

Old World Adventures

Welcome to Old World Adventures, a Live Roleplaying Game set in the dark and dramatic world of Warhammer.

The following pages explain the fundamental rules that are used to create an exciting, high tension system where the players truly feel that their characters are heroic individuals pitted against a cruel, harsh world.

The rules are intended to be simple and intuitive, but contain enough complexity to create truly individual characters and memorable villains.

As much as possible, the rules avoid forcing a character to speak “Out of Character” (OOC), though in some cases this is unavoidable. In general however, every shout and roar of pain is entirely genuine!

The OWA team is dedicated to bringing the horrors of The Old World to life, with a high quality of props and costumes for all the inhabitants your character may meet. In return, we appreciate the same level of dedication and ambition from our players. We hope you look forward to bringing your OWA character to life with a great costume and enthusiastic roleplaying.

New players may feel intimidated by the length of these rules and the many options provided. You will find however, that when playing, the rules flow fluidly allowing you to become immersed in the story and danger without worrying about doing too much maths in your head!

For a simple version of the rules, skip forward to appendix 1, which lays out the basic rules you will need to know in order to interact with the friends and foes you will meet on your first adventure.

Let your epic quest begin!

Regards,

Ben House, Lex King and George Vine

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Section 1 – Combat

Combat in The Old World is harsh and deadly. When swords are drawn and arrows notched, it is no game for children but life and death!

True Blows

A True Blow is any attack with a melee weapon that is swung in a dramatic, powerful and realistic manner. Melee weapons are heavy things, and need considerable distance to gather speed and power to deliver a blow that can smash through armour and cleave flesh and bone.

True Blows should still be safe, and pulled to connect only at the point of impact and not “swung through” the target like in real combat.

A good True Blow should involve moving the weapon into a position away from the target, then swinging it in a realistic arc.

True Blows do not need to be unrealistically slow.

The most important rule of True Blows is that it is the target who decides if the blow is True or not. As such, it is the responsibility of the attacker to deliver a well role played and realistic blow that the target can react to well.

All hits from LARP safe thrown weapons and LARP safe arrows and Bolts are considered True Blows.

Attacks with Stab Safe LARP weapons must travel at least 2 feet (60cm) during the thrust to be considered True Blows.

True blows use the following rules:

A True Blow deals 1 HIT of Damage to the target, which is usually deducted from any Armour HITS or from the target's Physical HITS if the target has no Armour HITS remaining this encounter. The target should react as is he has taken a substantial blow; flinching, a grunt of pain or even staggering back from the force of the strike.

Fleche

A Fleche is any attack that is delivered very quickly, without substantial travel distance of the weapon. They represent shallow cuts, bruises and nicks. Fleche attacks are subject to the following rules:

If a Fleche attack hits an armoured target, the Fleche attack has no effect.

If a Fleche attack hits an unarmoured target, the target should react as if cut or bruised. However, no damage is dealt to their Physical Hits.

Applying the Rules

Like all LARP rules, deciding if you have taken a True Blow is based on honesty. If you have LARPed before, you probably already know what a “True Blow” feels like. You also know when a blow is poorly delivered, “drum rolled” or tapped. The burden is with the attacker to deliver safe, realistic blows that give the sense of a powerful, dangerous strike with a real weapon, and if they do so, they should be rewarded with an equally powerful reaction.

Head Hits

The head is not a valid location to striking in OWA. Any accidental blows to the head should be ignored.

Grappling and Lifting

OWA is dedicated to providing exciting but safe combat. A suitable, unbroken LRP safe weapon is quite safe to strike with. A part of a person’s body, especially when armoured, is not.

OWA does not allow any form of punching, kicking, grappling, pushing, throwing or grabbing of another player or crew member.

It is also forbidden to grab another person’s weapon or shield.

In the event of a monster using the “Strength” call, or if a player wishes to pick up and move a fallen character, they simply need to touch the target and quietly say “Strength” or “Lift” respectively. The target person will then move as directed, entirely under their own power.

In the event of an overexcited player grappling another, the grappled target will

immediately treat any damaging blows as Fleche, meaning that a grappled foe is immune to damage until released. This rule is to enforce the no-grapple rule, in general it should simply be avoided altogether.

Weapon Rules

All weapons can deliver the above attacks. No weapon does “more damage”, so a True Blow from a two handed axe does 1 HIT of damage, the same as from a single handed weapon.

Three special rules do apply to some weapons however.

1. Two Handed Weapons: Shield Breakers

Any Large weapon used in two hands gains the ability to break shields. To gain this ability, the weapon must be a minimum of 130cm in length. Only true two handed weapons, not “Bastard” weapons, gain the Shield Breaker rule. Spears do not gain the Shield Breaker rule, but pole arms such as Glaives or Halberds do.

A weapon with the Shield Breaker rule damages shields when they are struck with a True Blow. A shield can withstand 1 True Blow from a Shield Breaker weapon, on the second True Blow, the shield is considered split or smashed and must be dropped.

At the end of an encounter, a shield which has taken one hit from a shield breaker weapon but has not broken “resets” to normal for the next encounter.

Some Masterwork shields may be able to withstand additional Shield Breaker blows.

2. Bows and Crossbows: Pierce

Any hit from an arrow or crossbow bolt is a True Blow. In addition, a hit from an arrow or bolt ignores any Armour HITS the target has, dealing 1 HIT directly to the targets Physical HITS.

3. Black Powder Weapons: Bang!

They are rare and expensive, but early black powder weapons do exist in The Old World.

OWA allows the use of Flintlock muskets and pistols which are able to fire caps. The most common fire from an 8 cap ring. Despite this, only 1 shot can be fired before reloading is required IC.

To use a Black Powder Weapon (Pistol or rifle/musket) the weapon must be pointed at the target. The target must be aware that they are being “aimed at”. We advise a witty one liner, insult or cat call to attract the target’s attention. The Black Powder user then pulls the trigger, causing the cap to go off with a loud (but not “Starting Pistol Loud”) Bang! The target takes 1 Physical HIT of damage which ignores any Armour HITS.

If the target does not realise they have been fired at, the shot is considered to have

missed. If the cap fails to go off, the shot is a miss-fire. It is considered bad form to actively ignore black powder users!

Once they have fired, the black powder weapon user **must** role play reloading the weapon. This requires pouring powder from a horn or cartridge, loading a ball, using a ram rod to push the ball and powder to the base of the barrel, priming the pan with powder and cocking any firing mechanism. The minimum time required to do this is 30 seconds. If the weapon only fires 1 cap at a time, then obviously a new cap needs to be added as part of this role play.

A Black Powder Weapon user **MUST** provide the appropriate costume and props to represent the reloading process. This includes a ramrod to push down the powder and ball. Many Intermediate Careers allow access to the Rapid Reload Skill, which reduces the reload time to 15 seconds. If a character has this Skill, the player may, if they wish, no longer use a ramrod, and can instead tap the stock of the weapon to drop the powder into place. This method can only be used with the Rapid Reload Skill.

As events often occur in public places, please exercise common sense in the use and selection of any black powder weapon. Only cap Flintlocks may be used, not ones able to fire blanks or real explosives. There are LARP safe Black Powder weapons made of foam or latex available that can be used as clubs in combat. These should be counted as broken black powder weapons that are now only of use as clubs. If a weapon can't fire a cap, it cannot be used to fire in combat. Some of these type of weapons can use a Party Popper to create a bang, if the weapon in question can do this, then it can be used both to fire and strike in melee. In no case should a non LARP safe weapon be used to block or strike in combat and are best dropped if attacked in melee.

Physical HITS and Armour

Physical HITS

Physical HITS represent an individual's fortitude and constitution. Most humans in The Old World have 1 Physical HIT. Some tougher races or experienced warriors have more and can continue fighting after one or more serious wounds.

Physical HITS are reduced when an individual takes damage. If an individual's Physical HITS drop to 0, they must fall to the floor and begin DYING (See DYING later).

HITS in OWA are *Global*. This means that it doesn't matter where on the body the individual is struck, 1 HIT is lost when struck by any True Blow.

If an individual has more than 1 Physical HITS, they return to full at the end of each encounter.

Armour HITS

Wearing armour gives an individual a number of Armour HITS based on the armour worn. If a True Blow strikes an armoured individual, the 1 HIT of damage is applied to the wearers Armour HITS, not their Physical HITS. If a Fleche strikes an armoured individual, it has no effect.

An individual must have at least 50% of their body covered with a suitable Phys Rep of the armour level they are claiming. As long as 50% or more is covered, then every part of their body is considered armoured for the purposes of taking damage. Combat in OWA is partly an abstract representation of real fighting. A blow to an unarmoured leg might be glancing, whilst a hit to a thick breastplate may be the unlucky blow that sends a broken rib into a lung!

As with Physical HITS, Armour HITS return to full at the end of each encounter.

Armour Types and Armour HITS

There are 3 Levels of Armour in OWA.

Level 1 -Studded Leather or Soft leather Armour or Gambeson

Examples include; Studded leather armour (suede or leather with metal studs) or Soft leather armour (Not leather clothing). Other Level 1 Armour can be represented by a good padded Gambeson.

Provide 1 Armour HITS

Level 2 – Hard Leather Armour or Ring mail or Brigandine, Light Chain mail or Fiberglass, Latex or Resin/Plastic Plate

Examples include; ring mail and brigandine. These have a cloth or leather backing garment with small metal rings or plates attached. Hard leather armour is made of thick, semi-ridged leather. Light chain mail is made from light metal such as aluminium or well-crafted theatrical string mail. Any Plate armour that is not made of steel counts as Level 2 armour.

Provide 2 Armour HITS

Level 3 - Heavy Chain mail or Steel Plate Armour

Examples include; Plate armour made from steel. Heavy chain mail made of real steel.

Provide 3 Armour HITS

Any Helm

Must match or exceed the Base Armour Type worn on the rest of the body to provide a benefit. The only Rank 1 Helms that are accepted in OWA are padded coifs and hats of stiff leather or fabric that are sturdy enough to provide an element of protection, such as a Witch Hunter's Stovepipe or a thick leather Tri-corn.

Whilst head hits are discounted in OWA, wearing a Helm which meets the above requirements provides an additional Armour HIT to an individual's total.

Mixed Armour

If an individual wear different armour types across his body, then the following rule applies.

The individuals **Base Armour HITS** equal the level of the armour type worn over the largest area of the body.

In addition, they may gain an **Additional Armour HIT** from one or more extra pieces of superior armour.

The individual gains 1 extra Armour HIT from armour pieces 2 Levels better than the base. Only 1 additional HIT can be gained by this rule, counting the highest armour piece for the purpose of this calculation.

The Ref will have final say on whether a piece of armour covers enough of the body to count for the purpose of this rule. A basic guide would be any piece that covers at least 25% of the body. Examples include a set of shoulder armour, a chest plate/Cuirass without a back plate or a matched set of greaves and bracers.

Example:

Max wears studded leather on most of his body (Level 1 Armour). However, he also wears a set of Steel Plate shoulders (Level 3 Armour).

Max has 1 Armour HITS each encounter. However, he gains 1 Additional Armour HIT because his armoured shoulders are 2 levels higher than Studded leather. Max has 2 Armour HITS each encounter.

Armour damage

Armour does not degrade or become useless during an event. The damage dealt to armour over the course of a single day is not sufficient to make it useless.

Armour does require repair or replacement between events however. See the equipment section later.

Dying and Healing

DYING

If an individual's Physical HITS drop to 0, they must fall to the ground and begin DYING. An individual cannot drop below 0, any damage taken after losing their final Physical HIT is ignored. Once DYING, an individual must begin to count to 200 at a pace of about 1 number per second. This will take about 2 to 3 minutes. If the individual reaches the full count of 200, they have died.

An individual DYING can choose to be conscious or unconscious. If they choose to be conscious they must make noise to represent the mortal wounds they are suffering. An individual may choose to become unconscious at any time.

If a DYING, conscious character is struck with a True Blow, (perhaps spotted fumbling for a Healing Potion by a nasty Goblin), they are immediately rendered unconscious and they must continue their death count in silence.

Preventing DYING

There are a number of ways to prevent an individual from DYING.

1. Rudimentary First Aid.

All characters have the basic ability to press on a wound and prevent death from blood loss and shock. As long as an individual presses their hands to a DYING character's wound, the DYING character can stop counting to 200. They may not get up or move, but will not die unless the First Aider removes their hands. If the wound is tied with a bandage or strap, the first aider may remove their hands, but the DYING character is still incapacitated. A DYING character who has been bandaged by a first aider may be left, but will not be able to stand up or move until HEALED. If for any reason pressure is removed without bandaging, or a bandage is removed, the DYING character must begin counting to 200 again.

A character **MAY NOT** perform First Aid, either applying pressure or a bandage, on themselves.

2. Surgery

Surgery in The Old World is rudimentary at best, proscribing the virtues of leaching, breathing in of incense and of course amputation to most serious injuries. A character skilled at Surgery will have some ability to stop a DYING character from expiring, but usually with serious drawbacks.

Surgery is a last chance option, since Healing Potions and Magic are far more

effective. The advantage of Surgery is that it is always available whilst the surgeon lives, requiring no resources or magical power.

All uses of Surgery on a DYING character take about 3 minutes. During the Surgeon's grisly work, the DYING character can stop their death count. If the work is interrupted, the DYING character must begin a new count to 200.

At Rank 1, Surgery can get a DYING character back on their feet, but they can do nothing else that day but walk slowly and painfully back to the village. In addition, the poor victim of the Surgeon's sloppy work will have an injury that will need to be represented on the next adventure. The player will switch to the monster crew for the rest of the event, but their character will be playable (but injured) next event. The ref and the player will agree a suitable injury that the player will be happy to role play. Better than dying tho eh?

At Rank 2, a Surgeon can still only get the patient well enough to walk home, but they won't have any permanent injury.

At Rank 3, a Surgeon can even fix them up to a state where they can carry on the adventure. However, there are a few drawbacks.

If the wound the target took that dropped them to 0 was to the:

Torso: The target has broken ribs and internal injuries. They can continue the adventure, but suffer as though they are Diseased (see Magic rules).

Leg: The character must limp for the rest of the Adventure as if suffering from the Cripple Spell.

Arm: The arm in question is useless and probably in a sling. The target cannot use this arm for the rest of the day.

If a character is treated by a surgeon, then given a Healing Potion or Healing Spell, they are fully healed and can continue the adventure without any ill effects.

3. Healing Potions

Healing potions are available for a price from many sources in The Old World. After drinking a Healing Potion, a DYING individual may stop counting to 200 and instead begin counting to 30. Once they reach 30, they may rise to their feet and act as normal. They rise on 1 Physical HIT only and do not regain any lost Armour HITS or additional Physical HITS until the encounter ends.

A character CAN retrieve a Healing Potion from a pouch or bag and drink it without aid whilst DYING. Doing so requires the character to choose to be conscious, so they

should continue to cry out in pain whilst they do so.

4. Magical Healing

Some individuals can use Magic to Heal. A DYING individual may rise to their feet and act as normal as soon as the Healing Spell casting is complete.

A character who can cast Healing magic **MAY NOT** do so on themselves whilst DYING.

Potions and Poisons

There are a vast number of potions, elixirs, oils and poisons available in the shops, Witches hovels, dank alleys and secret chambers of The Old World. Some are cheap placebos, others dangerous brews made for who knows what. In general however, only two types of potion are of use to an adventurer; Healing Potions and Poison.

There is usually a finite number of each Potion or Poison available for purchase per player at the beginning of each Adventure. In game events will affect how many are available each time.

Each Potions **MUST** be individually, physically represented. In addition, the liquid should be coloured to represent the type of Potion it is. Healing Potions are Clear, Antidotes are Purple and Panaceas are Orange. OWA recommends fruit squash to colour Potions. When a Potion is used, it must be either drunk or poured onto the floor so there is no chance of the Potion being accidentally used more than once. No one should force another Player to drink anything, pouring the fluid onto the floor is quite acceptable.

Healing Potions

The Jade Wind of Magic seeps into living things, creating life, growth and change. This magic gathers in certain plants and animals, accessible to even humble folk not gifted with the touch of magical skill. By brewing these ingredients, a skilled Potion Brewer can create a draft that can almost instantly heal a grievous wound, allowing a mortally injured adventurer to keep on fighting.

As covered in the Combat section of the rules, Healing Potions allow a Dying character to drink them and, after 30 seconds, rise to their feet on 1 Physical HIT. Since no first aid or surgery could ever allow a wounded character to carry on running, fighting and doing all the other things required to complete an adventure, only the quasi-magical Healing Potions and actual healing Magic allow an adventure wounded to the point of dying to continue their day.

Antidotes

An Antidote Potion removes one Poison effect from the character who drinks it. This takes about 5 seconds to work.

Panacea

A Panacea Potion cures the character of one Disease effect. This take about 10 minutes to work.

Potions retain their potency until the end of an adventure, then go off and become useless. Characters with the Potion Brewer Skill can make Potions that last longer.

Poisons

Poisons come in many types. Some make a man sleep or vomit. Some cause madness. The most popular poisons used by less than honourable adventurers cause their enemies too rapidly, and painfully, die.

Poison comes in three strengths.

WEAK POISON kills in a number of **hours** equal to the targets base Physical HITS.

STRONG POISON kills far faster, killing the target in a number of **minutes** equal to their base Physical HITS.

DEADLY POISON kills in **seconds**. The target lives a number of seconds equal to their base physical HITS x 10.

Once this time elapses, the target begins Dying (200 count). They **cannot** be healed by Potions or Magic until the Poison is purged.

Poison can be delivered by a weapon, which must deal a Physical HIT of damage to the target. This means the target's Armour HITS must be depleted or bypassed in order for the poison to take effect. Poison can also be ingested, if a target can be tricked into eating or drinking something laced with the poison.

In either case, the target must be made aware they have been poisoned. In the case of ingested poison, the REF should be informed by the poisoner that a certain item has been poisoned. The REF will then pass on any effects to the target by a quiet whisper in their ear.

If a Poisoned weapon delivers a blow, the poisoner must say a vocal loud enough for the target to hear it. This can be as quiet as a whisper if the target has been Backstabbed. The vocal must include the Keyword **Weak Poison**, **Strong Poison** or **Deadly Poison** as appropriate.

The target will know if the blow damaged his Armour HITS or his Physical HITS, the poison will take effect only if his Physical HITS have been reduced.

The poison must be applied to a sharp weapon, such as a blade, axe or arrow tip. Blade poison is usually a tacky paste which dries quickly, so must be applied during an encounter and is considered useless afterwards. Blade poison wipes off after a target is struck, either onto their armour or inside their flesh. As such, only one attack can deliver a poison before a new dose needs to be applied.

Poison is usually carried and made ready for use by placing it onto a piece of silk or

cloth, which is then wiped onto the blade. Once the poison is applied, the cloth should be screwed up and safely stored in the bottom of a pouch or bag and not re-used. One piece of cloth must be provided by the poisoner for each poison they carry and each cloth should be coloured to show the different strengths of poison carried. White for Weak, Brown for Strong and Black for Deadly.

Poisons retain their potency until the end of an adventure, then go off and become useless.

Poisons are, in general, illegal in the Empire and most of the Old World, so care should be taken not to advertise. In addition, over-excited poisoners should be aware of the dangers of carrying such deadly substances, especially on the end of a sharp object....

Special Calls

For the most part, effects in OWA don't require your character to speak "Out of Character" (OOC). However, some effects do require a verbal prompt.

When such an effect is used, the user must say the effect call out loud. It is important to note that the user's Character **DOES NOT SPEAK**, this is purely a game rules requirement.

Sometimes a call is required that doesn't need to be spoken in some cases. For example, hits from arrows always **Pierce** (i.e. ignore Armour HITS of the target), but spears usually don't. However, some monsters or characters may be able to **Pierce** with a spear in some circumstances. In this case, the spearman will say "**Pierce**" when he hits with such an attack, and if no call is said, then the spear strikes normally.

The effects that require a verbal call are listed below, along with the rules they represent.

Pierce

The attack (which must be a True Blow), ignores any Armour HITS, and is applied directly to the target's Physical HITS.

Mighty Blow

The attack (which must be a True Blow) hits for 3 HITS of damage, and knocks the target either back 5 paces or to the floor (Target's Choice)

Impale

The attack (which must be a True Blow) deals 3 HITS of damage, and ignores any Armour HITS. The damage is applied directly to the target's Physical HITS.

Paralyse

The attack paralyse the target. They cannot move or fight, but can speak or shout. This effect lasts for a count of 60. The attack does not need to effect the target's Physical HITS in order to paralyse the target, but the attack must be a True Blow, so it deals 1 HIT of damage in addition to the Paralyse effect.

Reflect

The user of the Reflect call says this in response to a blow struck against them. The blow has no effect on them, and deals its damage to the attacker instead. Any special rules or effects of the incoming blow are also reflected.

Disease

The target of this attack becomes Diseased. The character loses the benefits of any ranks of the **Fortitude**, **Stealth** or **Evade** Skills until the disease is cured. They present a raging fever, muscle weakness and delirium and develop an uncontrollable cough. They move and fight slowly and clumsily, with occasional surges of vigour which lapse into moments of collapse. The Disease must be cured with a Panacea Potion or Magic, otherwise it lasts for about a week. The attack does not need to effect the target's Physical HITS in order to Disease the target, but the attack must be a True Blow, so it deals 1 HIT of damage in addition to the Paralyse effect.

Strength

A monster can use the Strength call to knock a target hit with a True Blow either 5 steps away from them or down to the floor. The target chooses which option. In addition, the Strength call can be used to throw off any grapple (not that there should be any), push targets away from themselves (minimum of 5 paces) and pick up a body alone. In all circumstances, no actual physical force must be used, the target will move themselves as the situation dictates. In any event of the use of the Strength call, the user will touch the target with an open palm and the target must react instantly to be pushed away.

Note that no normal player character will be able to use the "Strength" call to knock others away as above. This call represents truly monstrous, super-human strength. However, there is a Skill designed to represent a particularly strong player character which allows this call to be ignored altogether.

Cripple

The target's leg bones break or twist and warp. They become crippled, forced to walk slowly with a profound limp. This effect can be "Walked off" by after a count of 60.

Sunder

The attack shatters any weapon or shield it strikes with this call. The item in question must be fixed with a Mend Cantrip before it can be used again this adventure, and must be repaired by a Crafter before the next event.

Encounters

Many abilities, powers and things like HITS are limited by a set number per Encounter. So what is an Encounter and how do you know if one is over?

An Encounter is much like a single scene in a movie. It can be a simple, safe conversation with a wandering merchant, or a hectic fight with a horde of Orcs. As a rule, when a player party encounters a group of NPC's, the Encounter begins. It ends when those NPC's have left the player's area (dead or alive) and the party have no pressing issues to resolve in regards to Dying individuals or Status effects.

Ability uses, Keywords for Hedge Magic, Miracles and Rune Smithing, lost Physical HITS and Armour HITS, and indeed anything else which use is limited to a number of times per Encounter, are regained as soon as the next Encounter begins.

Section 2 - Character Creation and Skills

Creating a Character

Creating a character in OWA is simple.

Step 1- Choose a Race

Step 2 - Choose a Starting Career

Step 3 – Determine Starting Equipment

Step 4 - Pick “Wild” Skill (If Human)

Step 5 - Spend Starting Money

Step 6 – Pick a name and play!

Race

There are a number of Races available to players in OWA. Only a few are available initially, but others may become available for play during the campaign, this will be determined in part by player choices made during play.

Each race gains a unique trait which applies to that character.

OWA requires a high standard of Physical Representation and costume from a player wishing to play any race other than Human. Non-Human characters are fractionally more powerful to reward this high level of dedication.

The basic racial choices are listed below.

Human

Humans are the most populous of the races of The Old World. They include the Germanic Empire, Feudal Bretonians, Mighty Norscans and swarthy Estillians and Tilians.

Unique Trait – Wild Skill

Humans are adaptable and driven. After picking the Skill provided by a character’s Starting Career, a Human may pick 1 further Basic Skill from the Basic Skill list. They can pick an additional Skill from their Starting Career, or one that is not. They **may not** use their Wild Skill pick to take a second Rank of a Skill they have gained from their Starting Career.

Humans MAY NOT take Hedge Magic, Rune Smithing or Miracle Worker as their Wild Skill pick.

Dwarf

Dwarves are uncommon but not rare in the lowlands of The Old World.

Physical Representation requirements:

- 1. A Dwarf character must be no taller than 5' 9". If a player is taller than this, then unfortunately they will not be able to play a Dwarf.*
- 2. A Male Dwarf character MUST sport a large, long beard. Unless blessed with a real one, a good Phys Rep beard must be worn.*
- 3. A Dwarf character should be stocky. This can be accomplished with bulky armour, padded clothing or natural virtues!*
- 4. A character wishing to play a Troll Slayer (See Careers) must go the whole hog with Bright Orange Spiky hair and beard, little armour or clothing and make up Woad and tattoos.*

Unique Trait – Dwarven Heritage or Slayer

Dwarves are hard to effect with Magic and naturally gifted at crafting.

Dwarves begin with 1 Rank in the Resist Magic skill and 1 Rank in the Profession Skill of their Choice. If their Starting Career includes access to the Resist Magic Skill or a Profession Skill, the character will begin further along the path to completing their Basic Career. These additional Skills DO NOT allow a character to begin with a Skill at Rank 2.

Slayer Dwarves instead begin with 1 Rank in the Resist Magic skill and 2 *Base* Physical HITS with no additional Profession Skill.

Wood Elf

The secretive Elves of Athel Loren sometimes venture from their forest homes and interact with Humans for their own fey reasons.

Physical Representation requirements:

- 1. A Wood Elf Character must have good quality pointed ear prosthetics. Every care must be taken to avoid these coming loose during an event. It is not acceptable to simply cover ones ears with hair or a helm, the prosthetics MUST be worn.*
- 2. A Wood Elf Character must have costume appropriate for a Wood Elf. Masterwork leather, fine and stylish metal armour and cloaks. A natural, leafy*

feel is appropriate.

3. A Wood Elf costume should include make up to represent woad and/or tattoos, most often Blue.

Unique Trait – Forest Born

Wood Elves are one with the forests of The Old World. They gain 1 Rank in the Stealth Skill and 1 Rank in the Tracking Skill. If their Starting Career includes access to the Stealth or Tracking Skill, the character will begin further along the path to completing their Basic Career. These additional Skills DO NOT allow a character to begin with a Skill at Rank 2.

Additional Races

There are many other races that inhabit The Old World. Whilst the above races are available for play at the beginning of the campaign, other options may become available. Other races include the High Elves of Ulthuan and even the Lizard Men of Lustria.

There is also a future potential for unique individuals of the races normally considered Evil to join the cause of the character party. The Evil races include the Dark Elves of Naggaroth, the rat-like Skaven and the brutal Orcs. However, this opportunity would only come about if it made sense following plot developments and only then with the Ref's express permission.

Unfortunately, due to their very small height, we will not be including the gregarious Halfling race in OWA, unless we gain a player who is under 4' 11". This would be bloody awesome.

Skills and Careers

Skills represent unique abilities that characters and NPCs possess that cannot be replicated by simply acting or fighting. They include crafting skills for use before an event to generate additional income, repair armour and equipment and even create Masterwork gear. Skills also provide improvements to a characters survival ability, such as additional Physical HITS, immunities to adverse effects such as poisons or diseases, or even resistance to magical curses. Finally, some Skills grant abilities that can be used during an event; such as hiding with almost supernatural efficiency, tracking the movements of NPCS and of course, casting Magic.

A Career gives a broad template to how a character has lived their life before they are dragged into a campaign of adventure. A characters starting Career provides each individual with their starting Skills and equipment.

The full list of starting character Careers is on a separate document, the *OWA Career Compendium*.

As a player plays his character or Crews an event for others, they acquire additional Skills to make their character more powerful or proficient.

Picking and using Skills

A Skill provides a benefit as described in the list below. Skills are Ranked as Basic, Intermediate and Advanced. Basic Skill can be learnt by starting characters in their Starting Career. Intermediate Skills include more powerful Skills, as well as the 2nd Rank of Basic Skills which are Stackable. Intermediate Skills can only be gained as part of an Intermediate or Advanced Career package. Finally, Advanced Skills are very powerful Skills, or the 3rd Rank of a Stackable Basic Skill.

Some skills are described as Stackable. This means the Skill can be chosen more than once and will provide additional effects. This is often as simple as additional uses per encounter, but some Skills increase in effectiveness instead.

Note that Basic Skills listed in Intermediate and Advanced Careers allow an additional pick of that Skill. They do not allow you to jump from Rank 0 to Rank 2. Only characters who picked the same Basic Skill in their Starting Career and in their Intermediate gain Rank 2 for example.

Skill List

Basic Skills

Skill Name	Description and Effect	Stackable?
Alienist	<p>A rare and ill understood practice, Alienism is an early form of Psychology. Often used by wise village elders, mysterious witches and hard faced judges, Alienism gives a character a unique understanding of emotions, body language and behaviour.</p> <p>At Rank 1, an Alienist will pick up on subtle queues from NPC's during encounters. The REF will quietly approach the Alienist character and whisper a few pertinent clues or facts about the NPC's behaviour and body language.</p> <p>At Rank 2, an Alienist will pick up on more subtle facts, the REF will give more useful information each encounter. In addition, their knowledge of human behaviour gives them the ability to quickly snap an ally out of a delusion, including a FEAR effect. The IC vocal involves the Alienist making eye contact with the target under the effect of FEAR and saying the phrase "It is all in your mind, there is NO NEED TO FEAR." The target can immediately act as normal.</p> <p>At Rank 3, an Alienist has the uncanny ability to detect a falsehood. If in conversation with an NPC who makes a statement that may be true or false, an Alienist can use a vocal along the lines of: <i>"Say that again and speak true, for I will know if a Falsehood passes your lips!"</i> The NPC will now repeat the statement, and will tell the truth, even if they lied before.</p>	Yes, up to 3 Ranks in total.

<p>Backstab</p>	<p>The character is adept at striking a target when they are unaware.</p> <p>At Rank 1, if a character with this Skill, wielding a Knife or Dagger, can position themselves to strike a Target from behind, they may call “Pierce” on the first True Blow. Further attacks strike as normal, as the Target becomes aware of their attacker.</p> <p>At Rank 2, if a character with this Skill, wielding a Knife or Dagger, can position themselves to strike a Target from behind, they may call “Impale” on the first True Blow. Further attacks strike as normal, as the Target becomes aware of their attacker.</p> <p>The character can use Backstab only once per Encounter. Once the initial surprise is lost, other combatants are more alert to the threat of a sneak attack. This does not prevent a character from attacking other targets from behind using normal True Blows of course.</p>	<p>Yes, up to 2 Ranks in total</p>
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<p>Blacksmith</p>	<p>The character is skilled at working metal and can craft metal goods, metal weapons and metal armour. Having this Skill assumes that the character owns or has access to a forge in a nearby village or town. In-game events may threaten this and without a forge the character may not use this Skill.</p> <p>At 1 Rank, the character may gain an additional 3 Crowns at the start of each event. They may also repair any metal armour or weapons they own for free. Note that only Magic can repair items during an event.</p> <p>At 2 Ranks, the character may gain an additional 6 Crowns at the start of each event. They may instead bring one item of Metal Armour or weapon with them live to the event for trade with other players or NPCs. If traded to another player before the event begins then no Phys rep need be provided. If taken on an event to trade then the player must provide an appropriate Phys Rep. Finally, the character earns 1 Masterwork Point each event, which may be used to create Masterwork items. See the Equipment section for more details.</p> <p>At 3 Ranks the character may gain an additional 10 Crowns at the start of each event. Additionally, the character earns 2 Masterwork Points each event, which may be used to create Masterwork items. See the Equipment section for more details.</p>	<p>Yes, up to 3 Ranks in total.</p>
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Bowyer/fletcher	<p>The character is skilled at crafting bows and arrows. A character can keep the tools required for this trade in a large pack at their camp site.</p> <p>At 1 Rank, the character may gain an additional 3 Crowns at the start of each event. They may also repair any bow broken for free. Note that only Magic can repair items during an event.</p> <p>At 2 Ranks, the character may gain an additional 6 Crowns at the start of each event. They may instead bring one Bow or bundle of arrows with them live to the event for trade with other players or NPCs. If traded to another player before the event begins then no Phys rep need be provided. If taken on an event to trade then the player must provide an appropriate Phys Rep. Finally, the character earns 1 Masterwork Point each event, which may be used to create Masterwork items. See the Equipment section for more details.</p> <p>At 3 Ranks the character may gain an additional 10 Crowns at the start of each event. Additionally, the character earns 2 Masterwork Points each event, which may be used to create Masterwork items. See the Equipment section for more details.</p>	Yes, up to 3 Ranks in total.
Cantrips	<p>The first step of wielding The Winds of Magic is to master some of the minor magical workings called Cantrips. These include minor spells such as mending a broken shield or creating fresh water. By learning this skill, a budding Hedge Magician can pick any 2 Cantrips from the list in the Lesser Magic section of this rulebook.</p>	No.

Carpenter	<p>The character is skilled at crafting wooden items and Shields. A character can keep the tools required for this trade in a large pack at their camp site.</p> <p>At 1 Rank, the character may gain an additional 3 Crowns at the start of each event. They may also repair any Shield broken for free. Note that only Magic can repair items during an event.</p> <p>At 2 Ranks, the character may gain an additional 6 crowns at the start of each event. They may instead bring one Shield or wooden weapon with them live to the event for trade with other players or NPC'S. If traded to another player before the event begins then no Phys rep need be provided. If taken on an event to trade then the player must provide an appropriate Phys Rep. Finally, the character earns 1 Masterwork Point each event, which may be used to create Masterwork items. See the Equipment section for more details.</p> <p>At 3 Ranks the character may gain an additional 10 Crowns at the start of each event. Additionally, the character earns 2 Masterwork Points each event, which may be used to create Masterwork items. See the Equipment section for more details.</p>	Yes, up to 3 Ranks in total.
Charmed Life	<p>Either by luck or Divine providence, the character is practically immune to the insidious workings of magical Curses. The character can resist nearly any Curse effect placed upon them (only the most powerful and rare Curses would stand a chance of affecting the character).</p> <p>When ignoring a specific effect, the character with Charmed Life should loudly state “No Effect”.</p>	No

<p>Engineer</p>	<p>The character is skilled at working with mechanisms and can craft simple mechanical goods, Crossbows and Black Powder Weapons. Having this Skill assumes that the character owns or has access to a forge in a nearby village or town. In-game events may threaten this and without a forge the character may not use this Skill.</p> <p>At 1 Rank, the character may gain an additional 3 Gold Crowns at the start of each event. They may also repair any Crossbows and Black Powder Weapons they own for free. Note that only Magic can repair items during an event.</p> <p>At 2 Ranks, the character may gain an additional 6 Gold Crowns at the start of each event. They may instead bring one Item or Crossbow or bag of 20 Musket balls and Black Powder with them live to the event for trade with other players or NPC'S. If traded to another player before the event begins then no Phys rep need be provided. If taken on an event to trade then the player must provide an appropriate Phys Rep. Finally, the character earns 1 Masterwork Point each event, which may be used to create Masterwork items. See the Equipment section for more details.</p> <p>At 3 Ranks the character may gain an additional 10 Gold Crowns at the start of each event. Additionally, the character earns 2 Masterwork Points each event, which may be used to create Masterwork items. See the Equipment section for more details.</p>	<p>Yes, up to 3 Ranks in total.</p>
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Evade	<p>The character can sometimes slip aside when struck. They gain 1 additional base Armour HIT for each Rank of this Skill if they are wearing Level 2 armour or lower. The Evade skill provides no additional armour HITS if they wear Rank 3 armour. Note that this provides no benefit when struck by an Arrow, Bolt or Bullet, since they travel too fast to dodge.</p> <p><i>Woad – Special Rule</i></p> <p>Some inhabitants of The Old World wear only strange War Paint called Woad over their bodies to ward off the blows of their enemies. If a character wears Woad which is visible over at least 50% of their bodies (so topless for men or small top for the ladies), and no other Armour, they gain 2 base Armour HITS per Rank of Evade. This is a popular choice for War Dancers and Troll Slayers.</p>	Yes, up to 3 Ranks in total.
Evaluate	<p>The character immediately knows the value of any object they can handle for about 30 seconds. They can also determine the base Quality of an item (Poor, Standard or Masterwork). Finally, they can determine the specific benefits provided by any Masterwork Item. See Masterwork Items in the equipment section for details. The player can ask the ref while he examines any item, and the Ref will provide the average value and any other pertinent information.</p> <p>A character with the Evaluate Skill also earns a small amount of money between events providing expert advice to other traders and merchants. They gain 3 Gold Crowns of additional income each event.</p>	No
Fearless	<p>The character feels no fear and is immune from any effects that cause them to flee or cower (whether by the spell Keyword Fear or other means). Of course, it's not always a good idea to be the only one standing up to a Greater Daemon! When ignoring a specific effect, the character with fearless should loudly state “No Effect”.</p>	No.

Fortitude	The character is tougher than normal, able to keep fighting even when wounded. The character gains 1 additional base Physical HIT for each Rank of this Skill.	Yes, up to 3 Ranks in total.
Frenzy	The character can enter a state of berserk abandon once per Encounter. Whilst Frenzying, a character is very hard to stop! They gain 2 Physical HITS on top of their current total when the Frenzy begins. However, a Frenzying character finds it very hard to tell friend from foe! A character in a Frenzy should continue to attack any nearby character until given sufficient space to calm down. A player should represent a Frenzy with great role play, noting the rule that a True Blow must still be struck and very fast attacks may still be regarded as Fleche by their targets. It is a curious fact that Frenzying characters don't seem to attack other Frenzying allies....	No.
Gambling	<p>The character is a skilled gambler, and can usually make a profit. Gambling is however, luck based, so there is always a chance of a loss.</p> <p>For each Rank a character has in the Gambling Skill, the Player may roll 1 6-sided Dice. The results are as below:</p> <ol style="list-style-type: none"> 1. Lose 5 Gold Crowns 2. Lose 1 Gold Crown 3. Win 2 Gold Crowns 4. Win 3 Gold Crowns 5. Win 5 Gold Crowns 6. Win 10 Gold Crowns <p>If the player makes a loss and the character cannot afford to pay it, they receive a sound beating and will have to represent those injuries in the coming adventure. This is identical to the consequences of Rank 3 Surgery. A six sided die is rolled, on a 1 or 2 the injury is internal (Disease effect), on a 3 or 4 it is to the leg (Cripple effect) and on a 5 or 6 the wound is to an arm (player's choice, may not use the arm that day).</p>	Yes, up to 3 Ranks in total.

Hedge Magic	<p>The character has the rare and dangerous ability to cast Hedge Magic Spells. For each Rank of this Skill, the character gains 3 Keywords per Encounter. See the Magic section for the full rules regarding Magic.</p> <p>When casting a spell, the vocal must include the source word ‘Magic’ this will let those with the Resist Magic skill know that they can resist the effect.</p> <p>Hedge Magic requires much time and energy to learn. A Rank of Hedge Magic is equivalent to 2 other Skills. Hedge Magic requires the expenditure of twice the appropriate number of points to buy the Skill at each Rank. Careers that include Hedge Magic have 1 less Skill available to take this into account. Note that because of the increased cost of this skill, it may not be taken as the first Skill of a character when he is created, the ability to wield true magic will require at least 2 adventures to master.</p>	Yes, up to 3 Ranks in total.
Iron Clad	The character is adept at fighting in heavy armour. The character gains 1 additional base Armour HIT per rank of Iron Clad, when wearing Rank 3 armour over at least 50% of their body.	Yes, up to 3 Ranks in total.
Iron Gut	The character has incredible intestinal fortitude. They are immune to any effect that would make them vomit, can drink vast amounts of alcohol without becoming insensibly drunk and can happily eat the vilest of foods. Iron Gut also protects against the Retch spell and most effects delivered via foul smells and gasses. When ignoring a specific effect, the character with Iron Gut should loudly state “ No Effect ”.	No.

Leather Worker	<p>The character is skilled at working leather and can craft leather goods and leather armour. Having this Skill assumes that the character owns or has access to a workshop in a nearby village or town. In-game events may threaten this and without a workshop the character may not use this Skill.</p> <p>At 1 Rank, the character may gain an additional 3 Crowns at the start of each event. They may also repair any leather armour they own for free. Note that only Magic can repair items during an event.</p> <p>At 2 Ranks, the character may gain an additional 6 crowns at the start of each event. They may instead bring one item of leather Armour with them live to the event for trade with other players or NPC'S. If traded to another player before the event begins then no Phys rep need be provided. If taken on an event to trade then the player must provide an appropriate Phys Rep. Finally, the character earns 1 Masterwork Point each event, which may be used to create Masterwork items. See the Equipment section for more details.</p> <p>At 3 Ranks the character may gain an additional 10 Crowns at the start of each event. Additionally, the character earns 2 Masterwork Points each event, which may be used to create Masterwork items. See the Equipment section for more details.</p>	Yes, up to 3 Ranks in total.
Linguist	<p>The character has learnt a wide variety of languages, including the common tongue of many of the various enemies of The Old World; such as Orcs, Skaven, Dark Elves and even the dark tongue of Chaos.</p> <p>If a player with the Linguist skill encounters an enemy that doesn't speak the common tongue, but is willing to talk, the ref will signal to that monster that he may converse with the player in English.</p> <p>In addition, a character with the Linguist Skill earns an additional 3 Gold Crowns before each event by working as a translator.</p>	No

<p>Minor Miracles</p>	<p>An Initiate Priest often has access to minor Miracles, represented by the Cantrips found in the Magic System.</p> <p>The Miracles available depend on the Deity the Priest worships, and are noted in the Career Compendium.</p> <p>Each Deity grants access to 2 Cantrips from the list in the Lesser Magic section of this rulebook (Page 66)</p>	<p>No</p>
<p>Performer</p>	<p>The character is a skilled singer, story-teller, dancer or musician.</p> <p>The character gains 3 Gold Crowns at the start of each event.</p> <p>As well as earning a living, a Performer can help himself and his allies when on an adventure by entertaining and relaxing an adventuring party during periods of rest. If a character with the Performer skill roleplays entertaining the party for at least 5 minutes in a period of rest, each character in the party, including the Performer, will regain 1 point of lost Resolve in addition to any Resolve restored by the period of rest.</p>	<p>No</p>
<p>Plague Survivor</p>	<p>The character has built up a resistance to most diseases, and may still bear the pox marks to prove it! The character may ignore the Disease call and effect, whether by the spell Keyword or other effect.</p> <p>When ignoring a specific effect, the character with Plague Survivor should loudly state “No Effect”.</p>	

<p>Poisoner</p>	<p>The character can brew Poisons. Having this Skill assumes that the character owns or has access to a workshop in a nearby village or town. In-game events may threaten this and without a workshop the character may not use this Skill.</p> <p>At 1 Rank, the character can brew 2 Weak Poisons before each adventure.</p> <p>At 2 Ranks, the character can brew 2 Weak Poisons and 2 Strong poisons before each adventure.</p> <p>At 3 Ranks, the character can brew 2 Weak Poisons, 3 Strong Poisons and 1 Deadly Poison before each adventure.</p>	<p>Yes, up to 3 Ranks in total.</p>
<p>Potion Brewer</p>	<p>The character can brew Potions. Having this Skill assumes that the character owns or has access to a workshop in a nearby village or town. In-game events may threaten this and without a workshop the character may not use this Skill.</p> <p>Potions last until the end of the adventure. However, the character may instead PRESERVE the potions he makes with this skill. He creates ½ the number of potions, but they can last indefinitely.</p> <p>At 1 Rank, the character can brew 2 Healing Potions before each adventure, or 1 Preserved Healing Potion.</p> <p>At 2 Ranks, the character can brew 4 Healing or Antidote Potions before each adventure, or 2 Preserved Healing or Antidote Potions.</p> <p>At 3 Ranks, the character can brew 6 Healing, Antidote or Panacea Potions before each adventure, or 3 Preserved Healing, Panacea or Antidote Potions.</p>	<p>Yes, up to 3 Ranks in total.</p>

<p>Prize Fighting</p>	<p>Prize Fighting covers the whole range of fighting for entertainment or prizes. It can represent bare Fist Fighting, Gladiator Style Pit Fights or High Brow Tourneys and Jousting.</p> <p>At 1 Rank, the character may gain an additional 5 Gold Crowns at the start of each event.</p> <p>At 2 Ranks, the character may gain an additional 12 Gold Crowns at the start of each event.</p> <p>At 3 Ranks, the character may gain an additional 20 Gold Crowns at the start of each event.</p> <p>Each time a character earns money from these activities (and they may chose not too), they must roll 2 six sided dice. If they roll a 3 or less, they have suffered an injury Prize Fighting and must suffer this injury for the upcoming adventure. This is identical to the consequences of Rank 3 Surgery. A second six sided die is rolled, on a 1 or 2 the injury is internal (Disease effect), on a 3 or 4 it is to the leg (Cripple effect) and on a 5 or 6 the wound is to an arm (player's choice, may not use the arm that day).</p> <p>Prize Fighting is profitable but risky!</p>	<p>Yes, up to 3 Ranks in total.</p>
<p>Resist Chaos</p>	<p>The character has fortified their mind and soul to resist the corrupting effects of the God of Chaos. The character gains 5 extra points of Resolve per Rank of the Resist Chaos Skill. See the “Touch of Chaos” section for further details. They may also ignore the first spell or effect from a ‘Chaos’ source each encounter, per rank of the Resist Chaos skill. When resisting an effect the character should loudly state “No Effect”.</p>	<p>Yes, up to 3 Ranks in total.</p>

<p>Resist Magic</p>	<p>The character has an innate Magical resistance. They are immune to 1 Magical Spell effect per Encounter for each Rank of this Skill. The character’s immunities include: Dark Magic, Hedge Magic, Priest Miracles and Rune Smithing. All casters of these effects should include the word ‘Magic’ in their vocal so that you know you can resist it.</p> <p>Resist Magic <u>does not</u> protect against casters using the Chaos source, as their power stems from the corrupted minds of the Chaos gods themselves, nor does it protect from Curses. If you hear the source word ‘Chaos’ or ‘Curse’ in a vocal, it’s still going to affect you, unless of course you have the appropriate skill to resist those too.</p> <p>The Resist Magic skill also does not protect against the powerful Area of Effect (AoE) spells, wielded by some of the more adept sorcerers (the Ref will always make this clear during a Time Freeze).</p> <p>There is however a downside to this skill. The character has no choice but to resist a spell, even if it would be beneficial or was cast by an ally. Also, casters with the Resist Magic skill may find that their casting ability is hampered, and any character with the skill who holds a magical item may find that it does not function as expected – this severity of this effect will be decided by how many levels of Resist Magic the character has and is always at the Ref’s discretion.</p> <p>When ignoring a specific effect, the character with Resist Magic should loudly state “No Effect”.</p>	<p>Yes, up to 3 Ranks in total.</p>
<p>Rune Carving (Dwarf Only)</p>	<p>The first step of wielding The Magic of the Runes is to master some of the minor magical workings called Rune Carvings. A budding Runesmith can pick 2 of the following Cantrips: Guidance, Illuminate, Mend.</p>	<p>No.</p>

<p>Rune Smith (Dwarf Only)</p>	<p>The character has the strange ability to use Magical Dwarven Runes. For each Rank of this Skill, the character gains 2 Keywords per Encounter. See the Magic section for the full rules regarding Magic.</p> <p>When casting a spell, the vocal must include the source word ‘Magic’ this will let those with the Resist Magic skill know that they can resist the effect.</p> <p>We suggest: <i>“I Draw upon the Magic of the Runes!”</i></p> <p>Due to countless generations of becoming accustomed to them, beneficial Runes can always be cast on yourself or your fellow Dwarves; however members of other races may be resistant to their effects if they have the Resist Magic skill.</p> <p>Rune Smithing requires much time and energy to learn. A Rank of Rune Smith is equivalent to 2 other Skills. Rune Smithing requires the expenditure twice the points to buy the Skill at each Rank. Careers that include Rune Smithing have 1 less Skill available to take this into account.</p> <p>Note that because of the increased cost of this skill, it may not be taken as the first Skill of a character when he is created, the ability to wield true magic will require at least 2 adventures to master.</p>	<p>Yes, up to 3 Ranks in total.</p>
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Snake's Blood	<p>The character has built up his immunity to most poisons. The character is immune to most poison effects unless informed otherwise by a Ref. When ignoring a specific effect, the character with Snake's Blood should loudly state "No Effect".</p>	No.
Stealth	<p>The character can hide with great efficiency. With 1 Rank of Stealth, once per encounter, a character can enter an area of vegetation (bush, long grass, behind a tree), raise their hand in the air with one finger pointing up and become unable to be seen until they move or attack.</p> <p>With 2 Ranks, a character can do as above, but once hidden, may move slowly with their hand in the air with two fingers pointing up and remain unseen. If they walk into an open area with no cover or they attack, they become visible.</p> <p>With 3 Ranks, a character can vanish from plain sight once per encounter. They raise their hand in the air with three fingers pointing up and count to 5 in their heads. If they can reach an area of vegetation in this time they can remain unseen, if they remain in the open they become visible. Use of this ability in this way requires a gesture of throwing dirt or powder into the eyes of any nearby enemies. <i>***Under no circumstances should any actual dirt or powder be thrown.***</i></p>	Yes, up to 3 Ranks in total.

<p>Surgery</p>	<p>The character has rare knowledge of Surgery, the medical practice of The Old World. Surgery is not Magic. Setting a bone, applying a splint, amputation and poultices are unlikely to allow an adventurer to hop back to their feet and carry on fighting like nothing had happened. However, a surgeon's skills are unrestricted by expensive elements (like Potions) or rare and dangerous powers (like Hedge Magic or Miracles). Surgeons make a good living helping the common folk for whom the cost of a single Healing Potion is far out of reach.</p> <p>At 1 Rank, the character may gain an additional 3 Gold Crowns at the start of each event. In addition, they can identify if someone is Diseased, Poisoned or wounded with a quick glance. They can also get a DYING character back on their feet, but they can nothing else that day but walk slowly and painfully back to the village. In addition, the poor victim of the Surgeons sloppy work will have a permanent injury that will need to be represented next time. The player will switch to the monster crew for the rest of the event, but their character will be playable (but injured) next event. The ref and the player will agree a suitable injury that the player will be happy to roleplay. Better than dying though eh?</p> <p>At 2 Ranks, the character may gain an additional 6 Gold Crowns at the start of each event. In addition, they can save a DYING character without the use of Potions or Magic. The character will be able to walk, but will be unable to fight or run. It is acceptable for the player to state that their character heads back home. They will switch to the crew team for the rest of the days adventure, but their character will be fit and ready for the next event, with no permanent injuries.</p> <p>At 3 Ranks, the character may gain an additional 10 Gold Crowns at the start of each event. In addition, they can not only save a DYING Character without the use of Potions or Magic, but can even fix them up to a state where they can carry on the adventure. However, there are a few drawbacks.</p> <p>If the wound the target took that dropped them to 0 was</p>	<p>Yes, up to 3 Ranks in total.</p>
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Torso: The target has broken ribs and internal injuries. They can continue the adventure, but suffer as though they are Diseased (see magic rules).

Leg: The character must limp for the rest of the Adventure as if suffering from the Cripple Spell.

Arm: The arm in question is useless and probably in a sling. The target cannot use this arm for the rest of the day.

<p>Thievery</p>	<p>The character is skilled at picking pockets, cracking locks and pilfering items.</p> <p>A character with the Thievery Skill will gain a modest income to represent a period of casual thievery. In addition, they will be given the option of attempting one or more Big Heists against a service in the local town, providing a bigger benefit but at the cost of effecting the local economy.</p> <p>If a Big Heist is attempted, the Thief rolls 2 six sided dice. A Rank 1 Thief needs to roll 5 or higher to avoid being caught. A Rank 2 Thief needs to roll a 4+ and a Rank 3 Thief a 3+. If caught, the character is given a sound beating and will have to represent those injuries in the coming adventure.</p> <p>This is identical to the consequences of Rank 3 Surgery. A six sided die is rolled, on a 1 or 2 the injury is internal (Disease effect), on a 3 or 4 it is to the leg (Cripple effect) and on a 5 or 6 the wound is to an arm (player's choice, may not use the arm that day).</p> <p>At 1 Rank, the character may gain an additional 3 Gold Crowns at the start of each event. They may also attempt 1 Big Heist before each event.</p> <p>At 2 Ranks, the character may gain an additional 6 Gold Crowns at the start of each event. They may also attempt 2 Big Heists before each event.</p> <p>At 3 Ranks the character may gain an additional 10 Gold Crowns at the start of each event. They may also attempt 3 Big Heists before each event.</p> <p>The benefits of a Big Heist depend on which service the Thief steals from, and is listed in the Equipment section.</p>	<p>Yes, up to 3 Ranks in total.</p>
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<p>Tracking</p>	<p>Skilled trackers can put their ability to use in many more situations than just finding the right way to go.</p> <p>With one Rank of this Skill, a character can determine the direction of travel of any NPCs who have passed up to 1 day before their arrival.</p> <p>With two Ranks of this Skill, a character can determine additional details about their prey, such as race, numbers and if they are heavily armoured.</p> <p>With Three Ranks of this Skill, a tracker may reveal ancient tracks to caches of monies, equipment or secret places long forgotten!</p> <p>Trackers may also find a character hiding with the Stealth Skill. If they see the character Hide, they may head to that location and once within 5 feet of them the Stealther becomes visible. If the Stealther is already hidden, the tracker can spend 30 seconds studying the ground and then head towards the Stealther’s location as above. A trackers “Sixth Sense” explains this “metagaming” action.</p> <p>Characters with the Stealth Skill will have a number of fingers raised while using their Skill. This represents the number of times they have chosen the Stealth Skill. If the number of fingers the Stealther has raised is higher than the number of times the tracker has picked the Tracking Skill, then the Tracker can attempt none of the above activities. Their “Sixth Sense” is not strong enough to alert them to the superior Stealther’s presence.</p>	<p>Yes, up to 3 Ranks in total.</p>
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Trade	<p>The character has a trade. This provides no product that may be particularly useful during play, but does give the character a good income when not adventuring. Some trades are listed below, with others allowed at the Refs discretion.</p> <p>Thatcher, Mason, Hunter, Milk Maid, Farmer, Fisherman, Cooper, Beekeeper, Scribe, Musician, Cook.</p> <p>At 1 Rank, the character may gain an additional 5 Gold Crowns at the start of each event.</p> <p>At 2 Ranks, the character may gain an additional 10 Gold Crowns at the start of each event.</p> <p>At 3 Ranks, the character may gain an additional 15 Gold Crowns at the start of each event.</p>	Yes, up to 3 Ranks in total.
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Intermediate Skills

Intermediate Skills are first available in some Intermediate Careers. They include every Stackable Basic Skill's 2nd Rank, and the additional Skills listed below.

Armoured Casting	The Character has practiced casting Magic in Armour. The Keyword penalty for wearing armour is reduced by 1 Keyword. (See Magic Rules)	No
Dark Magic	<p>The Character can harness the terrible power of Dark Magic. They may make a second use of 1 Keyword they know each Encounter.</p> <p>When casting a spell, the vocal must include the source word 'Magic' this will let those with the Resist Magic skill know that they can resist the effect. We suggest:</p> <p><i>"I Draw upon Dhar, the Dark Wind of Magic!"</i></p> <p>However, the corrupting power of Dark Magic has a cost on both the sanity of the user and the safety of those around them. Each use of Dark Magic on an adventure will Result in the character instantly losing 2 points of Resolve.</p>	No
Grudge-Born Fury	Pick a certain race of foes, such as Green-Skins, (Orcs, Goblins, Hobgoblins), Undead, Dark Elves or Chaos (Beastmen, Chaos Warriors, Daemons and Daemonologists) The character may call " Mighty Blow " once per Encounter when fighting their chosen foes.	No
Haggler	The character is skilled at negotiating a good price. They receive a 10% discount on all purchases made before an adventure, rounded up to a 1 Gold Crown minimum discount on each item.	No
High Pain Threshold	<p>A character with a high pain threshold has a strong nervous system, rendering them immune to the "Paralyse" effect.</p> <p>When ignoring a specific effect, the character with should loudly state "No Effect".</p>	No

Lightning Reflexes	The character is immune to the special effects of the Backstab skill (instead of taking a Pierce or Impale, they only take 1 physical hit). The character must be conscious for this to work.	No
Miracle Worker	<p>The character has the powerful ability to work Miracles. For each Rank of this Skill, the character gains 3 Keywords per Encounter. These Keywords are set by the specific Deity which the Miracle Worker worships. See the Magic section for the full rules regarding Magic.</p> <p>When casting a spell, the vocal must include your Deity's name and the source word 'Magic' this will let those with the Resist Magic skill know that they can resist the effect. We suggest:</p> <p><i>"I call upon the Divine Magic of Sigmar!"</i></p> <p>You cannot be the beneficiary of a spell cast by a priest of a differing faith to your own, unless is it a curative Keyword e.g. Stoneskin, Bless etc. will not work but Heal, Cure, Rise etc. would.</p> <p>Miracle Working requires much time and energy to learn. A Rank of Miracle Worker is equivalent to 2 other Skills. Miracle Working requires the expenditure of twice the appropriate number of Experience Points to buy the Skill at each Rank. Careers that include Miracle Worker have 1 less Skill available to take this into account.</p>	Yes, up to 2 Ranks in total.
Rapid Reload	The Character may reload a Black Powder Weapon with 15sec of role play, instead of 30.	No
Shield Fighter	The Character has become proficient in angling his Shield to prevent it becoming damaged. Their Shield requires two additional True Blows from a 2 Handed weapon to break, for a total of 4. In addition, it will require 2 Sunder effects to break a Shield whilst they wield it. These benefits will stack with the benefits of a Masterwork shield.	No
Second Wind	The character can summon up inner reserves to get back into the fight after they have fallen. Once DYING, a character with the Second Wind Skill must count to 10,	No

	<p>then get back up with 1 Physical HIT and act as normal. If they have used their Second Wind and are reduced to DYING again, they must begin the usual 200 Death Count. A character with the Second Wind Skill MUST use it immediately once DYING, they cannot count to 199 then use second wind to recover.</p>	
Strong	<p>The Character is strong, and can stand firm against heavy blows and shoves.</p> <p>The character need not stagger back 5 paces or fall over when struck with the “Strength” Call. In addition, they need not fall over or stagger back when stuck by the “Mighty Blow” call. The do however take the 3 HITS of damage from this attack.</p>	No.

Advanced Skills

Advanced Skills include the 3rd Rank of all Stackable Basic Skills, as well as the Skills listed below. They are accessed by attaining an Advanced Career.

Axe Master	When wielding an axe, the character can call “Mighty Blow” once per Encounter.	No
Sword Master	When wielding a Sword, the character can call “Mighty Blow” once per Encounter.	No
Fencing Master	When wielding a Rapier or Foil in one hand, and nothing or Dagger or Buckler in the other, the character can call “Pierce” with a True Blow up to 3 times per Encounter.	No
Percussion Master	When wielding a mace, flail or hammer, the character can call “Impale” once per Encounter.	No
Polearm Master	When wielding a Spear, Poleaxe, Halberd or Glaive, the character can call “Impale” once per Encounter.	No
Dagger Master	If a character with this Skill, wielding a Knife or Dagger in either or both hands (But no other weapon combination), can call “Pierce” on any True blow.	No
Deadly Throw	When attacking with a thrown weapon such as a Throwing Knife, Shuriken or Small Spear, the character may call “Pierce” up to three times each Encounter. The weapon must be thrown, not used in melee, to have this effect.	No
Sure Shot	When wielding a Bow, Black Powder Weapon or Crossbow, the character can call “Impale” once per Encounter.	No
Blind Fighting	In any situation where a character should be blind (Spell effect, area of darkness etc) the player may keep their eyes open.	No
Nerve Strike	The character can strike with enough precision to paralyse a foe. They can use the “ Paralyse ” call once per Encounter.	No
Knee Breaker	The character can strike with enough precision to cripple a foe. They can use the “ Cripple ” call twice per Encounter. The attack must be a True Blow aimed at the legs of the target.	No
Master Trader	The character has a wealth of contacts across The Old World, and can sell any item they have for its full value before each adventure.	No
Master Haggler	The character can buy any item with a 30% discount, with a minimum of 2 Gold Crowns discount of each individual item.	No

Section 3 - Magic

Magic is a fact of life in The Old World, although very few regular people ever see it.

There is a very loose distinction of four sorts of Magic that can be encountered in The Old World, only two of which will be regularly seen in an OWA adventure.

Firstly and arguably the most potent, is the mighty **High Magic** of The High Elves of Ulthuan. Elves were one of the first races to master Magic and can perform feats of world shattering power. It would be a sight seen only once a millennia to see a High Elven Archmage work their art and something that could only be accomplished with a Hollywood movie budget! There will probably never be any High Magic featured in an OWA adventure!

Second in power and also beyond the realms of the gritty adventurers of OWA are the powers of **Battle Magic**. The Wizards of The Empire's Eight Colleges of Magic are bound to serve the Empire on the fields of war. Mighty fire storms are called, waves of Amethyst magic rips the screaming souls from a hundred men at a time and the ground splits asunder at a gesture of a Master of Light Magic. Equal in power to these mighty Wizards are the Sorceresses of the Dark Elves, the terrifying Sorcerers of Chaos and the War Shaman of the Orc tribes.

Less potent but far more common are the minor **Miracles** of the Priests of the various Gods of the Old World. The Priests can work many subtle miracles, from healing a dying man to blessing a warrior with good fortune or health. Priestly Magic can even be used to harm enemies of the Faith, inflicting pain or blindness on a heathen who displeases the servants of the Gods.

Finally, many untrained and hidden individuals master minor Magical power in the form of **Hedge Magic**. This is the most common sort of Magic encountered by OWA adventures and is subtle and limited, but no less terrifying for a poor individual who incurs the wrath of a Witch or Magician! Hedge Magic can repair a shattered shield in moments, harden a man's skin like bark, or curse an enemy with crippled limbs, copious vomiting or even, if the whispers of the washerwomen are true, cause a man's heart to burst within his chest!

Finally, the inherently magically resistant Dwarfs have discovered their own, limited way to harness the power of Magic, the ancient art of **Rune Smithing**.

Because of the flashy and dramatic nature of High and Battle Magic, they will not be represented in OWA. The following pages provide the Spells and rules required to represent Miracles and Hedge Magic that can be used by, or against, characters on an OWA adventure!

Base Magic Rules

The following rules apply to both Miracles and Hedge Magic.

A Magic Tradition (Hedge Magic or Miracles) is bought just like a Skill and gives the character access to 3 Keywords per Encounter. Each Keyword must be different, a character cannot pick the same Keyword more than once with the same Rank of a Magic Skill.

A Miracle Worker will have his Keyword selection determined by the Deity he worships.

A character also gains access to 2 Cantrips (See Lesser Magic) by taking the Cantrip Skill. Miracle workers gain Cantrips based on their Deity by taking the Minor Miracles Skill.

Additional Ranks of the same Magic Tradition give access to a further 3 Keywords per Encounter. These keywords CAN be a second pick of a Keyword the character knows, or a new Keyword. Certain Keywords are more powerful, and can only be chosen with the character's Second or Third Rank of a Magic Skill.

More powerful Keywords may require IC training or Knowledge to learn, the Ref will have final say on which Keywords may be chosen when raising a Magic Skill.

No character may have both the Hedge Magic AND Miracle Worker skills. Meddling with The Winds of Magic is anathema to the Will of The Gods.

Additional Keywords, outside the 3 gained for each Skill Rank, can sometimes be learnt from IC sources, such as ancient tomes, bargains with Daemons and other rare and dangerous occurrences.

Rune Smithing works in a similar fashion to Miracles and Hedge Magic, but Runesmiths only gain 2 Keywords each Encounter per Rank of Rune Smith.

Hedge Magic

Hedge Magic is dangerous, since exposure to The Winds of Magic can have a corrupting effect on the casters soul and body. It is however at the users command. It would be a rare occurrence for there to be no Winds of Magic available to cast a spell.

Miracles

Miracles, on the other hand, are safer for the caster but far less reliable. Since the power comes directly from a Deity with its own will, agenda and whims, Miracle Workers may find their power failing often if their Deity is displeased with their actions or behaviour, or if the Deity itself lacks enough influence in the area where their faithful find themselves.

Note: You cannot be the beneficiary of a spell cast by a priest of a differing faith to your own, unless it is a curative Keyword e.g. Stoneskin, Bless etc. would not work but Heal, Cure, Rise etc. would.

Rune Smithing

Runesmiths strike specific Runestones to achieve Magical effects. They have limited power, but are reliable and free from the Taint of Chaos. Runesmiths have access to the Lesser Magical Cantrip Mend, but no other Cantrips.

Armour and Casting

Armour has a negative effect upon a character's ability to use both Hedge Magic and Miracles. Scholars have suggested that The Winds of Magic are forced into imbalance by the presence of too much metal or leather, drawing in an overabundance of Gold and Amethyst Magic respectively. Whatever the reason, wearing armour makes casting magic far more demanding. The effects of armour differs depending on the source of the Magical power. Miracle Worker magic is less hampered by the wearing of armour than Hedge Magic.

Hedge Magic

A character wearing Rank 1 Armour must sacrifice 1 Keyword use per Encounter per Rank of the Hedge Magic Skill.

A character wearing Rank 2 Armour must sacrifice 2 Keyword uses per Encounter per Rank of the Hedge Magic Skill.

A Character wearing Rank 3 Armour must sacrifice 3 Keyword uses per Encounter per Rank of the Hedge Magic Skill. This will usually mean the character cannot cast any spells, unless they have the Armoured Casting Skill.

The character may choose which Keywords he cannot cast each Encounter.

Miracle Worker

A character suffers no magical penalty for wearing Rank 1 Armour.

A character wearing Rank 2 Armour must sacrifice 1 Keyword use per Encounter per Rank of the Miracle Worker Skill.

A Character wearing Rank 3 Armour must sacrifice 2 Keyword uses per Encounter per Rank of the Miracle Worker Skill.

The character may choose which Keywords he cannot cast each Encounter.

Beneficial Miracles, with the exception of Healing

Rune Smithing

Rune Smithing is not affected by the wearing of armour.

Casting a Spell

Casting a Spell uses the following system:

1. Opening Vocal

When a magic user begins to cast a Spell, they **MUST** say an **Opening Vocal** in a loud, clear voice. The vocal must include the appropriate Source (for players the Source is always 'Magic'), and the appropriate Keyword according to the list below.

Priest Miracles:

“Divine Magic of <Deity’s Name>!”

Hedge Magic:

“The Winds of Magic!”

Rune Smithing:

“Magic of the Runes!”

An example might be:

“I call upon the Divine **Magic** of **Sigmar** to strike you **Blind!**”

Or

“I draw The Winds of **Magic** to grant you **Stoneskin!**”

2. The Draw of Power

Anyone, Player or NPC, who hears any of the above **Opening Vocals** must very briefly look towards the source of the words. This is called **The Draw of Power**, and represents the strange, otherworldly feeling of gathering power that is impossible to ignore. In game mechanic terms, it is in place to ensure that the target of the Spell is aware that they are being targeted.

3. Targeting and Spell Vocals, including the Spell's Keyword.

The Magic user must first make the target aware that they are the subject of the coming spell. This can be done by pointing, a fixed stare, or calling the target by name.

The magic user now finishes the Spell by completing the **Spell Vocals**. They must be spoken loudly and clearly, because they describe the effect of the Spell to the target. If the Target does not understand how to react to the Spell, or doesn't hear the vocals, then the Spell is considered to have been miscast and has no effect. They may however, attempt to cast the same Keyword again, a Keyword is only counted as used when a target reacts to the spell. It is the responsibility of the magic user to ensure their vocals are correct and easy to understand and react to.

The body of the Spell Vocal is up to the caster, but each Spell must include the appropriate **SOURCE** (Magic for players; Magic, Curse or Chaos for Monsters) of power and **KEYWORD** so the target of the spell knows what it does (and whether they can resist it). A full list of Keywords can be found later in this rulebook.

In addition, Somatic and Material components of a spell may also be used at this stage. These are things like breaking a stick as they cast a spell to shatter a weapon, or stabbing themselves with a dagger when casting a Wounding spell. Whilst not mandatory, we strongly encourage these actions to promote good role-playing of spellcasting.

The caster can cast each Keyword he knows once each encounter.

4. Interruption

If a Magic user is attacked whilst casting a Spell, the Spell is **Interrupted**. It is not cast and it is not considered used for the purposes of Keywords spent this Encounter. Assuming the Magic user survives the attack, they may try to cast the Spell again. A Magic user engaged in casting a Spell is immune from **The Draw of Power**. The power they are using protects them from other Magic as they cast.

5. Heroes and Villains

Some monsters or mighty individuals are less easily thwarted by the powers of Magic. A “Villain” monster will still be affected by a Spell, but may suffer a lesser or temporary effect. If this is the case, when targeted by a Spell, the “Villain” monster will clearly announce “**No Effect**”, which lets you know that the crew member heard and understood your spell but that the monster is not affected by that particular effect.

“Villain” Monsters will usually (but not always) “downgrade” any Spells cast at them. As such they often shrug off Spells after a short amount of time, usually the time it takes for them to count silently in their head to 30, but often longer if the Magic User does a good job of role-playing the spell. This is simply to stop every “Boss” fight drowning under a volley of “One shot” Spells, allowing everyone to enjoy the big fights without the magic users or fighters feeling useless.

Player characters who have reached an Advanced Career are touched by Fate, and classed as “Heroes” and they too can reduce the duration of enemy spells to 30 seconds.

Applying these Rules

Much like all aspects of LARPing, Magic is again dependant on the honesty and good role playing skills of the participants. If a magic user is constantly ignored then they won't have much fun! All Players and Crew are encouraged to try their hardest to make this complicated and fun part of OWA rewarding for both Magic users and targets alike.

Likewise, Magic users have a responsibility to make themselves seen and heard. Bold gestures and most importantly a loud clear voice are a vital reality of using Magic in the hurly burly of combat. Quieter individuals who wish to cast Magic may do best with picking healing or repairing Magic which requires less volume to role-play successfully.

Keyword List

The following Keywords can be chosen by either **Miracle** (MIR) workers and/or **Hedge Magic** (HM) practitioners as directed in the Keyword name section. The Vocals given are suggestions and need not be memorised by rote, but the KEYWORDS described must be clearly included in Spell Vocals.

Power Level represents the power of the Keyword. A Hedge Magic or Runesmith (RS) Caster must be using a Skill pick of equal or lower level than the Power Level of the Keyword to choose it. Miracle Worker Keywords are granted by the character's Deity, and only loosely follow this rule.

Keyword Name	Description (If effect differs between Minions or Villains/Heroes, the two effects will be listed in this order.)	Example Vocal and KEYWORD	Example Somatic or Material Component	Power Level
HEAL (MIR and HM)	The target is healed if Dying. They may rise with 1 Physical HIT and act as normal as soon as the Spell is cast.	“May your wounds be knit, your heart beat stronger. I call on Shallya’s Magic to HEAL you and let you return to the fray!”	Hands touched to the wounded area.	1
STONESKIN (HM,MIR and RS) Hedge Magic casters may target themselves only. Miracle Workers may target themselves, or another target who shares their Faith. Runesmiths may target themselves or others.	The target gains 1 extra Physical HIT until the end of the encounter. A target cannot gain any benefit from multiple spells of this type cast upon them, a target may have only 1 additional Physical HIT from Stoneskin at any one time.	“By my Magic, may my skin become STONESKIN . May I have the vigour of two grown men!”	A piece of stone rubbed against the Target.	1

<p>FORTIFY (MIR, HM and RS)</p> <p>Hedge Magic casters may target themselves only.</p> <p>Miracle Workers may target themselves, or another target who shares their Faith.</p> <p>Runesmiths may target themselves or others.</p>	<p>The target gains 1 extra Armour HIT until the end of the encounter. A target cannot gain any benefit from multiple spells of this type cast upon them, a target may have only 1 additional Armour HIT from Fortify at any one time.</p>	<p>“By my Magic, I FORTIFY my garb to turn the blows of my foe!</p>	<p>Shaking a patch of chain mail or hard leather.</p>	<p>1</p>
<p>RETCH (HM, MIR)</p>	<p>The target immediately and violently vomits, usually doubling over. The vomiting continues for a count of 60.</p>	<p>“By my Magic, I birth a thousand maggots in your belly, enjoy them as you RETCH!</p>	<p>The caster eats something, usually foul looking, and then spits the chewed contents onto the ground.</p>	<p>1</p>
<p>SHATTER (MIR, HM and RS)</p>	<p>The caster points towards a targets weapon or shield. The object shatters in their hands, becoming useless.</p> <p>Note that some (but not all) Heroes/villains may have Masterwork weapons or shields which will not be shattered by this spell. If this is the case, they will respond with a vocal along the lines of “It takes more than petty Magic to break a Toledo Sword!”</p>	<p>“I drive the power of the Wind of Magic into your <object> and SHATTER it asunder!</p>	<p>The caster breaks a stick or rips a piece of cloth, then points at the target item.</p>	<p>1</p>
<p>CRIPPLE (HM, MIR)</p>	<p>The target's leg bones twist and warp. They become crippled, forced to walk slowly with a profound limp. This effect can be “Walked off” after a count of 60.</p>	<p>“By my Magic, may your legs twist and warp, may you be a limping CRIPPLE!”</p>	<p>A Piece of cloth or reed, wrung and twisted then thrust towards the target.</p>	<p>1</p>

<p>AGONY (MIR and HM)</p>	<p>The character causes the target to feel incredible pain, dropping them to the floor and causing them to writhe in agony.</p> <p>Targets will generally drop to one or two knees and “Fight off” the waves of pain after a count of 60. During this time they will not attack, but can parry desperately any incoming blows.</p>	<p>“I intone the Magic of the forbidden Word of AGONY. Let you be struck down by waves of pain, able to do nought but writhe and scream when I speak the Cursed Word “Slaaneshar!”</p>	<p>Both hands twisted into claws like a crone suffering with twisted joints. Suitably evil glare. Grand gesticulation towards the target.</p>	<p>1</p>
<p>WOUND (HM, MIR)</p>	<p>The character causes the target to suffer a wound. The target takes 1 HIT of Physical Damage, ignoring any armour worn.</p>	<p>“By my Magic, the WOUND I carve into my flesh I gift to you!”</p>	<p>Using a weapon, the caster stabs, slashes or bludgeons themselves, then gesticulates at the target with a throwing or giving gesture.</p>	<p>1</p>
<p>FEAR (MIR, HM and RS)</p>	<p>The character causes the target to become terrified.</p> <p>Targets become panicked and flighty, seeing all threats as heart stopping terrors. They will often flee, or seek shelter behind their allies. They will not attack, but will defend themselves if cornered. After a count of 60, they begin to regain their courage and can return to the fight.</p>	<p>“Behold Sigmar’s Holy Grace and Magic and tremble in FEAR!”</p>	<p>Both arms raised or a weapon pointed threateningly. Angry glare.</p>	<p>1</p>
<p>CURE (MIR and HM)</p>	<p>The caster cures the target of a single Disease afflicting them.</p>	<p>“By Shallya’s Magic and Grace, I CURE this cruel affliction!”</p>	<p>A prayer or chant, burning of incense or herbs, anointment of the targets head with pure or holy water.</p>	<p>1</p>
<p>PURGE (MIR and HM)</p>	<p>The caster purges a single Poison from the target.</p>	<p>“Let the Jade Wind of Magic flow through you, I PURGE this venom from</p>	<p>Leeching, or burning of a sacred candle, or forcing a live snake to</p>	<p>1</p>

		your blood!”	bite the target.	
TURN (MIR)	<p>The caster forces an Undead creature to flee, or destroys an Undead of lesser power.</p> <p>This spell destroys less powerful Undead.</p> <p>Villain Undead are forced away from the caster, they cannot approach within 5 feet, and can be pushed back by the caster moving towards the creature. This effect lasts for a count of 60.</p>	“By the light of Morr’s Divine Magic I TURN you, creature of Necromancy!”	Holding a Holy Symbol towards the creature.	1
ENTANGLE (MIR and HM)	<p>The caster calls on nature to entrap the target’s feet and legs in ghostly, ethereal vines and roots, preventing them from moving from the spot for a count of 60.</p>	“In Taal’s name I call upon wild Magic to hold you fast, ENTANGLE ”	A gesture of coaxing plant life from the surroundings.	1
WARD (MIR, HM, RS)	<p>The caster creates a complex, time consuming barrier around a certain area or location. The effects of another creature crossing the Ward are varied, so the Ref should be notified before any attempt is made to cross or interfere with a Ward. Wards are usually represented by a line of flour or sticks upon the ground.</p> <p>Player characters cannot learn this complex magic without the approval of the Ref.</p>	“By the Magic of The Wind of Light, I WARD this place against the darkness”	A complicated ritual, taking a number of hours, involving marking out the area to be Warded, inscribing mystical symbols and other offerings.	1,2 or 3
DISEASE (HM, MIR)	<p>The caster inflicts a terrible disease on the target. The effects last until cured.</p> <p>Targets present a raging fever, muscle weakness and delirium. The character loses the benefits of any Ranks of the Fortitude, Stealth or Evade Skills until the disease is cured. They move and fight slowly and clumsily, with occasional surges of vigour which lapse into moments</p>	“I infuse your Humours with the Amethyst Magic of Decay. Let this DISEASE take you to Morr!”	The caster crushes a decay ridden corpse of a rat or mouse in their hands, then “Blows a kiss” from their soiled hands towards the target.	2

	of collapse. A victim will recover naturally after 48 Hours.			
SMITE (MIR and RS)	The target is struck by an invisible, powerful force that throws it to the ground and causes 1 HIT of damage that ignores any armour HITS.	“By the strength of Sigmar’s Magic I SMITE thee with his Holy Power!”	Holding their Holy Symbol in one hand, they strike it with a weapon held in the other whilst staring at their target.	2
CIRCLE (MIR, HM and RS)	The caster creates a circular barrier that no creature can cross. The Magic Circle traps any creature inside and keeps any creature outside from getting in. Villain/Hero characters can breach the Magic Circle, but this takes a count of 30 of role played “Forcing” (Like trying to walk into a hurricane strong wind). If they are struck with a True Blow or a Spell during this forcing, they must start counting again from 1.	“I bind the Wind of Light to create this CIRCLE . No Man can pass this ward!”	A circle (of any size) must be made on the floor. This can be done with sand, flour, or even sticks, but it must be noticeable and complete.	2
SLEEP (HM, MIR)	The caster gestures at a target. The target immediately falls into a magical slumber, sinking slowly to the floor and falling asleep. Any rough shaking or damage of any kind will wake them, but shouting will not. This sleep lasts for around a count of 60 if the target is not woken early. This spell has no effect on Villains/Heroes, who will state “ No Effect ” as their will is too strong to sleep through a fight!	“By the gentle touch of Amber Magic, I bid you all to SLEEP! ”	Feathers or smoke blown towards the targets	2
EMPOWER (MIR, HM and RS)	The caster grants a weapon deadly power. The wielder of the target weapon may use the “Mighty Blow” call one time in this encounter.	“Let Sigmar’s Magic and Wrath EMPOWER this hammer!”	The weapon is anointed with Holy Water or rubbed with a strange herb or blood.	2

<p>BLESS (MIR and RS)</p>	<p>The caster Blesses themselves or another ally. Once Blessed, the target ignore any one of the following effects; Fear, Poison, Blind, Paralyse or Disease, one time during this encounter. If they are targeted by such an effect, they must utter the Vocal “You cannot <effect> me, I am Blessed!” Once any of the above effects is resisted, the Bless spell fades.</p>	<p>“I call down Sigmar’s Gaze upon you, let his Divine Magic BLESS you with his protection!”</p>	<p>The target is anointed with Holy Water or given a charm or token, such as a circlet of leaves or an amulet.</p>	<p>2</p>
<p>BLIND (MIR, HM and RS)</p>	<p>The caster strikes the target blind. Targets recover their sight after a count of 60.</p>	<p>“I reveal to you the true face and Magic of Myrmidia! Let her beauty strike you BLIND!”</p>	<p>Holding aloft a Holy Symbol, or crushing an Eye or burning/ripping a picture of an eye on parchment.</p>	<p>2</p>
<p>CURSE (Curse)</p>	<p>The caster inflicts a vile Curse upon the target. The target immediately feels that something is wrong, but there is no immediate effect. The target should speak to the Ref at an appropriate moment after any current combat has ended.</p> <p>This complex magic is primarily a Monster power and cannot be learnt by player characters without approval of the Ref.</p>	<p>“By the power of Tzeentch, I twist your strands of Fate and CURSE you!”</p>	<p>The caster burns a piece of the targets hair they acquired earlier, or casts human bones upon the ground.</p>	<p>1, 2 or 3</p>
<p>MIGHT (HM, MIR)</p>	<p>The caster grants the target enormous strength. The target may ignore the “Strength” call if struck or pushed by a character using this call, and is not required to be pushed back or fall to the floor. He is also not knocked over or back by a “Mighty Blow”, however he still takes 3 HITS of damage.</p>	<p>“By Sigmar’s Divine Magic, I grant you the MIGHT of the Heldenhammer!”</p>	<p>The caster places either their holy symbol, or the heart of an animal, against the target’s chest.</p>	<p>2</p>
<p>RISE (MIR)</p>	<p>The caster sends out a wave of healing power, allowing every DYING ally within earshot of the spell vocal to stand back up, healed to 1 Physical HIT.</p>	<p>“By Sigmar’s Divine Magic, let this battle be turned. RISE all Heroes, to bring him Glory!”</p>	<p>Holy symbol held aloft, Arms outstretched, head turned towards the heavens.</p>	<p>2</p>

<p>UNLIFE (HM)</p>	<p>One of the most feared and horrific powers of Necromancy, the caster raises a dead creature to serve him. This spell has two uses in OWA.</p> <p>The first use is to raise a dead Minion to fight for the caster for the rest of an encounter. The dead minion rises as a WIGHT, regaining all their abilities, Physical and Armour HITS and equipment. They fight on the caster's side for the rest of the encounter, then collapse to the ground and disintegrate. <i>**OC, the crew member stays on to fight for the caster until the end of the encounter**</i></p> <p>The second use of this power is to raise a dead party member. This use allows the dead player to continue to play his character as a mindless WIGHT. They retain all of their abilities, equipment and skills, but cannot speak and must follow the caster's commands. If the fallen hero's soul is unwilling to return as a WIGHT, <i>**I.e. the player doesn't want to play as an Undead for the rest of the adventure**</i> the spell fails. The WIGHT disintegrates at the end of the adventure and the character is dead for good.</p>	<p>"I weave the dread Magic of the Wind of Death. Unto this corpse I grant a twisted UNLIFE! Let this body rise and serve me as a dread warrior of the Undead!"</p>	<p>Use 1: Bones or runes cast upon the fallen corpse.</p> <p>Use 2: A longer ritual that involves anointing the corpse's face with white powder or paint, applying charcoal or black paint to their eye sockets and placing upon them a neckless or charm made from bones.</p>	<p>2</p>
<p>VORPAL (MIR, HM and RS)</p>	<p>The caster makes a bladed weapon supernaturally sharp, allowing it to cut through armour as if it were only spider web. The wielder of the target weapon may use the "Impale" call one time this encounter.</p>	<p>"The Wind of Magic flows into this blade, hold aloft your VORPAL sword!"</p>	<p>The weapon is stuck with a strange stone or wand.</p>	<p>2</p>

<p>INTERVENTION (MIR)</p>	<p>The caster calls upon their Deity to intervene in some manner in this encounter for the benefit of the caster.</p> <p>The Intervention can take many forms and is entirely at the REF's discretion. Common Interventions are striking down one of the caster's foes, cursing all their enemy's with an affliction, protecting the caster with an invisible force or will, or sending advice in the form of visions or signs.</p> <p>Miracle workers who repeatedly use INTERVENTION find that a Deity's patience soon wears thin...</p>	<p>"In this, our most desperate hour, I call on mighty Sigmar's INTERVENTION! Our need is great, Lord of The Old World, lend us your strength and Magic now!"</p>	<p>The caster drops to their knees in supplication, raising both arms skyward as they call for their Deity's aid.</p>	<p>3</p>
<p>INVISIBILITY (HM)</p>	<p>The caster clouds the minds of those around them, erasing themselves from sight. The caster remains invisible for the encounter, unless they choose to become visible, become unconscious, or attack. The caster becomes visible after the first blow they strike, so they can use this spell to set up a use of a Backstab skill attack. Once the spell is complete, put one hand with all fingers raised in the air, just like a "not there" monster.</p>	<p>"The Grey Wind of Magic cloaks me in its arms, granting me INVISIBILITY!"</p>	<p>Smoke or powder waved or scattered to the winds around the caster as the turn twice full circle.</p>	<p>3</p>

<p>AVATAR (MIR)</p>	<p>The most potent Miracle written in the most Holy Books of each Faith, the caster opens their body to their Deity’s Holy Power.</p> <p>The character gains 3 Physical HITS, 3 Armour HITS, becomes immune to Poison and Disease and becomes Fearless. They may use the Mighty Blow call two times this Encounter. They also gain an additional use of two Keywords they know. These bonuses last until the end of the encounter.</p> <p>Once the Deity's presence leaves a Miracle Worker's body, they suffer physical and spiritual fatigue. They suffer the rest of the adventure as if suffering from a Disease Effect, (representing exhaustion) and may not use their Miracle Worker Magic for the rest of the day.</p>	<p>“Lord Manann, I give myself to your will and become your AVATAR! Lend me your Magic and may the power of the oceans wash away your enemies and cleanse your faithful!”</p>	<p>A significant sacrifice to their Deity, such as the destruction of a valuable weapon or item (worth at least 5 Gold Crowns) or a blood sacrifice (such as a Phys Repped animal worth at least 5 Gold Crowns).</p> <p>Putting on an item of clothing or armour that represents the Deity's power, such as a crown, cloak or mask.</p>	<p>3</p>
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<p>POSESSION (HM)</p>	<p>This forbidden Daemonology is a desperate but potent working of the most secret Hedge Magic. The caster opens their body for possession by a Daemon of Chaos, granting them terrible martial power.</p> <p>The character gains 5 Physical HITS, 5 Armour HITS, becomes immune to Poison and Disease, gains the Stealth and Tracking skills at Rank 3 and becomes Fearless. They also gain 3 uses of the Second Wind Skill. They may use the Mighty Blow call three times this Encounter. These bonuses last until the end of the Encounter.</p> <p>Casters of this spell should be aware of the terrible risk of letting a Daemon into their bodies. There is a chance that the Daemon will not relinquish control, consuming the casters soul and wreaking havoc on the world until the host is destroyed....</p>	<p>“I open the Gate to the World of Chaos. Childe of <i>Khorne</i>, I open myself to POSESSION! May you use my body to wreak devastation upon my foe, then be cast back into the void once your work is done!”</p>	<p>Anointing their body with blood, oils or pus, placing a crown made of either Silk, Bone, rotted flesh/fur or Silver upon their head.</p>	<p>3</p>
<p>TIME FREEZE (HM, MIR)</p>	<p>The caster stops time for the count of 30. They may move, drink potions or do anything else. They may not move, attack or touch any other character or monster during this period of frozen time. The caster shouts TIME FREEZE and part of the spell vocals, then shouts TIME IN when they finish their count up to 30.</p>	<p>“The Winds of Magic seethe to stop time itself! TIME FREEZE!”</p>	<p>The character turns an hourglass, or blows the down of a Dandelion.</p>	<p>3</p>

Lesser Magics

Hedge Magic users and Miracle Workers can do many magical acts other than the powerful Magic's listed above.

These minor effects are known as Cantrips. They can provide useful benefits to an adventuring party, providing guidance, repairing equipment and other conveniences.

Cantrips **cannot** be used in the hurly burley of combat, they usually require several minutes of concentration, minor magical components and very precise gestures and words of power.

A Cantrip cannot be cast in combat (except the Illuminate Cantrip) but can otherwise be cast as often as appropriate. Casting style and dialogue are up to the player, but as a rule, the better the roleplay, the better the result of a Cantrip.

Cantrip	Effect
Mend	The caster can mend a broken shield, weapon or other item by touching it and speaking a short prayer or incantation. The Mending magic takes about 2 minutes to fully restore an object. Mending magic is not permanent, fading after about 2 days. An item broken on an adventure and mended by Magic will need to be repaired or replaced before the next adventure by a tradesman or crafter. Runesmiths learn a version of this Cantrip as part of their training, but no others, since frivolous uses of magic are not encouraged by Dwarven masters.
Illuminate	The caster creates a small area of light which he can direct to illuminate another creature or area. The caster offers a short prayer or incantation and tells the light where to shine. This cantrip can be used when threatened, but fails if the caster is harmed. <i>***The ref will carry a torch and shine it where directed by the caster. The light has no more power to blind or dazzle than the torch itself***</i>
Guidance	The caster asks his deity, spirits, demons or some other power to provide them with insight, prophesy or information on a particular choice or question. Answers gleamed from Guidance are often cryptic, confusing or vague, but can be very useful. <i>***The ref will come to the player after a suitable ritual is roleplayed by the character, and whisper whatever message they feel appropriate in regards to the question or information asked***</i>

Create Water	The caster creates clear, fresh water out of thin air. They must catch this water in a vessel such as a bottle or bowl. <i>***The ref will carry 2 litres of water on each adventure and will pour it where directed. If all this water is used, then this Cantrip ceases to function***</i>
Create Food	The caster summons delicious food from <i>Somewhere...</i> <i>*** The ref will carry a loaf of bread or fruit on each adventure. Be warned that magical food can sometimes be strange...***</i>
Telekinesis	The caster moves a small object from one place to another. This Cantrip is very difficult, and requires precise conditions and concentration. <i>***The ref will pick up and move where directed a small object, no larger than a 1 handed weapon. If the ref is busy, the Cantrip fails; the caster just can't quite focus his will. This Cantrip lacks the strength to pull an items out of a creatures grip, but could potentially fetch an item from a belt or pouch***</i>
Detect Magic	With concentration, the caster can open his third eye and see The Winds of Magic. With practice and training, he can divine if an item, place or creature is filled with magical energy. <i>***The ref will whisper to the player if the target in question is magical***</i>
Deep Pocket	The caster can fit one item, up to the size of a one handed weapon, into a magical pouch or pocket in his clothes. The item vanishes, and can be retrieved with a further casting of this Cantrip. <i>*** The ref will take and carry the item in question, and return it when the cantrip is cast again***</i>

The Touch of Chaos

The corrupting power of Chaos permeates The Old World. Contact with the servants of The Ruinous Powers, entering an area scarred with Chaos' vile touch and most dangerous of all, meddling with The Winds of Magic, all expose individuals to the risk of corruption and even mutation.

Resolve

Resolve measures the characters mental and spiritual fortitude. As their Resolve weakens, they become more vulnerable to corruption or madness.

Each character begins play with 10 Resolve points. These can be acquired and lost during play. Various experiences and actions can affect a Character's Resolve

1. Contact with the servants of Chaos.

Meeting a vile Beastman, terrifying Chaos Warrior or worse of all a Daemon can all tax a mortal's sanity. Encountering such a foe may cause a character to lose Resolve.

2. Entering a Chaos tainted location.

Simply being in an area seeped in the power of Chaos can cause a character to lose Resolve.

3. Magical Power

A character with Hedge Magic can choose to lose 5 Resolve points to immediately cast an extra Keyword in an encounter. This represents them drawing in extra magical power, at the risk of losing control and becoming corrupted.

4. Rest, Prayer, Meditation and Music

By taking time to relax, pray or listen to music, a character can restore some of his lost Resolve points. Characters with the Perform skill can restore more Resolve for themselves and others.

In addition, a character's Resolve score can also be used to determine their resistance to certain effects, their ability to suffer adversity or torture, and their reaction in other unusual situations.

Preventing Corruption

The risk of corruption can be lessened by taking the **Resist Chaos** Skill. For each Rank of the Resist Chaos skill, the player increases his base Resolve by 5.

Mutation and Insanity

If a character's Resolve reaches 0 at any point in an adventure, then they have been **Corrupted**. Their Resolve resets to their base maximum, but they will develop a Mutation or Insanity over the next few days. They must decide with the Ref's help what **Mutation** or **Insanity** they have gained. This must be represented from the next adventure onwards. It is possible for a character to be Corrupted multiple times in an adventure if they are reckless in their actions and use of Magic.

The people of The Old World have a healthy distrust for those corrupted by Chaos, so the character may be wise to try to hide such mutations from those around them! Some mutations only effect the mind, resulting in cruel derangements or phobias.

The first three times a character is Corrupted, they must pick a Mutation or Insanity from the first row of the table below.

On the next 3 times, they must pick from the second row.

On the 7th to 9th Corruptions, they must pick from the 3rd row.

ON the final 10th Corruption, they must pick a Mutation or Insanity from the 4th row. At this point the character resets his Resolve to 0 and is immune from further Corruption, he is as Corrupted as he can be!

The table below offers guidelines on what Mutations and Insanities a character might pick up at varying levels of Corruption.

Corruption Times	Possible Mutations	Possible Insanities
1 - 3	Big nose, Warts, Constant nose bleed, White hair, bad odour, Stained lips.	Facial tick, Mumbling, Jumpy, Feeling watched, Short temper, Lustful, depression.
4 - 6	Weird eye colour, Horns, Scales, Claws, Fur, Fangs, Hunchback, cloud of flies, single breast.	Paranoia, Hearing voices, Delusions, Strong Phobia, speaking in tongues.
7 - 9	Third Eye, Extra Limb, Facial deformity, Claw instead of hand or arm, Hooves, Rotting flesh.	Hallucinations, Multiple Personalities, Psychopathy, Nymphomania.
10	Mouth in stomach, Extra face or Head, Giant size, Tentacles, Slug body, No eyes, Iron skin.	Unsurpassable rage, Total break from reality, Daemonic Possession.

Section 4 – Equipment

Adventure in The Old World is not undertaken lightly. An unprepared peasant who wanders from the well patrolled roads and walled villages will soon find themselves at the mercy of cruel weather, misleading trails, cunning bandits and other, less natural, dangers.

A wise man taking his first step upon the path of adventure gathers the best equipment he can. Weapons, tools, perhaps even armour if he can afford it. There are riches awaiting those brave or foolish enough to step from the safety of their village, but what use is gold if you never live to spend it?

There are many sorts of coin in The Old World. Each province mints its own coinage, as does the feudal Kingdom of Brettonia to the south. Most commoners use Copper Coins to buy food, drink, simple tools and such. The more valuable Silver Coin is often used in sales of livestock, harvests and large tools such as barrows, spades and buckets.

Most of the equipment of any use to an adventurer however, is often more specialised. Weapons, Armour and Potions all require significant skill to craft and as such have a higher cost that most commoners could not earn from several months labour. The currency used in the trade of these items is the rare **Gold Crown**.

Because of this, most currency in OWA is in the form of Gold Crowns. Lesser currency may be found, but in general we assume that adventurers have enough petty cash to buy an ale, order a meal in a tavern or replenish basic supplies to conduct their Trade.

Equipment Quality

Items of use to an adventurer come in a variety of qualities, from practically useless to gleaming Masterwork items of great value. The Qualities are listed below:

Poor

Poor quality items have no re-sale value. They are in bad condition, often corrupted by their owners, or even held together by dark magic. All monster equipment, unless informed otherwise by the Ref, is of no value and breaks before the next adventure. It can however, be used during an adventure by a character if required.

Standard

Standard quality items are in good working order. All characters starting equipment, and items bought from local shops, are of Standard Quality.

Masterwork

Masterwork items are very high quality, and provide additional benefits to their users. Masterwork items cannot usually be bought from NPC's, but may be found on adventurers or crafted by player characters.

Local Services

The following tables give a small list of the weapons, armour, services and potions that are most often available in most villages of The Old World, such as the local town that a Player's adventurer character lives or stays in.

Each service is provided by a specific NPC and Building in the character's local town. In game events can effect these services, which will be controlled by the Ref at the start of each adventure.

Note that this list is incomplete, many other items of use exist in the world. In addition, these tradesmen obviously create items that are of less use to an adventurer, and are as such not listed here.

As the game progresses, player characters with Ranks in the Trade and Crafting Skills may purchase and build their own services, such as their own forge, a potion shop, or a small keep in which to store treasure. When this happens, they will be added to the Town's services list, and can both gain benefits such as the ability to sell their items to other players before the adventure, as well as become targets to thieves or outside influences.

The Blacksmith's Forge

Weapons

Weapon	Cost (In Gold Crowns)
Dagger	2
Spear	4
Axe (2 Handed, Tool)	3
Sword (1 Handed)	10
Mace/Flail (1 Handed)	8
Axe (1 Handed, War)	8
Pole Arm (Halberd, Glaive, Pike)	15
Axe (2 Handed, War)	15
Sword (2 Handed)	25
Mace/Flail (2 Handed)	15

Metal Armour

Armour	Cost (In Gold Crowns)
Brigandine (2)	100
Light Metal Mail (2)	150
Ring Mail (2)	100
Heavy Steel Mail (3)	250
Light Plate Mail (2)	200
Heavy Plate Mail (3)	300
Shield - Metal	100
Chainmail Coif (3)	70
Steel Helm (3)	120

Buying Single Pieces of Armour

Armour is available in smaller pieces than a whole set. Purchasing a single item of

armour costs 20% of the cost of a whole suit. For example, Max's Studded leather armour cost him 5 Gold Crowns, but the separate Heavy Plate shoulders he wears cost 60 Gold Crowns (Half the 300 GC cost of a full set of Plate)

Armour Damage and Repair

If a suit of armour is worn on an adventure and takes 1 or more Armour HITS during an adventure, the armour will need to be repaired before it can be used again. This is also the case with shields, even if they were mended by magic during the event. Such magical repairs are temporary, usually fading after a day or so. It is then the task of a skilled Tradesman to fix the item the good old fashioned way. This same rule applies to any shields which have been struck during an adventure.

Service	Cost (In Gold Crowns)
Armour Repair – Light Chain, Brigandine, Ring Mail	3
Armour Repair – Heavy Chain/Light Plate	4
Armour Repair – Heavy Plate	5
Metal Shield Repair	2

The price of crime

If The Blacksmith's Forge is subject to a successful Big Heist by a Thief, then the cost of any purchases and repairs will be raised by 50% (round up to the nearest Gold Crown.)

The Thief will receive 1 Standard quality item from the above list. They will need to use the item, sell or trade the item during the adventure or trade it to a merchant who has access to an O.C. Trade route.

The Bowyer's Home

Item	Cost (In Gold Crowns)
Bow	5
Arrows (Per 12)	1
Bow Repair	2

Ammo

Ammunition is assumed to be sufficient for one adventure. Many arrows can be retrieved from targets, but some are obviously lost each fight. Rather than tracking and debating whether an arrow could or could not be retrieved, we instead allow 12 IC arrows to last a whole adventure, with a replacement dozen required for the next outing of that archer.

The price of crime

If The Bowyer's Home is subject to a successful Big Heist by a Thief, then the cost of any purchases and repairs will be raised by 50% (round up to the nearest Gold Crown.)

The Thief will receive 5 Gold Crowns or the Thief will receive 1 Standard quality item from the above list. They will need to use the item, sell or trade the item during the adventure or trade it to a merchant who has access to an O.C. Trade route.

The Engineer's Forge

Item	Cost (In Gold Crowns)
Crossbow	10
Bolts (Per 12)	2
Crossbow Repair	4
Black Powder Handgun	100
Black Powder Pistol	120
10 shots worth of Black Powder and Musket Balls	3

Ammo

Ammunition is assumed to be sufficient for one adventure. Many Bolts can be retrieved from targets, but some are obviously lost each fight. Rather than tracking and debating whether a Bolt could or could not be retrieved, we instead allow 12 Crossbow Bolts to last a whole adventure, with a replacement set for the next outing of that character.

Black Powder and Shot is much rarer and expensive. A character must buy their ammunition before each adventure in batches of 10 shots.

The price of crime

If The Engineer's Forge is subject to a successful Big Heist by a Thief, then the cost of any purchases and repairs will be raised by 50% (round up to the nearest Gold Crown.)

The Thief will receive 10 Gold Crowns or 1 Crossbow. The Black Powder weapons are so valuable that no working models are kept in the Forge, each weapon is built to order.

The Leather Worker's Tannery

Armour	Cost (In Gold Crowns)
Soft Leather (1)	30
Studded Leather Armour (1)	50
Hard Leather Armour (2)	80
Leather Helm (2)	50
Leather Armour Repair	2

The price of crime

If The Leather Worker's Tannery is subject to a successful Big Heist by a Thief, then the cost of any purchases and repairs will be raised by 50% (round up to the nearest Gold Crown.)

The Thief will receive 5 Gold Crowns or the Thief will receive 1 Standard quality item from the above list. They will need to use the item, sell or trade the item during the adventure or trade it to a merchant who has access to an O.C. Trade route.

The Carpenter's Workshop

Item	Cost (In Gold Crowns)
Shield - Wood	5
Shield Repair - Wood	1

The price of crime

If The Carpenter's Workshop is subject to a successful Big Heist by a Thief, then the cost of any purchases and repairs will be raised by 50% (round up to the nearest Gold Crown.)

The Thief will receive 5 Gold Crowns or the Thief will receive 1 Standard quality item from the above list. They will need to use the item, sell or trade the item during the adventure or trade it to a merchant who has access to an O.C. Trade route.

The Seamstresses' House

Item	Cost (In Gold Crowns)
Padded Gambeson (1)	30
Strong Hat (1)	20
Padded Cloth Coif (1)	10
Cloth Armour Repair	1

The price of crime

If The Seamstresses' House is subject to a successful Big Heist by a Thief, then the cost of any purchases and repairs will be raised by 50% (round up to the nearest Gold Crown.)

The Thief will receive 2 Gold Crowns or the Thief will receive 1 Standard quality item from the above list. They will need to use the item, sell or trade the item during the adventure or trade it to a merchant who has access to an O.C. Trade route.

The Apothecary

The Apothecary sells potions, and sometimes poisons under the counter. Before each adventure, there will be a finite number of each potion and poison available for purchase per player. These numbers will fluctuate depending on in game events and consequences. The standard availability of each is listed below.

Potion	Cost (In Gold Crowns)	Standard number available per player per adventure.
Healing	2	5
Antidote	5	3
Panacea	10	2
Weak Poison (Death in Hours)	2	1
Strong Poison (Death in Minutes)	5	0
Deadly Poison (Death in Seconds)	15	0

The price of crime

If The Apothecary is subject to a successful Big Heist by a Thief, then the cost of any purchases will be raised by 50% (round up to the nearest Gold Crown.)

The Thief will receive either 3 Healing Potions, 2 Antidotes or 1 Panacea. The Poisons are well hidden and cannot be stolen.

The Temples of The Gods

The Temples of the Gods provide religious services and blessings to those who show faith and are generous with their donations to the Deities cause.

Each Blessing grants a one-off use of a particular ability, which lasts until triggered or until the end of the day. A character may only have 1 Blessing at a time. Generally it is expected that the character wishing to receive a Blessing follows the Deity in question; a Blessing may be withheld from a character who obviously has no belief in or regard of the Deity.

Deity	Blessing	Effect	Donation (Gold Crowns)
Sigmar	The power of Sigmar protects against the forces of Chaos.	The character gains 1 use of the Resist Chaos Skill this adventure (used on the first effect).	3
Manann	The will of the Ocean god hardens the constitution of the weakest land lubber.	The character gains 1 use of the Iron Gut Skill this adventure (used on the first effect).	3
Morr	The God of Death gives his faithful a means to destroy the undead.	The character gains 1 use of the Turn Keyword this adventure (player's choice when to activate).	3
Myrmidia	The Lady of Battle grants skill with a spear, allowing her faithful to strike with great precision.	The character gains 1 use of the Impale skill, whilst using a spear (player's choice when to activate).	3
Ranald	The God of Luck provides a little luck to his faithful.	The character gains 1 use of 'Ranald's Luck' – the player can use this luck either as one use of the skill 'Charmed Life' (to avoid a Curse, used on the first effect), or for example to claim that they were not caught in an AoE effect, not shot by that arrow from the bushes or that a trap they'd triggered didn't in fact go off in their face.	3
Shallya	The Goddess of Mercy protects her faithful from the ravages of Disease.	The character gains 1 use of the Plague Survivor Skill this adventure (used on the first effect).	3
Taal and Rhya	The Lord and Lady of Nature protect their flock from Poisons.	The character gains 1 use of the Snake's Blood Skill this adventure (used on the first effect).	3
Ulric	The Winter God puts fire and power into a warrior's soul.	The character gains 1 use of the Frenzy Skill this adventure (player's choice when to activate).	3
Verena	The Goddess of Justice grants wisdom to those who pay her homage.	The Character gains 1 use of Detect Lie this adventure (player's choice when to activate).	3

The Temples also sell minor Blessings in the form of Scrolls which contain Minor Miracles. All of these have one use of the ability only.

Cantrip Scroll – Mend	1	5
Cantrip Scroll – Create Water	1	3
Cantrip Scroll – Create Food	1	1
Cantrip Scroll - Illuminate	1	2

The price of crime

If one of The Temples of the Gods is subject to a successful Big Heist by a Thief, then the Deity of that Temple will be angry. They will use their influence to create problems in the town and the surrounding area, hoping to punish the thief. Only those who have a blessing from that deity will be immune from their punishments.

The Thief will gain 5 Gold Crowns and a Blessing from Ranald for free.

Masterwork Items

Most items can be made to Masterwork quality. These items demand an astronomical cost, as the skill required to create such works of art is rare and coveted. It is rare to find a Master of a Trade in any small village; the wealth and prestige of such Masters drives them either into the great cities of The Old World or far into its wilds. The basic benefits of Masterwork items are listed below. Note that there may be hidden benefits, unique abilities and even magical advantages to some items crafted by a true Master....

The cost of a Masterwork item (if a seller can be found) is usually 10 times the base cost. This is of course a rough estimate, some Masterwork items from famous Tradesmen fetch far higher prices because of the prestige gained by the owner.

Crafting a Masterwork Item

To create a Masterwork Item, a character must build up and spend Masterwork Points. These are gained by having a Trade Skill and playing or crewing events.

For each event the character gains 1 Masterwork Point if they have an appropriate Skill at Rank 2, or 2 Masterwork points if they have the Skill at Rank 3.

Masterwork Points are used to create Masterwork Items, following the Rules Below.

Weapons

Base Masterwork Point cost – 5

The crafter may make any sort of weapon their Skill can produce. The process costs 10 Gold Crowns per Mastercraft Point used in its creation.

A Masterwork weapon cannot be shattered by any common means. The Shatter spell has no effect and the Sunder call from the titanic blows of monstrous opponent can be parried with impunity.

When a Masterwork weapon is subjected to a Shatter or Sunder effect, the owner should ignore the effect and respond with a short vocal that uses the following template:

“It will take more than <effect> to break a <Weapon’s maker’s Name> <Type of weapon>!”

For example, if a Masterwork sword made by the blacksmith Antonio Montoya is targeted with a Shatter spell for an evil witch, the vocal would be:

“It will take more than your **Hedge Magic** to break a **Montoya Blade!**”

In addition, a Masterwork weapon can be made to provide additional benefits. This can be one or more of the options below.

A Rank 2 Crafter may add only 1 Additional benefit to an item. A Rank 3 Crafter may add up to 2 additional benefits to an item.

Benefit	Mastercraft Point Cost
The wielder may use the “Mighty Blow” call once per encounter.	3
The wielder may use the “Impale” call once per encounter.	4
The wielder may use the “Pierce” call up to three times per encounter.	3

Certain benefits are easier to add to certain weapons, but any combination is possible in the world of Masterwork weaponry.

Armour

Base Masterwork Point cost – 5

The crafter may make any sort of armour their Skill can produce. The process costs 10 Gold Crowns per Mastercraft Point used in its creation.

A Masterwork suit of armour provides 1 additional Armour HIT to its wearer.

However, Masterwork armour costs twice as much to repair between each adventure.

Note that only wearing a single item of Masterwork armour provides no additional benefit, all Masterwork armours are made as a complete suit.

In addition, Masterwork Armour can be made to provide additional benefits. This can be one or more of the options below.

A Rank 2 Crafter may add only 1 Additional benefit to an item. A Rank 3 Crafter may add up to 2 additional benefits to an item.

Benefit	Mastercraft Point Cost
The wearer may ignore 1 “Mighty Blow” Call per encounter. The vocal is “No Effect. My armour is crafted by a Master”	3
The wearer may ignore 1 “Impale” Call per encounter. The vocal is “No Effect. My armour is crafted by a Master”	4
The wearer may ignore 3 “Pierce” Calls per encounter. The vocal is “No Effect. My armour is crafted by a Master”	3
The wearer may ignore 1 “Paralyse” Call per encounter. The vocal is “No Effect. My armour is crafted by a Master”	3

Shields

Base Masterwork Point cost – 3

The crafter may make any sort of armour their Skill can produce. The process costs 10 Gold Crowns per Mastercraft Point used in its creation.

Masterwork Shields are far tougher than others. Normal shields can withstand one Shield Breaker blow from a two handed weapon before shattering on the second, Masterwork shields can withstand 3 such blows before breaking on the 4th strike. In addition, Masterwork Shields can be made to provide additional benefits. This can be one or more of the options below.

A Rank 2 Crafter may add only 1 Additional benefit to an item. A Rank 3 Crafter may add up to 2 additional benefits to an item.

Benefit	Mastercraft Point Cost
The wielder may ignore 2 “Sunder” Calls per encounter. The vocal is “No Effect. My Shield is crafted by a Master”	3
The wielder may ignore 1 “Smite” Call per encounter. The vocal is “No Effect. My Shield is crafted by a Master”	2
The wielder may use the “Reflect” Call once per encounter. The attack must be blocked by the Shield before the call can be used.	5
The Wielder can ignore the “Strength” call if the blow was struck against their shield.	3

Part 5 – Monsters and Villains

When characters leave the safety of the villages, there are many terrible threats that await them. These are monsters, brigands, Beastmen, Orcs and worse. Monsters are divided into two types, **Monsters** and **Villains**.

Monsters are nameless, (as in they won't introduce themselves before they attack, I'm sure Zubwart the goblin is very proud of his name) and tend to have few Physical HITS. They often *Repeat*, which means that they will go out of play when they die, and re-appear again as another identical monster in order to simulate a high number of monsters of that type in the area. Monsters take magical effects at their full power, and are often killed or incapacitated permanently with a single spell or arrow.

Some more powerful Monsters can take multiple Physical HITS, and some will have limited uses of Special Calls and effects.

Villains are far more powerful. They all have names (but may not all introduce themselves), and often have more than 1 Physical HIT and good armour. In addition, they take reduced effects from Magic, much like player characters with an Advanced Career. Spells that do affect Villains will only last 30 seconds, as opposed to the full 60 seconds.

Villain monsters may have Magical power, or use items such as Healing Potions.

Finally, certain truly potent Villains have something called a Title. A Title is a way of letting the party know that this particular monster have a special rule, and will react or attack differently.

When a monster with a Title appears, he will introduce himself, using the following format:

“I am <monster's name>, The <Title>.”

The list of Titles, and their effects, are below.

Title	Effect
The Mighty	The monster is deadly in combat. Every True Blow from this monster is a “Mighty Blow”.
The Sunderer	The monster can shatter weapons and shields it strikes. Every true Blow from this monster breaks any weapon or shield it strikes.
The Impaler	The monster is deadly accurate in combat. Every True Blow from this monster is an “Impale”.
The Blood-Letter	The monsters blade slices through armour to let blood flow with every strike. The Monster’s attacks ignore any armour HITS, directly reducing the targets Physical HITS, much like an arrow hit.
The Indestructible	The monster’s defences are potent. They are immune to Pierce and Impale effects used against them, and their Shield and weapons are immune to any Shatter or Shield Breaker effect.
The Undying	The monster is very difficult to kill. It will rise of full HITS once DYING after 10 seconds. The next time it is forced to DYING, it takes 20 seconds before it rises on full HITS. This pattern continues, capping at 120 seconds between resurrections. Undying monsters can sometimes be permanently killed by a particular form of damage or special circumstance.
The Strong	The Monster is very strong. Each blow knocks its target either 5 paces away, or too the floor (target’s choice), just like the “Strength” call.

The ref will often call a time freeze directly after a titled monster introduces itself, to remind the party of the special rules in play. Rare monsters that can’t talk but have a Title will be announced by the Ref in this manner.

Appendix Part 1 – Cheat Sheet

OWA is a social game, and we would like all players and crew to take the time to read and learn the game rules so everyone gains the maximum enjoyment they can from their hobby. However, the following rules are the very basics required to join an OWA adventure.

Basics

1. True Blows

OWA expects realistic, powerful looking blows to be swung in combat. They must be “pulled” to prevent hitting the target too hard. Any blow that the target considers to be too weak or “drum rolled” can be determined by the target to have not caused a significant injury. It is the responsibility of the attacker to deliver a safe blow that the target can react to.

2. GLOBAL HITS

OWA uses Global Hits. This means that it doesn't matter where you are struck, or where you strike an enemy. A True Blow deals 1 HIT of Damage, first to a target's Armour HITS (if any), then to their Physical HITS. Most people and monsters have only 1 Physical HIT.

3. No Grappling

OWA does not permit Grappling or grabbing of another player or crew member. It is also forbidden to grab another person's weapon or shield.

4. No Dragging or carrying

To pick up or move another person, simply touch them with an open palm and say “LIFT”. They will move where directed under their own power.

5. No Head Hits

The head is not a valid location for blows in OWA. Any accidental hit to the head can be ignored.

Unspoken Rules

These are basic properties of certain weapons that you need to know about.

6. Two Handed Weapons – Shield Break

If a large weapon wielded in two hands hits your shield, it is starting to break. Your shield can take 1 hit, on the second your shield is broken and must be dropped.

7. Bows and Crossbows – Pierce

If you are hit by an Arrow or Bolt, it ignores your armour. You take 1 Physical HIT. Unless you have the Fortitude Skill, you are probably dying!

8. Black Powder Weapons – Bang!

If someone points a musket or pistol at you and a cap goes off, you are hit by a bullet. This also ignores armour, just like Arrows and Bolts.

OOO Calls

If a monster shouts one of these words, react to the effect as below.

Pierce

The attack (which must be a True Blow), ignores any Armour HITS, and is applied directly to the target's Physical HITS.

Mighty Blow

The attack hits for 3 HITS of damage, and knocks the target either back 5 paces or to the floor (Target's Choice).

Impale

The attack deals 3 HITS of damage, and ignores any Armour HITS. The damage is applied directly to the target's Physical HITS.

Paralyse

The attack paralyzes the target. They cannot move or fight, but can speak or shout.

This effect lasts for a count of 60.

Remember to take a HIT of damage from the attack too! The attack does not need to effect the target's Physical HITS in order to paralyse the target, but the attack must be a True Blow.

Reflect

The user of the Reflect call says this in response to a blow struck against them. The blow has no effect on them, and deals its damage to the attacker instead. Any special rules or effects of the incoming blow are also reflected.

Disease

The target of this attack becomes Diseased. The character loses the benefits of any ranks of the **Fortitude**, **Stealth** or **Evade** Skills until the disease is cured. They present a raging fever, muscle weakness and delirium and develop an uncontrollable cough. The Disease must be cured with a Panacea Potion or Magic, otherwise it lasts until the character has rested for 48 hours. The attack does not need to effect the target's Physical HITS in order to Disease the target, but the attack must be a True Blow.

Strength

If struck with a True Blow, you must either stagger back at least 5 paces, or fall to the floor. You may choose which option. A character with Strength can use this call to throw off any grapple, push targets away from themselves (minimum of 5 paces) and pick up a body alone. In all circumstances, no actual physical force must be used, the target will move themselves as the situation dictates.

Poison

If someone hits you (or shoots you with an arrow), then says:

“Weak Poison, Strong Poison or Deadly Poison”

The attack was Poisoned. Check your HITS. If you have any Armour HITS, then the Poison didn't get into your bloodstream and you are ok. (You still took 1 Armour HIT from the attack though!) If the attack did effect your Physical HITS (either because you have no Armour HITS or the attack was a Pierce effect or arrow hit), then you have been Poisoned!

Unless you have more than 1 Physical HIT, you are already DYING. In addition, you are also Poisoned.

If you are still on one or more Physical HITS, you have a burning in your veins, you

feel ill, and may begin shaking or convulsing. After either 1 **hour** per base Physical HIT you have (for Weak Poison), 1 **Minute** per base Physical HIT you have (for Strong Poison) or **10 seconds** per base Physical HIT you have (Deadly Poison) you fall to the ground and begin Dying. Start your 200 count.

You cannot be healed with either Potions or Magic until the Poison is removed with a Purge spell or Antidote.

LARP hand signals and REF calls

1. Hand in the air, all fingers raised.

This means that that person simply isn't there. Ignore them and try your best not to react to things like them moving to stand behind you!

2. Hand in the air; 1, 2 or 3 fingers raised.

The person in question is using the Stealth Skill. You can't see them. Trackers (you know who you are) might be able to.

3. TIME FREEZE

This is most often shouted by the REF, but some powerful enemies might do it to. Everyone must stop still and close their eyes. Time is frozen, usually to allow something to appear, disappear or move instantly. Please keep your eyes shut, the effect is actually quite dramatic if you really embrace it.

4. TIME IN

Ends a time freeze. Remember, even if you heard a monster move behind you, your character has no idea, it happened instantly.

5. MAN DOWN

The serious one. Shout this if you or someone else is injured in real life. Everyone will stop (like a TIME FREEZE) while the REF checks that everyone is ok. Don't feel bad if it turns out everyone is ok, it's better to be safe than sorry.

Appendix Part 2 – Character Progression

In OWA, surviving an adventure into the wilds of The Old World is quite an achievement. Your character learns from their experience, or spends time safely in their village working on their Trade or Combat skills. The following simple rules apply to allow you to progress your character.

New Skills

For every adventure a player plays their character they gain 1 Experience Point. Each time a player Crews an event they also gain 1 Experience Point. They can spend Experience Points to buy a new Skill which they have access to from their current Career. Only 1 Experience Point gained from Crewing may be spent on each adventure you play on (whether used to advance to a new career or to put towards a new skill).

A character can only choose a new skill from the list allowed by their Career. Once they have picked all the Skills required to complete their Starting Career, they may choose an available Intermediate Career or move to a new Basic Career. This may allow access to further picks of current Skills as well as access to additional new Skills.

Skills from a Basic Starting Career cost 1 Experience Point.

Skills from a second or further Basic Career cost 2 Experience Points.

Skills from an Intermediate Career cost 2 Experience Points.

Skills from an Advanced Career cost 3 Experience Points.

Once a character has picked all the required Skills in a Career, they may once again move to the next available Career or choose a new Basic Career. In addition, moving from a completed Intermediate Career to an Advanced Career may require a special quest or mission defined by the Referee.

To move from one Career to another requires 1 Experience point. In addition, the character must travel, visit a teacher or master, or simply stay home and study. The Experience point spent to move to a new Career **MUST** be gained from Crewing an adventure.

Loot!

You character will often earn money or other rewards from an adventure. In addition, all Trade skills allow you to earn additional funds between adventures. If you crew an event, your character still earns the money they would make from their Skills as if you had played.

1) THE VOCAL

When a player or crew member casts a spell, it is important to listen to what they are saying. However, it is always the caster's responsibility to give a loud and clear vocal and to include the correct source word, so that a character with the appropriate resist skill knows if they are protected against it or not. The caster should give you two pieces of information (Source and Keyword) in order for you to correctly react (it should be noted that you can still attempt to strike or shoot them whilst they are casting, in order to attempt to disrupt their concentration).

An example of a basic spell vocal is as follows:

I) "I draw upon the Winds of **MAGIC** and cause you to **RETCH!**"

- This example uses Hedge Magic and can be resisted by a character with the Resist Magic skill and the Iron Gut skill.

The important words here are **MAGIC** and **RETCH**.

- The **MAGIC** part tells you that the Source of power for the spell is Hedge Magic (the standard form of magic that player characters have access to). This means that if you have the skill Resist Magic you are going to be fine (or at least for the first spell cast on you in each encounter!)
- The **RETCH** part is the spell's Keyword, this tells you what the effect on your character is going to be (our standard Keywords are intended to be simple and self-explanatory and last for 60 seconds).

Spell vocals can be as long and wordy as you wish, all we require is that the two basic pieces of information (Source and Keyword) are clearly included; we have no wish to limit role-playing through spell vocals if that's your thing. The more impressive-sounding your spell is, the more reaction you'll likely see from a crew member.

II) "I summon Dhar, the winds of Dark **Magic** to cause you a festering **Disease!**"

- This example uses a Dark Magic. It can be resisted by a character with the Resist Magic skill, or the Plague Survivor skill.

III) "I invoke the **Magic** of the Runes to **Shatter** that Shield!"

- This example uses Rune Smithing. It can be resisted by a character with the Resist Magic skill, or by a character with a Masterwork shield.

IV) “I call on Sigmar’s Divine **Magic** to strike you **Blind!**”

- This example uses a Priest Miracle. It can be resisted by a character with the Resist Magic skill.

V) “I command the power of **Chaos** to cause you **Fear!**”

- This example uses Chaos Magic. It can be resisted by a character with the Resist Chaos skill or the Fearless skill.

VI) “In the name of spite and treachery I **Curse** you!”

- This example uses a Curse. It can be resisted by a character with the Charmed Life skill. The effects of a Curse are generally not immediately apparent. Whilst you might feel that something’s not right, you are unsure as to its exact manifestation.

These examples cover the six forms of Magic which are possible and which skill is used to resist them.

Spell Keywords

These are the most common magic effects that might be thrown your way:

<i>Keyword</i>	<i>Effect on a Player</i>
Heal	You were dying, but now you can get back up on 1 Physical HIT. Hooray!
Stoneskin	Some nice chap just gave you 1 extra Physical HIT for this encounter.
Fortify	Lovely, 1 extra Armour HIT for you!
Retch	Yuck! You have been made to throw up. You need to bend double and make vomiting noises until you finish counting to 60 in your head.
Shatter	The item they mention (probably your shield or weapon) has been broken into little pieces. Drop it!
Cripple	Ouch! Your legs are full of cramps and pain. You can only walk slowly with a limp until you finish counting to 60 in your head.
Agony	Argh! Horrible pain drops you to your knees. You can just about parry incoming attacks, but otherwise you have to ride out the pain until you finish counting to 60 in your head.
Wound	You take 1 Physical HIT, just like being hit with an arrow. Ouch!
Fear	No one likes this! You are now very afraid. This doesn't mean run away like a cartoon character, but it does mean act like you are really scared. You won't attack anyone, will try to hide behind you allies and will bolt for cover if charged. This lasts until you finish counting to 60 in your head, then you pull yourself together and wonder what all the fuss was about.
Cure	You had a disease. Now you don't!
Purge	You were poisoned, now you aren't. That's good!
Disease	You just got magic man-flu! You feel weak, feverish and bloody awful. You get occasional bursts of energy, then collapse back to almost being unable to stand. This lasts 48 hours, unless someone Cures it for you.
Smite	Some bloody God just smacked you down. Fall to the floor and

	take 1 Physical HIT that ignores your armour.
Circle	There is a weird circle on the floor made of powder, or sticks. You can't seem to be able to cross it.
Bless	Wow, someone likes you! Until the end of this encounter, you are immune to one Fear, Poison, Paralyse, Blind and Disease. Ain't religion grand! If targeted by one of these effects, you should say "No Effect!"
Blind	You are Blinded. Close your eyes (no peeking), start that painful count to 60 and hope no monster decides to take advantage! <i>**please be careful with blows while Blind, it's much harder to pull a blow safely if you can't see**</i>
Rise	If you hear this, a. You have a badass Priest along. Everything has gone badly wrong. RISE is an Area of Effect Heal. If you hear it (and it's an ally saying it!) you can stop dying and get back up on 1 Physical HIT.
Entangle	Ghostly vines and roots have been summoned from below and around you and are gripping your feet and legs tightly. You cannot move for 60 seconds (but can defend fight normally provided your feet don't move from the spot).

2) REACTION AND EFFECT

Effects essentially break down into the following three categories:

- ***Instant***

The effect happens instantly. Listen to the Keyword and act accordingly. All of our normal spell Keywords are designed so that anyone hearing them should instantly understand how to appropriately react.

Most Keyword spells have a duration of 60 seconds (30 seconds for Heroes (characters which have reached an Advanced Career) & Villains).

- ***Ongoing***

Ongoing effects are: Curses, Diseases and Poisons.

A **Curse** is a permanent effect and will last until cured. Curses do not have to be role-played out straight away, as the effects of a Curse is generally not immediately apparent. Whilst you might feel that something's not right, you are unsure as to its exact manifestation and can continue the encounter as normal.

If you are the target of one of these effects, speak to the Ref at the end of the encounter for information on what has happened to you.

A Curse is a magic Keyword and is usually (but not always) contracted via a spell. It is only resisted by the Charmed Life skill.

A **Disease** is an ongoing effect, but it has immediate effects which must be understood and role-played. The caster inflicts a terrible disease on the target. The effects last until cured, or the character has 48 hours of rest. The target quickly presents a raging fever, muscle weakness and delirium. The character also loses the benefits of any ranks of the Fortitude, Stealth or Evade skills until the disease is cured, they move and fight slowly and clumsily, with occasional surges of vigour which lapse into moments of collapse.

Most Disease effects are resisted by the Plague Survivor skill, or in the case of the spell by either Plague Survivor, Resist Magic or Resist Chaos (as appropriate).

Poison is an ongoing effect and is administered via a sharp weapon or by ingestion. If poisoned roleplay a burning sensation in your veins along with occasional shaking or convulsing, but otherwise you can still act as normal.

The main thing you need to know when poisoned is the strength of the Poison, as this determines how long your character has left to live! There are three different strengths of Poison and if you are poisoned by a weapon, the wielder will call one of the following:

“Weak Poison”, “Strong Poison” or “Deadly Poison”.

Weak Poison will kill the victim in a number of hours equal to their base hits i.e. 1 plus any ranks of the Fortitude skill.

Strong Poison will kill the victim in a number of minutes equal to their base hits i.e. 1 plus any ranks of the Fortitude skill.

Deadly Poison will kill the victim in a number of seconds equal to their base hits x10 i.e. 10 plus any 10 further seconds for any ranks of the Fortitude skill.

If a character ingests Poison during an event, the Ref will make the player aware of this and any effects to react to.

Most Poison effects are resisted by the Snake’s Blood skill.

Poison is covered in greater detail on Page 18 of the main rulebook, but these are the basics.

- ***Special***

Occasionally, more powerful monsters or NPCs may have a spell or ability that is not covered by our normal Keywords, and indeed normal resistances may not be enough to protect you (be assured that this would be rare).

In this case, when the monster or NPC first appears, the Ref will call a brief Time Freeze, and will clearly explain to the relevant players what is happening and how they should react to any effects that are called. This also applies to rare and powerful Area of Effect (AoE) sorcery.

3) **RESISTING AN EFFECT**

If you have a skill which enables you to resist spells or effects it is your responsibility to understand what to listen for, and which effects you are protected from and from how many per encounter (additional purchases of the Resist Magic and Resist Chaos skills protect against an additional effect each encounter, whereas Charmed Life is a permanent effect, which only the most powerful curses would be able to bypass).

If you are targeted by a spell or effect and you have the appropriate skill to resist it, then clearly state **“No effect”!** This is all you need to say, thereby letting the caster know that you heard and understood their words but you are not affected by the spell.

If you wish to, you can embellish upon this however you like i.e. “No effect”! My faith in the almighty Sigmar Heldenhammer is all I need to protect me from your pathetic sorcery!! Of course, this might just rile up the caster, but don’t let that stop you!

Table of Generic Spell Resists

Type	Source Word	Skill to Resist
Dark Magic	Magic	Resist Magic
Hedge Magic	Magic	Resist Magic
Rune Smithing	Magic	Resist Magic
Priest Miracles	Magic	Resist Magic
Chaos Magic	Chaos	Resist Chaos
Curses	Curse	Charmed Life

- Resist Magic does not protect against Curses or Chaos Magic, nor does it stop the player from being affected by the rarer and more powerful Area of Effect (AoE) sorcery (the Ref will always make the effect of an AoE clear in a Time Freeze).
- All curses are separate from other magical effects, as they are permanent until removed. If you hear the word “Curse” in a spell vocal, your Resist skills are not going to help you, only the skill ‘Charmed Life’ will prevent the effect. Curse is effectively the Source and the Keyword in this instance.
- Rune Smithing: Due to countless generations of becoming accustomed to them, beneficial Runes can always be cast on yourself or your fellow Dwarves; however members of other races may be resistant to their effects if they have the Resist Magic skill.

In addition to the above generic resistances, the following effects, whether from spell or another source can also be resisted with certain skills:

Table of Specific Resists

Name	Skill to resist
Backstab	Lightning Reflexes
Disease	Plague Survivor
Fear	Fearless
Paralyse	High Pain Threshold
Poison	Snake's Blood
Retch	Iron Gut