the outside of your body. They do NOT protect against special spells such as death, binds ECT. They don't protect against these because these are not physical harming spells, IE Death affects your spirit, Exhaust affects your will and bind goes AROUND the body and the armor. Make sense? I hope so. To further this if your thinking well they SHOULD protect against those types of things think about it.... if Air armor is like chain mail and earth is like body does normal chain mail protect against death? And if death

Sharded – Are you Sharded?

hits your body don't u still take the death?

If earth and air protected against everything why shouldn't ice? I mean is Ice not good enough to be like everyone else? Ice has its purpose, protection from spells; earth and air have theirs, protection from physical damage.

Raw Magic

To throw raw mana it is simply

Life = I Summon X Heal

Death = I Summon X Harm

Air = I Summon X Air

Stone = I Summon X Stone

Ice = I Summon X Ice

Fire = I Summon X Fire

For every point of mana you throw it is equal to five points of effect. So if you choose to burn 5 mana you would do 25 effect.

Spells

You can learn spells in game and they allow you to “lock” your mana at a hard or regular wave of magic they are much more efficient but your lock you mana to do them.

Incants for Spells

Life "I wield breath and blood to X effect"

Death "I wield rot and decay to X effect"

Air "I wield wind and storms to X effect"

Stone "I wield rock and earth to X effect"

Ice "I wield cold and snow to X effect"

Fire "I wield heat and flame to X effect"

Mastering a field

Once you have gotten at least ten packages of a single magic, you are considered to have mastered that magic and the following skill open up to you.

Physical Manifestation (0 Build) This allows a caster to “lock in” 25 points of mana to be able to summon a physical manifestation of the magic he can wield. This would allow the caster to throw 1 Physical X where X is the magic she locked into to cast this. (I.E. You have locked in 25 points of fire. So you can throw 1 Physical fire until the next wave.) The caster may do this as much as their mana will allow. (I.E. you “lock in” 100 points of fire to throw 4 physical fire until the next wave.)

Remem (2 build) Allows you to call a remem on any spell that was shielded, resisted or phased or dodged. Or otherwise called a defense so had no effect. You must rest for 5 minute to rememorize your spell. You can buy one of these for every 5 packages of magic of one field you buy. And it is only good for that field of magic’s spells. (I.E. You have 40 packages of Fire magic you can buy 8 remem. But you can only call them for fire spells)

Overcast (3 Build) Allows you to immediately recast a spell that physically missed. No defenses where used against it. You may buy this for every ten packages of magic you buy in one field. And it is only good for that field of magic’s spells.

Storm (4 Build) Allows you to plant your feet and cast the next spell as a storm. And until you move , or do anything else besides throw storms (including talking etc) You can cast that particular spell at no mana or component cost. This ends if you do anything else at all, or if you are forced to move or accidentally move. You cannot communicate, point or do anything save throw that spell as a storm. X-Effect Storm. You can buy this ability once per every 20 packages of one magic that you buy. And it is only good for that field of magic’s spells.

Way of the Warrior

Trevel Grimblade flipped the blade to his left hand sliding it out into a quick parry, the axe blade from the roc came crashing down but Trevel easily redirected the hit away from his body all the while sliding his feet to the right and switching his weight to his right leg. Trevel flicked his wrist bringing the blade back into his control while bringing his shoulder low, redirecting his weight again he let his legs come out from under his using the momentum to bring his bastard sword to bear on the orcs legs. The poor creature didn't stand a chance as Trevel's blade slide through its meager armor splitting skin and bone and dropping the orc into a heap on the ground. Whipping the sweat from his forehead Trevel began looting the orcs body and rethinking the battle looking for any flaws he had made or anything he could have done better, preparing for the next battle he knew was surly to come.

Have you ever seen anyone who has truly mastered a weapon? Using it with ease and grace, their actions flow smoothly with an internal force. Their use of the weapon gives an illusion so that you can't tell were the weapon ends and the warrior begins. They easily stop or redirect thunderous blows, which would cleave you or I in two. Every strike with it's counter strike, every crush returned with a sever. Their eyes trained to look into the strength or weakness of an opponent. This is the art of improving one's usage of weapons through their mastery. Beware the path that lies ahead; it is not only hard, but also long.

Due to the rigors of training for weapons mastery the body becomes stronger and better able to withstand damage. Every skill you purchase will give you + 4 body plus or minus your racial bonus.

Basic skills

Basic Enhanced Attack +1 (3 Build) This allows the user to swing +1 damage for 5 minutes (Crit Attack) or until combat ends. Whichever comes first. This applies to any weapon but is hand specific and you can only have one Crit attack active at any time.

Basic Weapon Damage +1 (3 Build) This requires 4 critical attacks. It converts the 4 critical attacks into +1 Damage all the time (Weapon Prof/Enhanced Damage +1)

After you achieve Basic Weapon Damage the following skills open up to you.

For every Basic Weapon Prof you can purchase one of these

Block (3 Build) This blocks any simple strike. (IE nothing that has basic or better in the tagline. Like basic slay, basic stun, master slay etc..) The call is "Block"

Disarm/Retain (2 Build) The Disarm portion can be used to make someone drop something that is handheld. The call is the wielders basic damage with the end phrase of Basic Disarm <item> (I.E. So if you are swinging "6 steel". The call would be "6 steel basic disarm") You have to hit the person or the weapon you want to disarm and you only get one swing. You can

swing it for 10 seconds or until the disarm takes effect or is nullified. Whichever comes first.

Or you can use it as a Retain. If you are hit with a “Basic disarm” you can call “Basic Retain” to maintain grip on the weapon without having to drop it for 5 seconds.

Enrage (3 Build) This strike causes the person affected to focus all attacks on you for 5 seconds. The call is the wielders basic damage with the end phrase of Basic Enrage. (I.E. If you are swinging “6 Steel”. You would call “6 Steel Basic Enrage”) You can swing it for 10 seconds or until the Enrage takes effect or is nullified. Whichever comes first

For every two Basic Weapon Prof's you can purchase one of these

Basic Slay (5 Build) This adds 10 + 20 damage per slay that the person has to his normal damage for one hit. The call is X Basic slay where X is the normal weapon damage call. You can buy one every 2 profs. (I.E. If you are swinging 7 Steel and you had only purchased one slay. You would call “37 Steel Basic Slay”) You can swing it for 10 seconds or until the slay takes effect or is nullified. Whichever comes first.

Basic Parry (5 Build) This skill will nullify any basic physical strike used against the wielder. The call is “Basic Parry”. It can be used for blows that would land on you. Or it can be used for someone within your weapons reach. It can be used against a massive attack or a spell strike. But you still take the effect. (I.E. You can use it to parry a 15 massive off of someone else but you take the effect not the person, same for spellstrikes. And if you parry them off you, you have parried the blow but still take the effect anyways.)

For every three Basic Weapon Prof 's you can purchase one of these

Shatter (3 Build) You can shatter an item that is shield sized of less. You can either strike the item to be shattered or you can hit the person in the body. The call is the wielders basic damage with the end phrase of shatter <item> (I.E. If you swing 10 Steel then the call is 10 Steel Shatter <item>) You can swing it for 10 seconds or until the shatter takes effect or is nullified. Whichever comes first.

For every three Basic Weapon Prof's you can purchase one of these

Cripple Limb (4 Build) This strike will cripple the limb that it is used against until it is healed or 5 minutes whichever is less. You can either strike the limb to be crippled or you can hit the person in the body. The call is the wielders basic damage with the end phrase of Cripple <limb> (I.E. If you swing 10 Steel then the call is 10 Steel Shatter <item>) You can swing it for 10 seconds or until the Cripple takes effect or is nullified. Whichever comes first.

This is the basic section of the *Way of the Warrior* there is more that you can learn but is like the rest of this game is meant to be learned in game.

Way of the Scoundrel

Credo of the Rouge
With speed I sate my greed
With stealth I strike
The victim, no time to think
Goes down in a wink.
I take his wealth, not minding his health
I merely assassinate
Those who procrastinate
While those who yell, I do quell
Some like me, you my never see
But there we will always be
Aden Ogre-get

Due to the rigors that are involved in learning Scoundrel skills for every skill you purchase you will get +2 body plus or minus your race's bonus. All roguery strikes must be performed from the rear 180 degrees of the intended target, this means that your entire body must be **behind** that 180 degrees, not just the weapon, in order for you to use your abilities.

Set/Disarm Traps Cost: 5 build

This allows you to set and disarm traps in Sharded. Setting a trap is fairly easy you just put it somewhere where you think it will do you the most good and wait. Disarming a trap is a little more technical; to disarm one you need to make it so the trigger is unset in such a way so that it is not permanently destroyed. For the trap to be successfully disarmed it must be able to be reset in a 2-minute time frame. I.e. if a trip wire is cut you must be able to tie it back together in the same position within 2 minutes time.

Basic skills

Basic Sneak Attack +2 (3 Build) This allows the user to swing +2 damage for 5 minutes (Back Attack) or until combat ends. Whichever comes first. This applies to any weapon but is hand specific and you can only have one Back attack active at any time.

Basic Backstab Damage +2 (3 Build) This requires 4 sneak attacks. It converts the 4 sneak attacks into +2 Damage all the time (Backstab Damage +2)

After you achieve Basic Backstab Damage the following skills open up to you.

After a Basic Backstab you can purchase these

Evade (3 Build) This evades any simple strike. (IE nothing that has basic or better in the tagline. Like basic slay, basic stun, master slay etc..) The call is "Evade"

Snare (2 Build) The rogue can cut the tendons on someone's legs. It will cause the person if they take body damage to be affected by a snare. The call is the wielders basic damage with the end phrase of Basic Snare (I.E. So if you are swinging "6 steel". The call would be "6 steel basic snare") You have to hit the person and you only get one swing.

Calm (3 Build) This strike causes the person affected to focus all attacks on some other than you for 5 seconds. The call is the wielders basic damage with the end phrase of Basic Calm. (I.E. If you are swinging "6 Steel". You would call "6 Steel Basic Calm") You can swing it for 10 seconds or until the Calm takes effect or is nullified. Whichever comes first

After two Basic Backstab's you can purchase these

Basic Assassinate (4 Build) This adds 10 + 30 damage per slay that the person has to his normal damage for one hit. The call is X Basic Assassinate where X is the normal weapon damage call. (I.E. If you are swinging 9 Steel and you had only purchased one slay. You would call "49 Steel Basic Assassinate") This is a one swing call.

Basic Dodge (6 Build) This skill can be used to dodge any basic attack. It can't be used against any area of effect spells.

After three Basic Backstab's you can purchase these

Body Strike (3 Build) This strike allows the scoundrel to bypass the opponent's armor and strike body. This will bypass normal armor and any air armor. The call is the wielders basic damage with the end phrase of Body (I.E. If you swing 10 Steel then the call is 10 Steel body) You have to hit the person and you only get one swing.

After four Basic Backstab's you can purchase these

Silence Strike (4 Build) This strike will cut the throat of a victim. It must strike body to be effective. The call is the wielders basic damage with the end phrase of silence (I.E. If you swing 10 Steel then the call is 10 Steel silence) You have to hit the person and you only get one swing.

This is the basic section of the *Way of the Scoundrel* there is more that you can learn but is like the rest of this game is meant to be learned in game.

Way of the Merchant

“A pinch of this and a pinch of that. Lets see what we have here. If I add a bit of snag grass I can make twice as much. The goblins will never notice the never do.” Flex on making alchemy

The way of the merchant is to craft things. It deals in the creation of items. There is the following areas: Smithing, Potion, Scroll, Trap, Alchemy production. For each package that you buy you get 5 points of production. The basic cost is 1 bit per 10 production points. You can also supplement your crafting skills by having a workshop. Workshops allow you to double your production. Workshops must be found in game. You can supplement the cost with 1 point of raw material per 20 points of production. These are typically distilled from essences. And the raw material cost never goes up no matter how many batches you make with essences. But you cant carry over extra points from batch to batch of raw materials. And you cannot mix and match raw materials and coins. You have to make a batch of all of one or the other.

You can also make batches of production. It costs more and more per batch. 1,2,3,4,5,7,9,11,13,15,18,21,24,27,30,35,40,45,50,55,60,70,80,90,100, Etc 10 more per batch each batch at this point. And this is the bit cost per 10 points of production

Smithing

“The true sign of a good warrior lies in the quality of his armor. The better the armor, the more powerful the warrior,” Brax Darkforge.

Smithing is making of arms and armor. It is also used to make nails hinges, and a variety of other mundane items. Most adventurers concentrate on the arms and armor thou and that is what this portion will cover.

Smithing

Armor smiths are people that spend a great deal of time in learning the skills of creating and fitting armor to one’s body. They spend countless hours in front of a forge preparing and crafting with the tools of their trade. Some say that they’ve even seen a smith that was so adept that he merely looked a suit over while saying some words and it was repaired instantly.

Each school purchased will provide you with 5 points of Smithing. These points can be used to create suits of armor on a 1 to 1 basis. So for 10 points of smithing you could make a ten-point suit or two five point suits or any other combo. Every 10 points of armor that is created will have a monetary cost of one bit (i.e. the ten point suit in the previous example would cost two bits to produce and the two five point suits would cost one bit a piece.) But keep in mind that in Sharded armor breeches for four points.

Smiths that have 10 or more schools in Smithing are considered to have mastered Smithing. A master may buy an armor repair kit, which will allow you to repair lost points on armor that has been breached. The cost for this will be 1 to 1 for skill and cost 1 bit per 5 points. You are also able to break armor down to reuse; unfortunately you only receive ½ the current value of the armor rounded down. . After the smith has mastered Smithing than he begins to become adept at fixing, fitting, and repairing damaged armor. So if a master smith than fixed a Breached 10-point suit it would become a 9-point suit. Also as armor smiths get better at their trade they also get better at repairing armor quicker. Finally armor smiths have learned some tricks that allow them to repair an armor to full on some occasions, so the tenth school of Smithing and every school after that gives them one repair armor to full per wave.

Smithing progression chart		
Schools	Time required	Skill acquired
1	60 sec	Breeches by 3
2	60 sec	N/A
3	60 sec	N/A
4	50 sec	N/A
5	50 sec	Breeches by 2
6	50 sec	N/A
7	40 sec	N/A
8	40 sec	N/A
9	40 sec	N/A
10	30 sec	Repair to full #1
12	30 sec	Repair to full #2

After 10 it alternates like 12 & 14.
The shortest time will be 30 seconds

Weapon Smithing

“There’s nothing better than a weapon that strikes true and hard, one that gives you the reassurance that it will always cleave through what ever you can strike“ Brax Darkforge.

Weapon smiths are those hard working individuals that you see in the town squares, pounding on red-hot pieces of iron, creating the weapons that you use in everyday battles. They are people that have spent time to master the arts of balancing a weapon to it’s user and repairing the wear and tear that all weapons eventually take in their day too day usage. As they master the smithing arts they start to become better aware of the steel that is on hand, and to make use of old weapons by reforming them into new ones. They also learn how a weapon can be reinforced to make it resistant to breakage. Some even say they have seen a master sharpen a weapon to the point that it would cut anything, even steel, without losing it’s edge.

Each package gives you 5 points of weapon smithing to create weapons. The chart below gives smithing costs and the amount of monetary in game cost that is necessary to make weapons. After you have 10 schools of smithing than you have the ability to create temporary weapons. These weapons are of poor quality and will only last for one year. The cost of producing these is half the cost of making regular weapons with minimum being 1 bit.

Sharded – Are you Sharded?

You must have mastered weapons smithing to be able to make a resist shatter weapon or to silver them.

Weapon Smithing Chart

Weapon Type	To Create		To Make Resist 1x		To Coat with Silver	
	Bit Cost	Smithing	Bit Cost	Smithing	Bit Cost	Smithing
Bow /crossbow	*	30	*	60	N/A	N/A
One Handed Blunt	*	5	*	10	3	3
One- Handed edged	*	10	*	20	5	5
Bastard Blunt	*	10	*	20	5	5
Bastard Edged	*	15	*	30	8	8
Two Handed Blunt	*	15	*	30	8	8
Two handed Edged	*	20	*	40	10	10
Shield	*	10	*	20	5	5
Staff	*	7	*	14	4	4
**Arrow / Bolt x5	*	1	*	2	1	1
Small Weapon	*	2	*	4	1	1
Thrown Weapon	*	3	*	6	2	2

* All Bit cost is equal to 1 bit per 10 production points round up.

**When you make an arrow or bolt you will get temporary tags for them once they are used then they are gone.

Potion and Scroll Creation

“Spell books are for the weak, why memorize something that’s already written down for you? Or better yet why cast something you can just drink!” Anonymous

The difference between a scroll and a potion is pretty obvious. But what can be made into a potion and what can be a scroll is not so obvious. Generally any elemental spell that you can cast can be made into a scroll. To use a scroll in game you are required to touch the packet to the scroll than cast it using the spell rules. While potions on the other hand, must be consumed with an uninterrupted three count. Such as I drink the potion one, I drink the potion two, and I drink the potion three.

The production cost of potions and scrolls is equal to the cost of the spell in potion or scroll production points. The monetary cost, in bits is 1 per every 10 points of production. So to create a fire dart scroll would require 1 points of production so you could make 10 of them for 10 points of production and 1 bit. If you become a master potion maker you can craft temporary potions that only last for one year. At half the production cost, the bit cost remains the same. And if you become a master scroll maker you can craft temporary scrolls that only last for one year. At half the production cost, the bit cost remains the same.

Trap Mastery

Friz steadied his hand and his breathing while bringing the last string across the door. He connected it with deft ease of a practiced hand and moved to the window across the room. Sliding it open and grabbing the rope he had placed there he worked his way outside to hang on the side of the tower, then he sat back and decided to watch the show. He didn't have to wait long, an hour later the doorknob slowly began to turn, the figure of a woman entered the room and after taking just two steps she tripped the wire. The explosion shook the tower and Friz rode the rope to the ground confident his trap had done the job. Another job well done.

This skill is used for many types of trap creation. Remember to set a trap you must have the set /disarm trap skill. The types of traps that can be created are massive, weapon, explosive, magic, and gas. All of these types of traps have set ratios listed below. Each ratio will tell you how many points of trap mastery (first number) you will need to get the effect (second number), or damage. All traps that are area effect will start with a 5-foot effect radius. The radius formula tells you how much it will cost, in trap mastery points, to increase the radius of effect. The formula is (x = damage times the desired radius increase.) So if you had a magic trap that does 10 points of damage to increase it's area to 10 foot radius you would have to spend an additional 50 points of trap mastery to do this. (10 * 5 = 50). Weapon and massive traps must actually hit the target to do damage. The cost of creating a trap is equal one bit per 5 points of trap mastery spent. When trap mastery is mastered the amount of damage that you purchase per point of production doubles.

*All traps must have a physical representation; this phys rep is given at the right of the table. When it says object it means a 1-foot by 1-foot object in size.

Type of Trap	Cost	Damage per cost	Prerequisite / effect
Massive	1	2	Must have at least boulder size object
Weapon	1	4	Weapon is required
Explosive	1	1	Minimum 1 foot by 1 foot object
Magic	1	2	Object plus magic to add
Gas	1	1	Object plus the Alchemical gas to add

Ratio of radius increase

Cost = damage * added radius

Alchemy

“A pick o’ dis, a slice o’ dat, and a little dwarves itch to give it some kick, ‘ere ye go me special death-o-matic gas potion!” Kaboom, Goblin Alchemist

Alchemy is considered to be a merchant skill which involves the usage of complex recipes and the mixing of bases, catalysts, powders, and, reactants to form complex mixtures with wide and varied effects. Such as gasses that cause sleep all the way to contact poisons that can kill a being with a touch. The alchemist must be able to use his books, which contains instructions for his recipes. Some alchemists have even been known to heal wounds that were too grievous for even magic to heal, but alas that is just hearsay. When an alchemist masters alchemy he has mastered the basic concepts of how substances mix to form recipes and compounds. As such he gains the ability to enhance his research.

Each school will give you 10 points of alchemical production, every 10 points of alchemy spent to produce an alchemical compound will cost 1 bit (i.e. a sleep poison that costs 10 alchemy to make would cost 1 bits to produce.) The cost is a representation of buying the materials on the streets. All alchemical recipes will be contained in a book that is an in game item and can be stolen or copied but because ink is a rare commodity it costs the same to copy a recipe as it does to produce it. So keep your eyes on those books, remember they are valuable.

You will be able to use Essence and other things that you find in order to make alchemical compounds once you purchase item evaluation, which will allow you to tell the alchemical value of an item. Each point of value gives you 20 points of alchemical production

The three varieties that poisons will come in are gasses, ingested, and contacts. Each of these has a specific effect. A gas must be thrown, an ingested must be ingested, and contact will work with a mere touch. Gases are easy to use because you can throw them at your target, ingested are more like slipping a death into someone drink and has effect right after they drink it, and contact which just touching the skin of anyone will enact its effects.

Evaluate Item

Cost: 5 Build

This skill allows you to evaluate items that have monetary worth, or to put an approximate value on an item by examining them. When this skill is purchased you will be give a list that will tell you all of the values of items in Sharded. To tell the value of an item you need to look at the first letter. This will let you know what chart to use. IE so if has an Q on it then you would go to the Q chart. The essence will have 8 different brackets. So we look up on Q and this is what it looks like:

Q F1 W2 R3 Bm4 \$5 S6 A7 L8

F= Fire

W=Ice

R=Ritual

Bm=Black Smithing

\$=Bit Value

S=Stone

A=Air

L=Life

D=Death

Tm= Trap making

Pm=Potion Making

Sm=Scroll Making

Am=Alchemy making

Sharded – Are you Sharded?

In order to read this you compare the essence to the chart. You look for the number in the matching bracket if it is there the value is equal to whatever the number are after. If the number is the last one in the bracket it is worth zero material. BUT it is still has a value even if it is zero. This is important for rituals and many other things where large amounts of essences may be needed.

Example

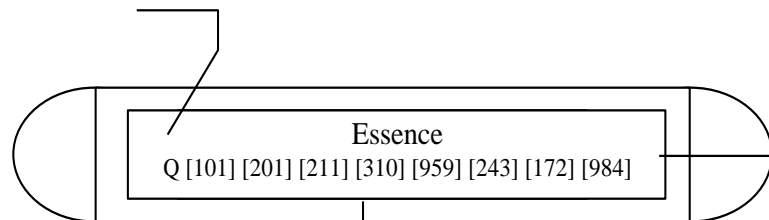
Q [101] [201] [211] [310] [959] [243] [172] [984]

Ok so you compare the first bracket to the first set and it is F1. So you look in the bracket for a 1 and there is one and the numbers after the one is the value so 101 = 1 point of fire Material.

You look at the second and compare it to the second bracket in the chart and its value is W2 so the bracket is 201 = 1 point of Ice material

Example of an Essence and what to look for to Identify It's Different Parts

The letter at the front of the essence tells you what key to use to identify items



The numbers after the trigger number if there is one tells you the value of the material

The brackets correspond to the brackets on the evaluate item chart.

Creature Abilities

Gaseous Form

When the user is in this form he takes on the appearance of a mist or fog. He cannot talk or be affected by anything except reform spells or effects. While in this form you cannot affect combat and must stay out of it if possible. But you can seep through small openings on a three count to symbolize this you would cross your claws or arms in front of body facing up. When you go gaseous all in game items fall to the ground

Phased out

A phased creature seems to be there but not be there at the same time. Anyone thing or anyone who is phased out cannot be affected by anything except reform spells or effects. To symbolize this you must cross objects or arms in front of your body facing down. When you phase out all items that you had on you phase out with you

Claws:

White and red striped, or all white, weapons. These cannot be shattered, destroyed, or disarmed represent these. If a claw falls out of you hand you have lost it until you can retrieve the Physical representation. Claws are not in game unless being used.

No Effect

If you are immune to an effect or it cannot cause you damage then you would call no effect

Threshold

Some creatures have skin that is hard and takes extra damage to affect them. I.e. if they have a threshold of 2, two points or less damage does not affect them, but three does full damage. Most thresholds only work against physical damage but some creatures such as gargoyles will work versus both physical and magic damage.

Toughness

Some creatures are so tough that they are able to ignore some damage from every blow. The call is X toughness. So if a creature has 5 toughness he ignores the first five points of damage off every attack.

Strength

Some creatures have the ability to purchase strength. These creatures can use this strength to hit for more damage, throw harder, rip out of some restraints and pick things up easier.

Race Changing

Some creatures have the ability to change their current race, such as a doppleganer, when they so this the time it takes for them to change races is however long it takes for them to change make-up.

Glossary of Terms

Magic Types:

X-Elemental Effect

If you are not healed by the Elemental effect you take “x” Elemental damage from it. (Elemental *Damage being: Fire, Stone, Ice, Lightning*)

True Body

True body is your unaugmented body, this means without protectives or buffs. This amount is located in the upper right corner of your character sheet.

Carrier attack

This is when a weapon (IE: Claw sword hammer ect) is enhanced with another form of attack such as drain paralysis death ect. Carrier attacks come off all types of armor and do normal damage unless otherwise noted. (IE: a fire attack from a weapon would still do x2 damage to a troll) The effect of the carrier attack only happens when true body or Willpower is hit.

X-Strength

The strength that is called at the end of an incant represents the amount of strength that the binding has. Restrains body part or parts unless ripped out of by a strength greater than or equal to “x “ and if you rip out you take “x” damage.

X-Drain

This causes your body to be put into a weakened state. The affected person can only crawl and talk and cannot use any skills (i.e. can activate items but cannot use any skills)

X-Paralysis

Paralysis causes the person who is affected to stand still and not move, in the position that they were paralyzed in. (I.e. not able to move at all)

X-Weakness

Weakness causes your body to weaken, when a weakness attack hits your true body it will only cause 1 point of weakness no matter how high the damage call is. Damage that is called is applied normally to your body. The affected person gets a weakness counter for every time an attack hits true body. Every Weakness counter causes the person to swing for one less damage. (I.e. Swinging 8 steel then gets hit now swinging 7 Steel, to a minimum of Zero Damage) the affects of weakness wear off as a wave of Magic passes.

X-Rot-A

This causes the person’s limb to wither up and become useless. The affected person loses use of “a” (i.e. 10 Rot Left Leg would make the Left leg unusable) Can be cured with masseuse, life or restore limb. If this is a carrier attack then the limb must be hit to take effect, in which case no A would be called.

X-Nausea

Nausea is usually a gas type effect that causes the victim to become nauseated,

stopping them from using skills. The affected person can only walk or crawl away.

Spittle-X Effect

Spittle is a type of poison that a creature spits, it acts as an alchemical poison does and can be resisted the same. Causes “X-Effect” to act like a poison. Acid using this call still works as below, see X Acid for details.

X-Gas Poison-X Effect

Most all gas poisons are alchemical in nature. These Causes X-Effect by Poison. Gases cannot be blocked by shields or weapons.

X-Breath-X-Effect

Breath weapons represent the ability of a creature to exhale different types of elemental and magical effects from their bodies. Causes “X-Effect” acts like a spell (i.e. Fire Breath 10 Fire causes 10 points of fire damage)

X-Life

Life will bring a person from the final 5-minute count after they bleed to death, to life. The amount of body that is restored when life points are applied is equal to the amount of life points added. Life will restore all damage and effects at a ratio of 1 to 1.

X-Death

Death causes the affected person to suffer a killing blow. All active spells are gone, and they will start the 5-minute dissipation count

Restore-X-A

Restore can replace or rejuvenate lost or missing limbs. Restores “X” amount of

“A”(i.e. restore 2 limbs restores two limbs of persons choice)

X-Armor

This is usually the ending of a spell and adds “X” temporary armor the temporary armor always get used before all other protectives.

X-Body

If cast with a spell it will add “X” temporary body the temporary body is always used before real body. If this damage is struck through a weapon then it subtracts body by bypassing all protective and is applied to true body. This could cause you to be dropped below zero body with protective still in effect.

X-Shield

Shield adds an “X” shield to stop magic or other magic type magic effects. This includes magic damage that a weapon swings for the shielded damage type.

X-Acid

Acid effects will harm most any creature. They are most commonly poisons but are treated as acid. They do “X” acid damage this acts like physical damage. Shields or weapons cannot block acid.

X-Stun

Causes the affected person to fall asleep for 5 minutes or they take any damage.

X-Charm

Charm causes the person is under the explicit command of the person that threw the charm for 5 minutes.

X-Slow

Slow causes the person to act sluggish and makes it impossible to run.

X-Reform/Solidify

Causes a phased or gaseous person to reform for the amount equal to the said damage in seconds. This effect can only be phased or dodged.

X-Awaken

Removes mind effects. Such as sleep, charm, rage, enrage, calm etc..

X-Shatter-A

Shatter causes an object of a shield size or less to shatter. The “A” is the name of the object to be shattered. Shattered object tags should be given to a non-player character at a convenient time

X-Destroy-A

Destroy shatters an object of door size or less. The “A” represents the object to be destroyed.

X-Cripple/Sever/Crush

If limb is struck it is rendered useless or severed completely. The “x” gives the damage of the crush/sever, this attack goes through armor and can only be stopped by other skills (i.e. parry, dodge, phase)

Resist-X

A Resist stops all of a particular type of spell. The “X” is field effect that is stopped by the spell (i.e. resist fire will stop a fire effect). If a destroy is cast on a person than all temporary non upkeep able spells are lost

X-Dodge

An x dodge lets you move out of the way or avoid any point called damage. A dodge will not allow you to dodge area effect, effects. An innate dodge dodges all

of an effect. Ingested things cannot be dodged.

X-Phase

A Phase allows an amount of damage to pass through you so that you are not harmed. An innate phase will allow all of an effect to pass through. These do work on area effect spells.

X-Reflect

Reflects causes “X” Elemental or magic effect to be redirected back to the person who used it against

Ricochet X-Effect

Ricochet allows an “x” amount of damage to be redirected anywhere by using a spell packet. The damage that is ricocheted must be called then the spell packet thrown. (I.e. you are hit with 10 fire you would say ricochet 10 fire) You only need to say the amount and type of damage being ricocheted and throw the packet.

X-Disarm

Disarm causes the item that is being disarmed to be unusable for 5 seconds if it is attached, otherwise the item must be dropped for 5 seconds. The item has to be in hand and if this is not a packet delivered attack then you must hit the item in question. Or the persons body.

X-Killing Damage

This damage goes through all protective and armors the only way to stop this to avoid its effects by dodging, phasing, or some special defenses. The incant for this type of damage is “x killing damage” where x is the amount of killing points that are applied. Killing points that are applied must be healed before any other damage can be. If you are reduced to 0 or less body while you have any killing damage you are considered

to be dead and you must start your 5-minute dissipation count.

X Dispel/Sever Spell

This effect will destroy an amount of spell effect

X-Curse

If your true body is struck with x-curse where x is the amount of the curse, then all damage that you take from all weapon blows from that point on will be doubled. You can only be cursed once after that all damage is applied at an x2 rate. Life, heal, and remove curse will remove curse effect. This effect will last until a hard wave or until cured.

X-Channel

This is the ability to store points of magic and release them at a later point. The incantation for this is the word “channel”. This is also a special ability of some creatures, which will let them store magic.

Spell Strike:

If you are struck with this type of strike it is the same as being hit with a spell. If it hits you, your equipment or anything that you are carrying than it affects you the same as the spell that it is striking.

X-Cure:

When struck with this you will be cured of any ailment for “x” amount.

X-Encase

This effect will encase a person’s entire body making them unable to move. Encase lasts 5 minutes in line of sight, or 10 seconds out of line of sight.

X-Bind

This effect will bind whatever limb or the entire body based on the call made making the person unable to move their limb or body. Bind lasts 5 minutes in line of sight, or 10 seconds out of line of sight.

Costuming and Armor

Armor: If you have a physical representation for armor you should bring it to use at the beginning of the event we will tell you how many Armor points that it is worth. On page 38 - 40 are guidelines on how we determine armor points.

Repairing armor is a simple task. Everyone that wears it has the ability to repair it to full as long as it's not breached. Your armor is considered breached when it has taken damage equal to or more than it has points. You can adjust your armor after this but it will lose some of its effectiveness (- 4 points). If you are a master armor smith than a breach will be easier for you to fix (-2 points). Every time that your armor is breached you should rip off the appropriate tags from the armor total points.

Period Clothing: This is not an attempt to make everyone wear only historically correct clothing, but should be in keeping with a medieval or fantasy setting. A town full of people wearing fantasy style medieval clothing really brings the game to life, making it more fun for all and that is what is important!

Feet: Sandals would be 'in period' but are not recommended, as they leave your feet vulnerable to injury while running over uneven ground and/or in the woods. Boots are preferable, especially leather boots. Hiking boots are OK too, but some look very modern and inappropriate. Keep the terrain in mind when choosing footwear, as well as the likely weather. Moccasins boots look great but, and work great in the summer, but in winter or in the mud their smooth soles can be hazardous. In such weather, wear something with traction, or expect to fall down every five minutes or so!

Another possibility is the black 'martial arts' shoes, often available in curio-type shops. They look like slippers, but have a bit more traction and fit the foot snugly. Plus, they're about six or eight bucks a pair. If all you own are tennis shoes you might consider either dyeing them black to make them unobtrusive, or somehow covering them up with leather wrappings or something. High heels of any kind are both inappropriate and dangerous. Also, whatever you're wearing for shoes, try not to be showing those red-striped white tube socks. They look awful!

Legs/ Lower Torso: Pants can be baggy or snug, depending on your preference. Color, pattern, etc., is totally up to you. Black jeans are OK in a pinch; especially if you tuck them in your boots and let your shirt hang over your waist, to conceal the pockets and belt loops and such. Sweat pants can be used similarly, but avoid any logos plastered all over them. Blue lightweight, loose pants, preferably with a drawstring or elastic waist. You can always wear sweats or long johns under them if you are cold. Skirts are authentic, but practicality makes them problematical. They can get caught in tree branches, snag on bushes, or just get in the way. They're difficult to run in, and keep in mind what happens if, when dodging a monster, you inadvertently go into a somersault and find your feet in the air. This applies to guys, too. Kilts are very authentic, and can be just fine (they're not too bad to run in, if you have high boots on, but watch out for skinned knees!) but please make sure you're properly concluded beneath them! Some pants can make to look more authentic by wrapping ribbon or thin strips of cloth or leather around your lower legs, over the pants, from the ankle to the knee. This gives kind of "Viking" flair.

Upper Torso: The easiest way to make ‘medieval’ style shirt is to sew one, patterned after an oversized shirt, extra-long T-shirt. The “T-tunic” can have medium to long sleeves, and the body length could be anywhere from a couple of inches below the waist to a hand-span above the ankle (thought at that length, they’re hard to run in) they can keyhole. Vee, or round necks, or even a laced front collars are optional, and hard to make. A makeshift possibility is to take an oversized dress shirt, remove the buttons, and lace it up the front with leather thongs or something. If you like you can also make up a tabard. The tabard is the simplest thing to make, and looks surprisingly good. It is just a rectangular strip of cloth, 2-3 yards long by about 2 ½ feet wide, with a hole in the middle for your head to go through. Let the long ends hang down, in front and behind you, and belt it at the waist. A simple, unsown tabard can really make the difference between ‘mundane’ and ‘fantasy’ clothing.

Friilly, renaissance-type shirts are great. Martial arts shirts (karate uniforms, ninja suits) can look good if you dress them up. Leather jerkins are great, but leather jackets are not!

Accessorize, Accessorize, and Accessorize...

Accessories are the most important part of a medieval/fantasy outfit. If your accessories look good, they can offset a so-so outfit. Probably the most important accessory is the belt. You can hang all your belongings on it. Big, ridiculous, wide leather belts may look odd in real life, but they are perfect for this game! You can even use a weightlifting belt...dye it black, and there you go, one ‘large leather girdle’ Wear your belt on the outside of your shirt or tunic, and don’t put it through those loops in your pants that you shouldn’t have anyhow! Get the pouches, weather they are simple drawstring bags or more elegant leather affairs.

With belt loops and a re-closeable top and buckle. It looks pretty awful to see people rooting around for stuff in their pants pockets. After all, in medieval times there were no pockets in clothing, usually. Often, huge numbers of belt pouches all a-dangle from a belt look pretty cool. Plus, it is more places for a thief or looter to have to look! Waist sashes can work well, either in place or in an addition to a leather belt. GO for non-fluorescent color.

Jewelry can be good, for either gender, but avoid dangle earrings that could get snagged and ripped loose. Try to keep necklaces under your collar for similar reasons. Please avoid any religious themes whatsoever. Bracelets look great, especially solid metal ones. Rings are to worn at your own risk, and avoid anything with protrusions. Headbands or leather or cloth look good; just try to avoid using white one.

Gloves can b a necessity and/or a great accessory. Even in the summer I tend to keep my big heavy gauntlets tucked in my belt. I just like the way that they look. In winter, you’ll freeze your fingers off if you don’t have some kind of gloves. Leather or suede bracers on your forearms look great, and can help keep big puffy sleeves out of the way.

Hoods and cloaks also look great. In the case of cloaks, be aware, however, that as magnificent as a huge cloak may look billowing in the wind, that it makes a good target for spell casters! Avoid cloak pins with sharp points, like the traditional Celtic cloak pins, they can snag on things and impale you if fall on them.

Masks, braids, a forked beard, a little makeup for scars, or even an eye patch if you can deal with it; all of these can add character and reconcilability to your PC. It is all up to you

Armor rules and construction

The base armor rating in Sharded is 1. This is taking into account that you have attempted to keep your clothing ‘In game’ and ‘period.’ At the current time we are not going to limit the amount of armor that can be worn. So if you stack multiple layers of armor on top of each other than you could end up with a large suit of armor. We will give bonus point for armor that looks more in game, period, or that compliments the overall costume of your character (i.e. a Barbarian whose armor incorporates furs in his armor would get additional points for looking more in game.). This bonus will include clothing, footwear, armor, etc.

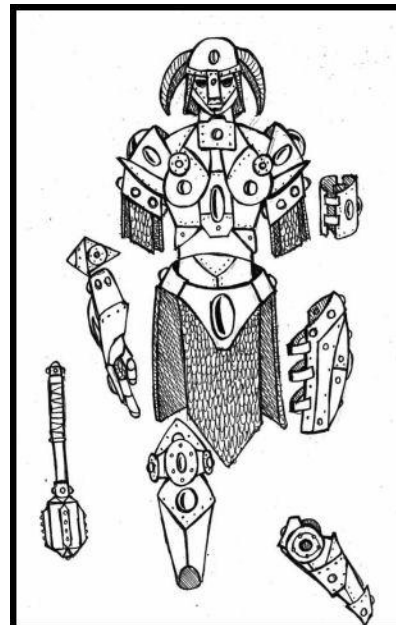
A Note about Armor and Combat

Once you use the charts below to create and evaluate your armor, you will get a number that represents how much damage your armor can take. When in combat your armor points may drop to zero, if this happens than your armor will breach and degrade 4 points. You can however repair your armor at any time to full before it breaches by spending one minute to repair it. While you are repairing your armor you cannot engage in combat or run, either of these will stop the count and you will have to start over. If your armor is reduced to zero you can repair it but it will repair for 4 less than it originally started at (i.e. a suit that was 10 points would be a 6-point suit after it is repaired.) See Smithing for more details.

To Evaluate a suit of armor. There are 16 spots for armor.

They consist of :

Face
Head
Neck
Shoulders
Left Arm
Left Wrist
Right Arm
Right Wrist
Front Chest Upper
Back Chest Upper
Front Chest Lower
Back Chest Lower
Groin
Upper Legs
Lower Legs
Feet



The values of armor is determined by the following

- 1 Point for Cloth in those spots
- 2 For Light Leather
- 3 For Heavy Leather/Light Leather with Metal additions
- 4 For Heavy Leather with Metal Additions/ Light Chain
- 5 For Medium Chain/ Light Plate
- 6 For Heavy Chain/Medium Plate
- 7 For Heavy Plate

The smiths can “up” a pieces value by up to 2 points per slot. And a ritual caster can again “up” a pieces value by an additional 2 per slot. You can earn up to 20 from a great costume and 10 more from great accessories. (Cloaks etc.)

You can wear multiple suits of armor so if you had a suit of chain and a suit of leather you would put the leather on underneath the chain. You would get full value from the chain and ½ the value of the leather. If you chose to wear another suit under the leather you would get ¼ its value. If you choose to somehow wear 3 suits, you would get 1/8th the value of the thirds 1/16 the fourth etc...

Leather armor

This armor is assumed to be made of suede or something to the at least as thick. Heavy leather is considered to be saddle thickness leather. Metal additions is rings or small bits of metal spaced fairly close together.

Chain Mail Armor

These items are assumed to be 18-guage steel rings, with a 3/8 inner diameter or equivalent, in a standard pattern. This is equivalent to light chain. 16 Gage or better is considered to medium and thicker gauge wire is considered to be heavy. If the pattern is much tighter that also bumps it into a heavier protection for you.

Plate Armor

This assumes that 18 gauge steel plate or something similar is used for the light plate. We assume 16 gauge for medium and 14 gauge for heavy plate. Some thicker leathers that are lacquered or hardened may use the base for 18-gauge steel.



What Will Subtract From Your Armor Total

The following penalties will only be applied to people who have played a couple of events and made no effort to get some kind of costuming. They may also apply if there has not been any attempt to cover up or hide obvious non-period items.

White or otherwise obvious tennis shoes

-1 point from total

Any Visible items that show modern logos

-2 points from total

(T-shirts, sports team sweats, etc.)

Blue jeans

-2 points from total

Keep in mind that we will not penalize you for wearing items that are necessary. This means if you have some kind of emergency or medical condition that requires you to wear these items. Please do not decorate armor, shields, weapons, etc., with modern writings, smiley faces

and other “out of period” things.

Weapon Construction Guidelines

These are the guidelines for weapon construction in Sharded. All cores are to size exactly as the chart below suggests and only PVC and CPVC type 1 is allowed. PVC type 2 schedule 80 is what we recommend for two-handed weapons, because of its strength. Remember if your weapon is too whippy than it may not pass inspection. Weapons made of other materials tend not to be safe. All foam used in the blades must be at least 5/8 wall thickness, usually green or light brown in color (this is closed cell foam). Thinner wall thickness is not acceptable and will not be passed. Both of these items can be found in most home improvement stores or plumbing supply places. Tips, pommel tips, foam protrusions, and heads of weapons should be made of open cell foam, such as the foam found in couch cushions. Soft cell foam can be purchased in most craft stores. You should have all surfaces of the weapon covered with duct tape, but you may use grip tape or others on handles, and only duct tape. Do not attempt to bend any of these rules or substitute any of the materials listed above without first asking a trained weapons marshal. Safety is one of biggest concerns remember you may be hitting someone with a weapon that you construct. Some PVC/CPVC sizes can be other than the ones listed below in the chart, but weapons must be approved before they can be used. See page 42 for weapon construction chart, and page 43 for an illustrated picture of weapon parts. There is a step by step procedure after the picture on page 44.

Weapon Information Chart

Weapon	Haft	Blade / Head	Overall	Grip	Tip	Damage	Pipe size
	Min	Min / Max	Min / Max	Min / Max	Min / Max	Min / Max	And Type
Rock(thrown)	-	-	2 -4 Dia	-	-	2 stone	NONE
boulder (thrown) (Requires +2 STR)	-	-	8 - 12 Dia	-	-	10 massive Stone	NONE
Dagger (thrown)	-	-	12 - 18	-	-	2 steel	NONE
Dagger	-	8 - 17	12 - 24	8	2	3 steel	1/2 " cpvc
Short Axe	18	6 - 18	26 - 32	14	2	5 steel	1/2 " pvc
Short Mace	18	6 - 18	26 - 32	14	2	5 steel	1/2 " pvc
Short club	18	6 - 18	26 - 32	14	2	5 wood	1/2 " pvc
Short Hammer	18	6 - 18	26 - 32	14	2	5 wood	1/2 " pvc
Short Sword	-	18 - 24	26 - 32	14	2	5 steel	1/2 " cpvc
Long Axe	18	8 - 18	34 - 44	14	2	5 steel	3/4 " pvc
Long Mace	18	8 - 18	34 - 44	14	2	5 steel	3/4 " pvc
Long Club	18	8 - 18	34 - 44	14	2	5 wood	3/4 " pvc
Long Hammer	18	8 - 18	34 - 44	14	2	5 wood	3/4 " pvc
Long Sword	-	25 - 36	34 - 44	14	2	5 steel	1/2 " pvc
Bastard Sword	-	36 - 40	45 - 49	18	2 1/2	5 – 8 steel	3/4 " pvc
Bastard Hammer	36	10 - 20	45 - 49	18	2 1/2	5 – 8 wood	3/4 " pvc
Bastard Club	36	10 - 20	45 - 49	18	2 1/2	5 – 8 wood	3/4 " pvc
Bastard Mace	36	10 - 20	45 - 49	18	2 1/2	5 – 8 steel	3/4 " pvc
Bastard Axe	36	10 - 20	45 - 49	18	2 1/2	5 – 8 steel	3/4 " pvc
2-Handed Sword	-	40 - 48	50 - 62	22	3	10 steel	3/4 " pvc
2-Handed Mace	40	12 - 24	50 - 62	22	3	10 steel	3/4 " pvc
2-Handed Club	40	12 - 24	50 - 62	22	3	10 wood	3/4 " pvc
2- handed Hammer	40	12 - 24	50 - 62	22	3	10 wood	3/4 " pvc
2-Handed Axe	40	12 - 24	50 - 62	22	3	10 steel	3/4 " pvc
Staff	-	-	60 - 72	2 x 9	2	10 wood	3/4 " pvc
Arrow , Bolt	-	-	6 - 36	-	2	5/8/10 steel	None
Spear	6	8 - 10	48 - 58	30	2	5 steel	3/4" pvc
Polearm	20	18 - 24	60 - 72	36	3	10 steel	1" pvc
Shield	-	-	531 sq. In.	-	-	-	-

* Boulders can be either large pieces of soft cell foam lightly wrapped in duct tape or you can use a garbage bag filled with cloths. Check any of these weapons in with use before you use them in game

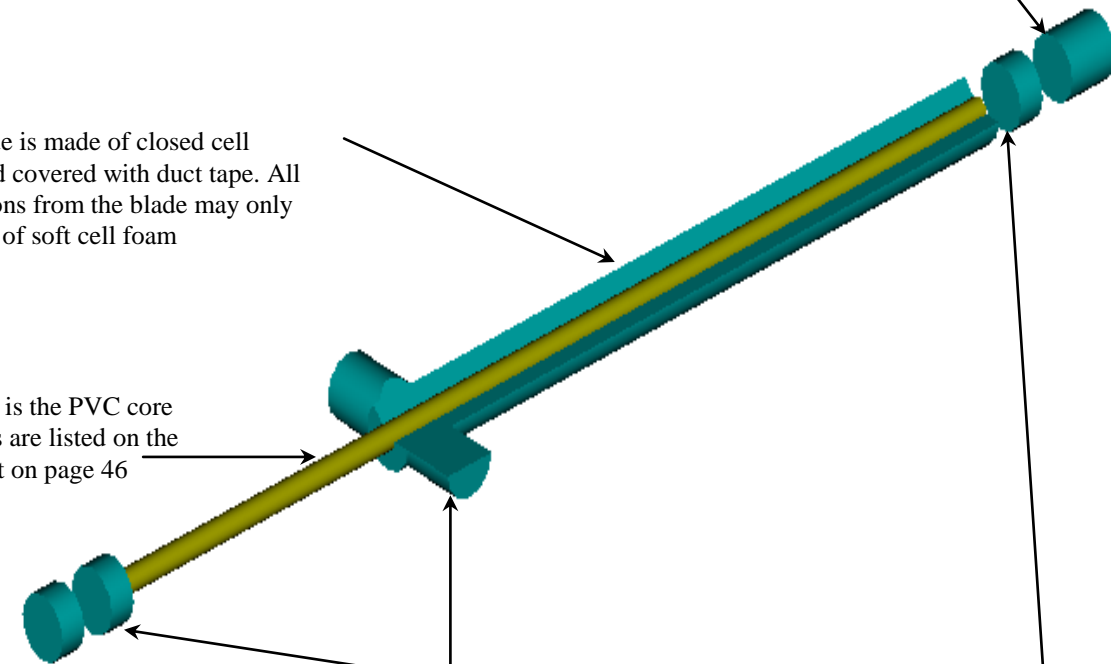
** Thrown weapons must be constructed of soft cell foam covered with duct tape. There are to be no sharp protrusions. These weapons must actually hit the person to be considered a good hit.

*** Arrow construction we recommend using children's bows and crossbows that have foam arrows. But if you would like to use something other than those please ask us and we will give you guide lines as to what we will expect to see. Or if you are using a packet bow it is a packet with an 18-inch streamer.

This is the soft cell foam tip. All weapons will have one. The tip is to be at least 2 inches thick. Once the tip has been taped, you will have to put holes in it so it will compact easily. We recommend that you just cut the corners of the tips tape. That should make it compress easily. Please try to only put one layer of tape on tips. Any more than one layer may make it tough to compact

The blade is made of closed cell foam and covered with duct tape. All protrusions from the blade may only be made of soft cell foam

This is the PVC core sizes are listed on the chart on page 46



Theses are called pucks. All weapons must have these. They are a 1/2 1/2 inch thick piece of closed cell foam that has its center filled with foam then taped. They kind of resemble a hockey puck before you put them on the weapon

The pommel should be made of closed cell foam and be attached firmly. The cross guard can be made of any soft or closed cell foam that is soft and sturdy. Remember this will usually take a beating so it will have to be durable.

Step By Step Weapon Creation

For this step by step process I will make a max length long sword with a max grip, the process is the same for most all weapons so all you have to do is put in the measurements from the chart on page 41.

To make the long sword you will need these materials: A piece of closed cell foam (They are usually 3 foot in length), scissors, serrated knife to cut your materials, and a roll of duct tape.

Step #1 I would look at the chart and see what the length of a max length long sword. The chart says maximum length is 44 inches , but you have to remember that this is overall length after the weapon is complete. You will also have a 2 inch tip, 2 pucks $\frac{1}{2}$ ' $\frac{1}{2}$ inch each, and a pommel that will be 2 inches thick. So your PVC will be cut to 39 inches long.

Step #2 On the table it will tell you the maximum size of the grip. For our weapon it will be a maximum of 14 inches. I personally have large hands so I usually make my weapons with max grip.

Step #3 Now you are ready to cut your foam. Your PVC is 39 inches and your grip is 14 so you will need a piece that is 25 inches long ($39 - 14 = 25$). Cut that and set it aside for use later. Take what is left over from the blade and cut your $2\text{-}\frac{1}{2}$ ' $\frac{1}{2}$ inch pieces and a $1\text{-}1\text{'}\frac{1}{2}$ inch one. These will be for the pucks and the pommel.

Step #4 To make a puck you can refer to the picture on page 47 or just stuff the center of the $\frac{1}{2}$ inch pieces of closed cell foam with more closed cell foam and tape around the entire piece.

Step #5 Now you have the pucks made you can attach them both one to the end of the blade and one to the end of the pommel. All you have to do is set them on the end of the foam and wrap a strip of tape around the edge where they meet.

Step #6 At this point I like to put the foam on the PVC so I can attach the tips to the sword.

Step #7 The tip of the sword is made of soft cell foam at least 2 inches thick this is your thrusting tip I like to attach this before I tape the blade so it holds better. It is easier to attach if the tip is the same shape as the blade otherwise the tip will stick out from the sides.

To attach the tip I usually take a strip of tape that is 8 inches long. I will put the tip in the center of the tape then hold it on the top of the sword. Then wrap the tape down onto the closed cell foam taking care not to compress the foam. Then I do the same for the other side so the tip is covered with tape.

Step #8 After the tip is put on the sword I like to tape the rest of the blade usually four straight strips will cover the entire blade. Remember you cannot wrap the tape around the foam, like you would a grip. You must make strips that run from the tip to where

the foam ends. If you do wrap the weapon around or in a spiral pattern then it will fail inspection.

Step # 9 Attaching the foam to the PVC is very important we don't want the foam to come off during a fight so you will need to anchor the pommel and the blade to it well. This is not that hard you have already put the foam over the sword. Go to where the foam ends. You should wrap one strip around the end of the blade then keep wrapping around and down. You will only need to go down onto the PVC until it is a complete wrap on it so about an inch and a half. This should be wrapped tight so that it will hold the foam to the PVC. Then repeat the process with the pommel.

Step # 10 Usually I use the closed cell foam to make cross-guards. They shouldn't stick out more than 5 or six inches from the center of the blade. I like to attach them to the sides of the weapon but if you do it that way you will need to reinforce them very good so they don't get knocked off. If you don't like it that way you can just cut a piece of closed cell foam to the length that you want then put a hole in it and insert it before you attach the pommel.

Step # 11 Finishing touches: you should go back to the tip and cut the corners off there should be no sharp edges on them, and this will allow them to compress and go back into shape. You should try to mash the tip a few times so it will compress evenly and not off to the side like it will sometimes want to do. I like to put a single layer of grip tape on the handle but feel free to put what ever kind of grip on your sword that you would like as long as it will not cause a dangerous situation for others in combat.

How to Make a Spell Packet

If you plan on using any spells or some innate abilities of certain races than you will need spell packets. These are easily made from nearly any cloth, birdseed, and string or rubber bands. Try not to make you packets out of florescent cloth as this color represents an alchemy gas.

To make it you take an eight inch square piece of cloth, pour one tablespoon of birdseed in the center. Than fold the corners and secure it with a rubber band or string. Try to keep the packet tight but not so tight as to make it hard.