

LOST FOUNDATIONS



Lost Foundations Rules Guide

Introduction	3	Character Creation	21
Being In Character	3	Basic Skills	21
Refs	3	Innate Skills	22
Game structure	3	Durability Skills	22
Information and FOIP	4	Martial Skills	23
Physreps	4	Medical Skills	24
Calls	5	Magic skills	24
Safety Calls	5	Heroic Skills	25
Admin Calls	5	Projecting skills	26
Combat Rules	6	Crafting skills	26
Hit Points	6	Faction skills	27
Dying and Trauma	6	Ritualism	27
Armour and Warding	7		
Short Rests and Long Rests	7		
Weapons	8		
Windups	9		
Spell Casting	9		
Ranges	10		
Allies and Enemies	11		
Mutations	11		
Runic Projection	12		
Gameplay Etiquette	13		
Downtimes	14		
Crafted Items	15		
Combat Calls	17		
Damage and Healing	17		
Physical Calls	17		
Duration Calls	17		
Call Modifiers	19		
Other Calls	19		
Reactive Calls	19		

Introduction

Welcome to LARP! We are very excited to have you here.

LARP stands for Live Action Role Play. It is a game, the universal objective of which is to have fun. You cannot “win” at LARP, or at least there are no rigidly defined parameters for “winning”, however many people enjoy the game for different reasons and seek different aspects of it - for example trying to tell a heroic story, developing complex in-character bonds and interactions, engaging in fictional politics, developing a character’s magical and practical combat skills through the mechanics system, exploring identity through character design and morality through character choices, and much more.

Being In Character

In LARP you will act as fictional characters, most commonly your own player character (PC). When doing so, you are said to be ‘in character’ (IC), as opposed to when you are yourself, and are thus ‘out of character’ (OC). Using those two terms will save a lot of confusion when discussing LARP. When IC, you are in the fictional world of Lost Foundations, which is detailed in the Setting Guide.

In this world, you can play your character as you wish, and are free to make your own choices - but please keep in mind that all characters you interact with are played by real people, and real world behaviour rules still apply. See our EDI for details, but in brief, IC antagonism is fine - after all, fighting against monsters and villains is a big part of gameplay - but make sure not to cause OC problems or upset. This is a game we are playing to have fun together. If in doubt, we recommend checking with the refs and/or the other player(s) OC to ensure everything is fine.

Refs

Lost Foundations is run by a group of referees, or refs for short. As well as making sure that everything is running smoothly between players, we write the setting and plots your characters will be interacting with, and play most of the non-player characters (NPCs) that inhabit the world. If you have any problems or questions, always feel free to come to us, and we’ll do our best to help you, with anything from something that’s making you OC uncomfortable to a query about minute details of the fictional world. We’re here to try and make sure the game is fun and safe for everyone.

Game structure

Lost Foundations usually runs twice a week during University of York semesters. Sunday afternoon sessions are mostly outdoors, and represent your characters going on adventures, usually featuring combat. Most Sundays will have three adventures, and you can choose to go on one as your character. For the other two, you will play monsters to be

fought, civilians to be rescued, NPCs to talk to, or anything else the players might encounter. This is often referred to as 'crewing' or 'monstering.'

Wednesday evening sessions are indoors, and feature all PCs meeting up together, to discuss, plan, have fun, or do anything else they want. The refs will also play various NPCs throughout the evening for you to interact with. For safety reasons, we must ask that no combat occurs indoors - if you really want to fight, IC take it outside and then have an OC discussion about how it would go, taking it to a ref to arbitrate if you cannot quickly reach a mutual agreement. You can also agree to a duel at a later date, which you can quickly play out next Sunday.

Information and FOIP

When playing, you will find out a lot of information about the IC world, and it is quite natural to want to discuss some of this with your friends afterwards. However, keep in mind that characters don't automatically know everything their player does, and it is often less fun to roleplay an interaction when you know much more about the topic than your character. For example, imagine trying to solve a murder mystery - if you don't know the answer OC, it is an interesting puzzle to solve, whereas if you do, you're simply going through the motions, second guessing how much information is enough for your character to come to the correct conclusions. For this reason, try not to give away important IC information, giving other people the chance to find things out IC for themselves. The phrase 'Find Out In Play' (FOIP) is often used to indicate that something falls under this umbrella.

As well as IC information, FOIP also applies to mechanical skills and stats. Not knowing exactly what everyone else can do, both other PCs and monsters, helps the world feel bigger and more mysterious. For this reason, you can only see the non-starting skills that your character has unlocked the ability to learn, and we ask that you not tell others exactly what they all do. As for monsters, it is inevitable you'll find out some of their stats when you are crewing, but we again ask that you don't go into detail when talking to others about it.

These are not hard and fast rules - you won't be in trouble if you and a friend swap secrets - but are guidelines that we find generally lead to a more fun play experience for everyone.

Physreps

All the people and items that appear in the game must be physically represented (physrepped) by something OC. Please bear in mind that all objects will OC belong to either someone else or the society, and thus make sure you have OC permission before taking them, even if just to borrow.

Some items will have strange or magical properties that obviously cannot be properly represented by an OC object. These will usually have 'lammies' - small laminated pieces of paper with text on them. These are not present IC, but are there so you can OC know what the object does. Taking time to read the lammie represents your character taking some time to understand the magic of the object.

Calls

Much of the mechanical aspect of LARP is done via 'calls' - words or gestures that are made OC to indicate something in the game. Most of these are detailed later in the guide and reflect various physical or magical effects PCs or monsters can do in combat. We don't expect you to remember all of those right away (always feel free to ask 'what does that do?' if targeted with an unfamiliar call), but there are some more important ones, particularly those to do with OC safety.

Safety Calls

SAFETY - This indicates an OC safety issue has occurred. Everyone should stop play immediately. If not everyone heard it at first, please repeat it until everyone has stopped. Do not move from where you are until you know what the problem is - something fragile could be on the ground. Once the issue has been resolved, a ref will start play again. Please make this call if you witness or suffer any immediate safety issue - anything from a physical injury to a panic attack to glasses being knocked to the floor.

Thumb Down Gesture - A gesture involving holding your hand over your forehead with your thumb pointing down, this indicates that you are OC uncomfortable with the situation and wish to leave, but do not wish to stop the game. Everyone else involved should pause to let the person making this go before continuing, moving out of the way if necessary. While we endeavour to make sure that OC problematic subjects are kept to a minimum (see our EDI policy for off-limit topics) this gesture is here if it is needed. If there is a physical safety issue, or there is ongoing IC combat, please use the SAFETY call instead.

Admin Calls

TIME IN - Made by a ref to start play. When indoors, the phrase 'TIME IN when ready' will often be used, to indicate that from that point the game has begun in designated rooms, but not right here.

TIME OUT - Made by a ref to end play.

TIME ISH - Made by a ref to indicate play is nearing its end. There will be no more NPCs or monsters, but you are free to bring your roleplay to a natural stopping point.

TIME FREEZE - Made by a ref to pause play. Listen for further instructions after this - we may need to move to let non-LARPer through, or we may ask you to close your eyes so we can make some big change that has happened instantly in character.

Two Fingers Raised Gesture - A gesture where one hand is held up high with the index and middle finger raised together. This indicates this person is not IC at the moment. This will most commonly be used by monsters when getting back up to respawn. When IC, treat any person currently making this gesture as if they were not there. Refs will also often wear

high-visibility clothing if they need to be OC for a length of time, which has the exact same effect.

Combat Rules

This section defines the mechanics used in combat. Please note that for safety reasons, you must be approved by a ref as able to fight safely before you can engage in physical combat. You will have the combat safety rules explained to you then, but to reiterate:

- Weapon blows should be pulled so as to only tap the person or blocking weapon or shield you are striking.
- Weapon blows should be made at most once per second. We practise 'heroic fighting' which means slower swings, to capture the feel of high fantasy cinematic combat. It can help to act as if your weapon was actually made of metal and/or wood instead of foam.
- Never stab with a larp weapon. You may use weapons designed to be stabsafe, but you may not stab with them.

Hit Points

Each character has a number of hit points to represent how tough they are. When you take a damage call (SINGLE/DOUBLE/TRIPLE/QUAD) you lose 1/2/3/4 hit points. A weapon blow with no call made counts as a call of SINGLE.

When you are reduced to zero hit points, you fall to the ground and begin dying (see next section). If you would be reduced to zero hit points by a weapon blow to a limb that is not already injured, you may choose to instead have that limb injured beyond use, and be on one hit point. An arm should be held loosely by the side, though you do not need to drop anything you are carrying. A leg can no longer support your weight, and you should drop to the floor or kneel, though you may still move your torso and limbs. These effects continue until you are reduced to zero hit points by damage to the torso or an already injured limb, or until you are healed. If any of the above is impossible or unsafe, safety takes priority. For example, if it is unsafe to fall on the ground for any reason, you may kneel or stand still.

Hit points are restored by calls of SINGLE/DOUBLE/TRIPLE/QUAD/FULL HEAL, which restores 1/2/3/4/all hit points, and restores the use of all injured limbs. If you are dying when your hit points are restored, you are no longer dying.

Dying and Trauma

When dying, your character may not move, though they may if you wish be conscious and capable of speaking, including calling for help. You may not use any skills or abilities, unless specified otherwise. When dying, you must begin counting your death count. This can lead to TRAUMA (severe damage which cannot be restored in the field), and eventually death.

If you have less than three TRAUMA your death count is **1 minute**, at the end of which you take a TRAUMA and start another death count. If you have three TRAUMA, your death

count is **15 seconds**, which may never be modified by skills or status effects, at the end of which your character dies. TRAUMA may also be taken as a call. You may not have more than three TRAUMA, and characters with three TRAUMA may not use any skills or abilities which inflict TRAUMA upon themselves. (Please make the TRAUMA call out loud when using such abilities, to indicate your character has made a great effort.)

If your character dies, you may choose to have them linger for a little while, in order to share their last words. You may not do anything but speak in this time, and for all mechanical purposes, your character is already dead, and may not be saved by any means. This state may last at most a few minutes.

Armour and Warding

Many characters will wear protection, whether that be physical armour or more mystical warding. Armour is divided into light and heavy armour. To gain the mechanical benefits of Light Armour you must be wearing either a gambeson, or leather armour that is either soft or does not cover most of your body. To gain the mechanical benefits of heavy armour, you must be wearing an appropriate physrep that covers most of your body - either metal armour (or something that represents metal armour i.e. painted plastic) or rigid leather armour. If you are unsure which category something falls into, talk to a ref. In order to benefit from warding, you must not be wearing armour. A character can only benefit from one at a time of light armour, heavy armour, or warding.

Light armour provides a pool of armour points, which are lost exactly like hit points, and which are lost before hit points when taking damage. Excess damage is carried over to hit points. Armour points are restored when you take a Short Rest (see next section). Characters in light armour increase all spell casting times by 5 seconds (see spell casting section).

Heavy armour also provides a pool of armour points, which are lost before hit points when taking damage. Heavy armour takes calls of DOUBLE/TRIPLE/QUAD as if they were calls of SINGLE. This does not apply when taking damage to hit points. When taking a Short Rest (see next section), characters wearing heavy armour may regain either all armour points or all feat points, but not both at the same time. Characters in heavy armour increase all spell casting times by 10 seconds (see spell casting section).

Warding provides a pool of warding points. Whenever you take a call that is not from a weapon blow, you may choose to spend a warding point to call RESIST and not take the effects of the call. Warding points are restored when you take a Short Rest (see next section).

Short Rests and Long Rests

Characters may recover over time, which is represented in two ways, Short and Long Rests. Many abilities will have usages per one type of rest, and many effects will last until your next Short or Long Rest.

A Short Rest represents your character taking a short breather. Your character must spend 10 uninterrupted seconds roleplaying catching their breath or otherwise recovering. In this time you may do nothing else (other than talking), including defensive actions like parrying and dodging, nor may you move more than a couple of steps, or the breather is interrupted and must be started over again. It is also interrupted if you take any hostile calls, or if an enemy is within 5 feet of you. Taking a Short Rest restores all armour or warding points, restores the use of injured limbs, restores feat points, and ends all Duration effects (see Calls section.) Note that characters in heavy armour may regain either armour points or feat points from each Short Rest, requiring two to recover both, but always take all other effects of a Short Rest.

If your character spends 30 seconds in which they cannot even witness any combat going on, and would be mechanically affected by a Short Rest, they must take one, regardless of whether they have roleplayed doing so. Note that this means any Short Rest effects applied more than 30 seconds prior to the start of a fight will have worn off by then. While normally non-lethal combat (e.g. sparring) works by the same rules, non-lethal combat will not prevent you from taking a Short Rest from a lethal fight (ie, you cannot start duelling your allies to prevent an effect from wearing off). You may never take a Short Rest through either method while on your death count.

Long Rests require a night's sleep, and as such, will not occur in uptime. They remove all TRAUMA, and restore all hit points and per-Long-Rest abilities and resources, such as spell points (see spell casting section).

Weapons

Many abilities will specify they require certain types of weapons to use them. Maximum and minimum sizes are listed here. If you have a weapon that doesn't quite fit requirements for what you want to use it for, you may ask - it is impossible to fit every possible physrep into neat categories - but we cannot guarantee you'll be able to.

Short weapons: These must be no longer than 21 inches. Usually this means daggers, but coshes or other forms of weapons may be used as well.

One handed weapons: These must be no longer than 36 inches.

Hand-and-a-half weapons: These must be no longer than 42 inches. They count as one-handed weapons for skill purposes, but your other hand must be empty to use it.

Two handed weapons: These must be no longer than 60 inches and must be wielded in two hands.

Polearms: These may be no longer than 84 inches, and must be wielded in two hands, with your hands at least 18 inches apart.. A polearm without a blade, hammer, or other component on the end is a staff. Staves may not be used for Martial Skills, but may be used with certain Rune Mage skills.

Bucklers: These may be no larger than 15 inches in any dimension. You may parry with one, but should never strike or push with it.

Shields: These may be no larger than 32 inches in any dimension. You may parry with one, but should never strike or push with it.

Great Shields: Due to high variety in shapes, we are not defining a strict size limit on these, but extremely large shields will not be allowed. You may parry with one, but should never strike or push with it. Note that the skill to use these inflicts penalties on the wielder to reflect the large weight you are carrying.

Windups

Some abilities will require you to wind up for a certain amount of time to use them. In order to do so, you must spend that time roleplaying appropriately. If you take any damage during this time, or are under the effects of any effect that prevents you from using skills, the windup is interrupted. In such cases, no resources necessary for the skill are spent, but the windup must be begun again from the start.

Some windups will require you to have a hand or hands either free or holding a certain object (such as an implement for Rune Magic). If the object is a weapon, blocking or striking with it during this time interrupts the windup. Blocking or striking with a weapon not being used for the windup does not interrupt it.

Spell Casting

There are two main forms of magic used in combat - Rune Magic and Chaos Magic. The two work very differently and have different rules. Rune Magic is the channelling of power through arcane runes, the remnants of a magically advanced civilization. It is a careful, controlled process, and a runemage can expect to be able to cast often throughout a mission. They will also be martially limited by armour affecting casting times and the need to have one hand using an implement. On the other hand, some choose to channel the raw chaotic energies of the wild magic which now devastates the world. Those in tune with it can unleash some of this power, though it will be dangerous and costly. Individual spells are quite powerful, though a chaos mage will only be able to use them a few times a mission, and should likely have plans for other ways to engage in combat. They are not, however, in any way impeded by wearing armour and wielding weapons.

In order to cast Rune Magic, a mage must have an implement, such as a wand, orb, spellbook, or similar, held in their hand. Any runemage will learn how to make one as part of their studies in magic, and will know how to bind and unbind runes to it, though this process is too lengthy to be done in uptime. It may be done freely otherwise, and you may choose which runes to use immediately prior to a mission. Each runemage may only have one implement at a time - creating a new one causes the previous one to cease to function. Each rune slotted will allow access to a cantrip and, with an additional skill, at least one spell. During a mission, a runemage will have a number of spell points, which come back on a Long Rest. Spells cost a specified number of spell points. Cantrips cost no spell points.

In order to cast a spell or a cantrip, you must roleplay doing so, either by waving your implement, chanting words, or other appropriate roleplay. This must be done for a windup of 10 seconds using an implement held in at least one hand. There are several effects that modify 'casting time,' which refers to this windup specifically. Some spells have further windups - these are not modified by effects that modify casting times, but still require your implement. If the windup for a spell is interrupted, no following windups for the same spell may be done. Once a wind up is completed, you must either cast or abandon the spell - you cannot hold it indefinitely. Spell points are spent at the point you first make a call. If your initial windup is interrupted, no spell points are lost, but if you have cast part of a spell and a later windup is interrupted, you lose the rest of the spell and the spell points are still spent.

Armour interferes with rune magic, but does not make it impossible. Wearing light armour increases all casting times by 5 seconds. Wearing heavy armour increases all casting times by 10 seconds.

Chaos Magic requires no tools, free hands or casting time. Each chaos mage will be able to cast a set number of spells per Long Rest. Each spell will come with accompanying mechanical consequences, though these may be mitigated by the CHARGE or MUTATE calls, as specified in the spell description.

Ranges

All abilities that let you make a call will have a specific range at which the call must be made. If no range is specified on an ability, assume short range.

Self - You may only make the call on yourself.

Weapon - You may make the call when striking with a weapon. Any skill that specifies a weapon type e.g. 'with a two handed weapon' is at this range.

Short - You must be within 5 ft of the target. You may make this call on yourself.

Long - You may make this call at 30 ft range. Please point and/or call out which person you are targeting. Descriptors and OC names are okay to use here, as they are calls being made, not things said IC. You may make this call on yourself.

MASS - This affects everyone within 30 ft of the caller, including the caller. You must say MASS at the start of the call to indicate this. Do not take MASS calls with only harmful components made by Allies. Do not take MASS calls with only helpful components from Enemies. If you cannot identify the caller, do not consider them an Ally or an Enemy, or the call contains both helpful and harmful components, always take the call. When making a MASS call, you may preface it with 'Players,' 'Monsters,' or 'Everyone' to help indicate who should take it. In a scenario where more factions are involved, you may also use a more specific term. If you hear 'Everyone,' take the MASS call regardless of who made it.

Allies and Enemies

Some skills and abilities, as well as the MASS call, specify Allies and Enemies. For rules purposes, this is defined as how your character sees the other person in the moment. In combat, this should almost always be defined by the fight - it doesn't matter how much your characters hate each other, if you are fighting together for survival against monsters, you count as Allies in that moment. Even if you plan on betraying them later, that should not be relevant unless you intend to do so during this very combat. Likewise, even if your characters are the best of friends, during a sparring match against each other, you would count as Enemies for rules purposes. In the rare scenario that the Ally/Enemy distinction is relevant outside of combat, go with whatever feels fitting at the time. It is perfectly valid in such a situation to consider some, if not most people, to fit into neither category.

Mutations

When exposed to wild magic, characters may develop mutations. They may also start play with them. While mutations are not inherently harmful in and of themselves, and some may even be helpful, it is known in universe that people who undergo too many mutations cease to be fully human and go feral, attacking everyone around them. If your character receives too many mutations, they will cease to be playable. The rules for exactly how this works will be given to you if your character is close to the threshold.

A character can gain a mutation by taking too many MUTATE calls between Long Rests. Keep track of how many times in a session a MUTATE effect is ended on you for any reason other than a CLEANSE call. At the end of any session where that number is one or higher, inform a ref, and they will tell you if you've received one or more mutations. The thresholds will vary, mostly based on the amount of ambient wild magic in the IC location.

Mutations are permanent, but there are ways to get rid of them. Some characters, both PC and NPC, may have skills that enable them to do so. These skills will usually have some requirements or consequences, and NPCs are thus likely to want something in return. If you are unsure where to start, it is known in-universe that some priests and alchemists have the ability to help with such things. There are also rarer ways to have mutations no longer count towards making you feral - allowing you to keep a mutation you like with no danger. The easiest way to have this happen is at character gen - mutations can settle naturally over a period of many years.

As well as mechanical effects, each mutation comes with an optional physrep of the physical changes your character is undergoing. While you are absolutely free to go as wild as you like, there is never any requirement to change your character's physrep due to a mutation. There are multiple possible IC reasons for there being no visible change. It can be as simple as the change is mostly internal, or on a part of your body that is covered by clothing. Sometimes mutations can take a long time to generate noticeable physical changes - you can thus take your time coming up with a physrep if you wish, or even have it come and go. In-universe this is the result of too much wild and unpredictable magic - almost anything goes, though please check with a ref if you're doing anything particularly unusual.

If you ever receive a mutation that would in any way make you OC uncomfortable, please inform a ref and we will happily change it for you. You can also tell us in advance if there are any particular concepts you wish to avoid.

Runic Projection

In-universe, there are devices called runic projectors that allow one to send an intangible image of oneself to other locations. While rare, and usually accessible only by a few, there is one in New Triokh that your characters can use. You may use this to project an image of yourself to any session, rather than have your character be there in person. While this is intended partially as an accessibility aid, to allow those who cannot physically participate in larp combat to participate in missions, it is not limited to such, and anyone may use it without needing a reason. Projecting characters should wear a white sash (which you may borrow upon request) to indicate they are projecting - all other characters should treat them as intangible, and should never engage in combat with them.

The way this works in character is that you lay down on a stone bed next to the device (cushions and similar do not interfere with its function in any way), and will yourself out of your body. Your body is then held in stasis, while a projected image of yourself is created, which can then move about as normal. Each device also has a number of smaller runic pieces, which can be physically separated. A person using the main device may project themselves to one of these smaller ones, no matter how far away - runic projectors are often used for long distance communication. The only limits on movement once you are intangible are that you cannot pass through walls nor venture alone into an area you would normally consider dangerous, as mental barriers become more physical - out of character, you may not use this to be an invincible scout who can pass through any barrier. Please stay with the rest of the party.

As an intangible image, you may not interact directly with other people, nor they with you. You are thus unaffected by all calls. This is obvious in character, even to the most mindless monster. As a firm rule, no one should ever engage in larp combat with a projecting person. A projecting character may also make no calls, other than those from skills which specifically say otherwise (see the Heroic and Projecting Skills sections for some that do). All such calls made by a projecting character can be made at long range, regardless of the skill's normal limitations.

While using it, you may, with an in character small amount of mental effort, make limited physical contact with objects. You may pick them up, but you may not move them more than a few steps from where you picked them up, nor may you prevent a character who is physically there from taking them. Out of character, this should never be done by grabbing the object - simply out of character request that the projecting character hand it over, and they should do so. A projecting character may also eat and drink, the magic somehow enabling sustenance, but any attempt to do so with a non-digestible item will cause it to simply fall through you to the floor.

With a few moments of roleplay, a projecting person may choose to invest some of their will power and essence into a willing character who is physically present. This does come with a

large risk - if the character you have invested dies or mutates while under its effects, your character dies or mutates too. You may not do this with someone who has already been linked to someone else in the same fashion, and you may not join with multiple people. The mechanical effect is below.

Joined Soul - The non-projecting character's maximum hit points are increased by two until they take a Long Rest. Their current hit points are also increased by two when this benefit is provided - if they are dying at the time this will stop that. If the non-projecting character gains a mutation, so too does the projecting character. If the non-projecting character dies, the projecting character also dies, their spirit fading away. This can take up to several minutes or be instant - the choice is up to the player.

Gameplay Etiquette

As everything in LARP is physrepped by people, it would often be easy to do something IC using the same method that is being used OC to represent something else. This can create a situation where two things that are very different IC can be impossible for other players to tell apart, creating OC confusion. Deliberately blurring these boundaries is not allowed, and we ask that you OC clarify any accidental errors. Some examples are outlined below. If you are ever uncertain if something falls under this rule, please feel free to clarify with a ref.

Face paint and accessories: Anything not fully human will usually be physrepped in some manner. Please do not have your character wear anything that could be confused for an OC physrepping. For example, Druse-struck often have gold veins which may be physrepped by gold face paint. You may not therefore have your character wear gold face paint in this pattern, as it would be impossible for other players to tell the difference. Gold eyeliner, on the other hand, would be fine.

Playing dead: Dead or dying characters will usually be represented by a person lying on the floor. As there are no real injuries, it is OC completely impossible to distinguish between a dead or dying character, and a character who is pretending, so please do not have your character do so. You can of course have your character lie down, just not in a situation where it would be deceptive.

No false surrenders: When taking a surrendering opponent captive, there are several things that would usually be done which become difficult in LARP. For example, disarming them would require taking their OC weapon physreps, which should never be done without permission. Figuring out how to restrain people is usually more a matter of negotiating OC boundaries and trying to locate non-physrepped IC items than it is an IC challenge. It is therefore very difficult to distinguish between someone who is OC uncomfortable with the roleplay and someone who is IC not cooperating. For this reason, do not surrender IC if it is not genuine. Even if you are representing a morally reprehensible antagonist, simply do not use this tactic. If, as a player, you have taken a captive, and have finished any discussion with them, feel free to ask them to wait a little distance away (and OC inform a ref), allowing the person portraying them to despawn - you do not need to worry about guarding them for the rest of the mission. In the rare event that taking captives is not possible for IC reasons, a

ref will inform you. Those who have surrendered, player and NPC alike, should never try to break free themselves, but if rescued by others, can be free again.

For further clarification, this rule does not guarantee good treatment of those who surrender. A surrendering character, player or NPC, is casting themselves on the mercy of their captors - though torture is forbidden as it goes against the EDI. To avoid confusion, if playing an NPC, you should not kill a surrendered player - instead, refuse to accept the surrender in the first place.

Downtimes

When you are actively playing your character, you are said to be in uptime. But in the world of the game, they continue to exist outside of Wednesday evenings and Sunday afternoons - this is what we call downtime. If you wish to have your character do something notable in that time, send in an email to the refs (lostfoundations-boardandsword@yorksu.org). The deadline each week is 9pm on Thursday evenings.

Mechanically, there are four things you can do each downtime:

Skill: If you wish to learn a new skill, please specify one from your character sheet's list of available skills. If you have enough XP, your character will now know it.

Major Action: The main task your character is focusing on for the week. This means effort spent - it does not necessarily need to take up most of their time. You may only submit one of these per downtime, but will get a response detailing how the task goes. Please be specific as to what your character is trying to achieve. It is also helpful to include how they are trying to achieve it, and why - this enables us as refs to most accurately write the interactions between your character and the game world.

Larger endeavours will often take multiple weeks, and may require or benefit from multiple characters. If you want to work together with other characters, you can submit a joint Major Action. The easiest way to do this is by a shared google doc with the participating characters and players listed at the top. There are channels for organising these on our discord.

As well as freely describing your Major Action, there are various mechanical options which require you to use it, meaning you will get a less detailed response, but achieve a mechanical result. Most of these options are accessed by skills, but there are two options available to every character by default:

Work: The Scavenger's Guild always needs help finding and bringing in loot. New Triokh always needs defending, whether that is through fighting, healing, or otherwise providing support. A Major Action for either of these options will get you one common rune of your choice in payment (see Runes section in Setting Guide for your options).

Scavenge: Your character loots the ruins for the week, venturing out on their own rather than with the guild. Your findings here will be random, with your result not guaranteed to be a rune, or even strictly speaking useful, but it may be even more valuable. Your potential

findings are affected by the location you go to - be aware that some of them are dangerous enough that you may get a harmful result.

- Petriokheia: The ruins on the surface are safe only by comparison, but there is no chance of a negative result, and a wide variety of potential items to find.
- Wild Magic Area: After the Desolation of 1025, parts of Petriokheia are filled with wild magic. This adds the possibility of finding an item infused with wild magic, but also means you could be forcibly mutated. Awakened cannot be mutated, but can be directly injured by wild magic, starting each day already on one TRAUMA for one week if they would get a mutation result.
- Undercity: The main threats of these ruins buried beneath Petriokheia may be dealt with, but that does not make them harmless. Scavenging here, you may find enchanted items and rare materials, but run the risk of horrible curses. Content Warning: Curses may include horror elements.

Minor Action: This reflects something small your character is doing, but that you think the refs should be aware of. You may submit as many of these as you wish, but don't expect a response longer than 'yes,' 'no,' or perhaps one sentence.

Skill Action: If you have a skill that can use it, such as Runesmithing and Alchemy, you have one Skill Action each downtime. All Skill Actions may also be done using a Major Action, though this does not let you use the same skill twice in the same downtime. Details on what you can do will be given in the respective guides. Depending on the skill and what you are making, you may need to have certain items, such as runes, in your possession to do so. Note that some specific skills available later may require also using a Major Action.

Crafted Items

Various magical items exist and can be made, and will each have a laminated card, or 'lammie' explaining what they do, but there are additional limitations. Most notably, unless you have skills that say otherwise, you may only use one item at a time.

Potions

These rules apply to all Potions: A Potion may never be taken involuntarily, or without reading its lammie/rules; a person can only use a potion in full awareness of its effects. A character may only be under the effect of one Potion at a time, if you take a second Potion you select which one applies. If you are under the effect of a potion with a long term effect and take a second one with an instantaneous effect, the long term effects will be lost if you choose to take the instantaneous effect.

Runesmithed Items

In order to use most Runesmithed items, one must be bound to it. Binding to a runic item is relatively easy, but takes time. It can only be done between sessions, but you do not need to notify the refs in downtime each time you do so. If you bind to an item while already bound to another, the previous binding fails. A Runesmith may be able to temporarily bind an item to you for a week in a way that ignores the restriction on multiple items.

There are exceptions. Items described as Runewrought items, such as lights or simple heat sources, can be used by anyone and do not need to be bound, even when made by a Runesmith. The same is true of some more complicated Runewrought items, many of which are beyond the reach of modern Runesmiths, like a Runic Projector.

Some Runesmithed Items will have a Temporary label on the other side of the lammie. Such items will fall apart a week after creation (between the Sunday and the Wednesday), returning the runes involved.

Combat Calls

These represent the various effects that may be made to or by your character. They may also be chained together, in which case, you take all the effects at once. Some abilities or rules will specify hostile or friendly calls. This should be obvious for all calls except for CLEANSE, which always counts as both, and MUTATE, which always counts as hostile.

Damage and Healing

SINGLE/DOUBLE/TRIPLE/QUAD - Take 1/2/3/4 points of damage.

X HEAL - Restore X hit points, and restore all injured limbs. X can be SINGLE/DOUBLE/TRIPLE/QUAD/FULL for 1/2/3/4/all hit points restored.

STAUNCH - Your death count is paused for as long as the person who called it continues to roleplay staunching the bleeding or other similar roleplay. This requires both hands and they cannot be doing anything else. You cannot be under this effect if not on your death count.

Physical Calls

These calls represent powerful blows, and as such, when made with a two handed weapon or polearm are still taken when blocked by anything except another two handed weapon or polearm, or two single handed weapons at once. When relevant, a blocked call is taken to the arm that blocked it. When an opponent blocks your swing, and you have a multi-part call, you may optionally only say the parts of the call that they will take.

KNOCKBACK - Take two large steps away from the source of the call, or backwards if called on self.

STAGGER - Take two large steps away from the source of the call, or backwards if called on self, followed by 5 seconds of disorientation, where you cannot actively use skills or make or block blows. You may optionally represent the disorientation as being knocked to the ground if it is safe, but you do not have to do so, and still cannot make or block blows for 5 seconds.

BREAK - You have been briefly disorientated or your guard has been broken. Fling your guard wide or put your arms by your side for 2 seconds or until you take damage, whichever is shorter. During this time you may not actively use skills or make or block blows.

CLEAVE - The limb struck is injured and cannot be used until restored by a call of HEAL or BOLSTER. Does nothing if it hits the torso.

CRUSH - Take 10 points of damage. This is not reduced by heavy armour.

Duration Calls

These calls represent an ongoing effect. They will last until you take a CLEANSE or a Short Rest, though some will specify other ways they will end as well.

BANE - You cannot benefit from the HEAL call. Ends when you take a TRAUMA for any reason.

BIND - You cannot move your feet, as they are stuck to the ground by magic - vines, ice, stone, etc. This does not impede your ability to stand up should you be on the ground. You do not take steps back if hit by a KNOCKBACK or a STAGGER, though the latter will still disorient you for 5 seconds. Ends when you or someone else spends 10 consecutive seconds roleplaying breaking you free. You, or the person freeing you, may not do anything else while doing so, but it is not interrupted by taking calls.

BOLSTER - You gain temporary hit points equal to half your maximum hit points (rounded up), up to a maximum of 5. This restores all lost limbs and stops you from dying. These hit points are lost before normal hit points and cannot be healed. This call does not stack, but later calls of BOLSTER will reset your number of temporary hit points. If you have no normal hit points when this effect ends, start dying.

CHARGE - Become charged with magic. This status does not stack. The most common ways to use it are below. Ends when you cast a spell or make a call as part of a spell.

- Runemages: Cast your next spell or cantrip instantly. You may not use this to skip additional windups in a spell.
- Chaos mages: Reduce or remove the downsides of the next call you make from a chaos magic spell, as specified in the spell.
- May have substantially different effects upon Awakened.

DISMISS - You may not make targeted calls against the person who called this at you. You may still make MASS calls. Ends when you take a hostile call from the person who called this at you, or you take another DISMISS call.

EMPOWER X - You may call X on your next unblocked weapon blow, or on any blocked blow prior to that. This call cannot stack - if you would be affected by two, choose one. Ends when used or on the next unblocked blow, even if not used.

X FORTIFY - Gain a number of temporary armour points equal to X, where X is SINGLE/DOUBLE/TRIPLE/QUAD. These are lost before other armour points if you have them. If you are wearing heavy armour, they reduce damage calls of DOUBLE/TRIPLE/QUAD to SINGLE. This call cannot stack - if you would be affected by two, choose one.

MUTATE - Magic that tries to warp and change your body into something else. If the call hits armour points, it does nothing, otherwise you are under the effects of this call. It has no immediate effect, but keep track of how many times the MUTATE effect ends by any means other than a CLEANSE, and tell a ref after time out - depending on the number between Long Rests, you may have gained one or more mutations. Multiple sources of this call do not stack at the same time. This effect ends upon starting your death count, or taking a Short Rest or CLEANSE. If you take this call while already on your death count, the effect instantly ends, increasing your count by one.

PARALYSE - You are frozen still and cannot move, actively use skills or take a Short Rest. You may speak. If you need to adjust your position slightly for safety reasons you may do so. Ends after 30 seconds, or when you take damage.

REGEN - When you next take a Short Rest, take a FULL HEAL, immediately after all other effects wear off.

WEAKNESS - Your energy is sapped. You may not make calls other than SINGLE on a weapon, STAUNCH, or TRAUMA on yourself.

Call Modifiers

These calls may only be made while attached to other calls

GREATER X - This call may not be resisted unless you have an ability that specifically says otherwise. If on a weapon blow, it is taken even if blocked, to an arm that blocked it.

MASS X - This call affects everyone within 30 ft of the caller, including the caller. Do not take MASS calls with only harmful components made by Allies. Do not take MASS calls with only helpful components from Enemies. If you cannot identify the caller, do not consider them an Ally or an Enemy, or the call contains both helpful and harmful components, always take the call. When making this call, you may preface it with 'Players,' 'Monsters,' or 'Everyone' to help indicate who should take it. In a scenario where more factions are involved, you may also use a more specific term. If you hear 'Everyone,' take the MASS call regardless of who made it.

THROUGH X - This call ignores armour and targets hit points directly.

Other Calls

CLEANSE - Removes all duration calls. Note that as this call can be both helpful or harmful, it always counts as both a friendly and hostile call, and so everyone is affected by it when it is attached to a MASS call.

TRAUMA - Gain an additional TRAUMA. Does nothing if you already have 3. If you are already on your death count when you take this, immediately start your new death count.

SLAY - You feel impending doom and die at some point within the next 10 seconds. This call cannot be resisted, ignored, blocked, or removed in any way - if you take it, you die. Don't worry, this is an extremely rare call - we're not just going to arbitrarily kill your character.

Reactive Calls

These calls are made in response to taking another call.

NO EFFECT - Indicates the call did nothing as the target was immune. If you are immune to only part of a call, please indicate eg. If you take a DOUBLE CLEAVE and you are immune to CLEAVE but not DOUBLE, call NO EFFECT CLEAVE.

RESIST - Indicates the call was not taken as normal, but that something happened. Either it was taken strangely, or a resource was used to prevent it from being taken, meaning further calls of the same will achieve something, even if it is not as effective as normal. You may never use abilities that let you RESIST calls on calls you make on yourself.

Character Creation

Player characters in Lost Foundations will be the members of the New Triokh Expeditionary Company. Details on this and the wider world can be found in the Setting Guide. Feel free to come up with a character idea yourself or to talk to the refs about possibilities, but all concepts must be run by the refs for approval before starting play. When creating your character, there are a few important questions to consider.

Why did you join the Company? Do you believe in the idealistic goal of saving the world? Do you want to try and get rich from looting the ruins? Or maybe you have another goal, such as a scholar's curiosity or something more personal.

Where are you from? People have travelled from all across the Noiartine Bay to New Triokh. The Setting Guide details several large cities, but there are also numerous small towns and villages you are free to detail yourself, as well as various nomadic groups.

What are you? Most people in the Bay are human, but there are also the undead Awakened, cursed Druse-struck, and altered Mutants.

What are my abilities? Characters start play with the **Basic Skills** and **14 skill points**, which may be spent on anything listed below. This represents your character at the start of their journey - over time characters will gain more skill points and unlock new skills that can be learned. Note that some skills have prerequisites, indicated by indented beneath another skill. In order to buy such a skill, you must also spend the skill points to purchase its prerequisite. skill.

Basic Skills

All characters have these skills for free. The first three are commonly usable by most people in the setting, the fourth is limited to PCs and other notable characters of willpower. You may choose to not start with any of these (other than **Existence**) if you wish, but there is no benefit to doing so.

- **Existence** - You have 1 hit point. You may gain one point of light armour, heavy armour or warding by wearing an appropriate physrep.
- **Weapon Use** - You may pick up any weapon and call SINGLE with it. You do not have to make the call, as SINGLE is the default weapon call, but you may choose to do so.
- **Staunch The Bleeding** - You may call STAUNCH on a character you are using both hands to roleplay applying first aid to.
- **Mind Over Matter** - You may instantly take a Short Rest by taking a TRAUMA, as you push your body beyond what it should be able to handle. You may use this even if effects prevent you from taking a Short Rest.

Innate Skills

For those playing characters who are something other than entirely human, there are mechanical benefits - and downsides as well. These skills may only be taken at gen.

- **Awakened** - You were created when a Rune of Life was used to animate a dead body. Awakened characters may not purchase any Magic Skills or skills using Feat Points, but have access to their own unique skills and mechanics. Ask a ref for the Awakened Guide for more information. **0 skill points.**
- **Druse-Struck** - You were born able to drain the life from others, but the curse also leaves you weakened. Ask a ref for the Druse-Struck Guide for more information. **0 skill points.**
 - **Arcane Syphon** - You may draw out magic rather than pure life force. **2 Skill Points**
 - **Martial Syphon** - You may draw out strength rather than pure life force. **2 Skill Points**
- **Settled Mutation** - Over several years, this mutation has become simply part of you. It does not count towards your number of mutations, and may not be removed. Ask a ref for available mutations. **1 skill point.**
- **Leviathan's Heart** - You have developed fish-like mutations. This has no immediate mechanical effects, but will alter how further mutations impact you. **0 skill points.**

Durability Skills

- **Hardy** - You have 2 hit points. **1 skill point.**
 - **Tough** - You have 3 hit points. **2 skill points.**
 - **Sturdy** - You have 4 hit points. **2 skill points.**
 - **Resilient** - You have 5 hit points. **2 skill points.**
- **Armour Training** - When wearing armour, you have 2 armour points. **1 skill point.**
 - **Armour Prowess** - When wearing armour, you have 3 armour points. **2 skill points.**
 - **Armour Aptitude** - When wearing armour, you have 4 armour points. **2 skill points.**
 - **Armour Mastery** - When wearing armour, you have 5 armour points. **2 skill points.**
- **Improved Wards** - When using warding, you have 2 warding points. **1 skill point.**
 - **Protective Wards** - When using warding, you have 3 warding points. **2 skill points.**
 - **Resilient Wards** - When using warding, you have 4 warding points. **2 skill points.**
 - **Impenetrable Wards** - When using warding, you have 5 warding points. **2 skill points.**
- **Hold On** - Your death counts are now 70 seconds long. **1 skill point.**

Martial Skills

Many of these skills cost a Feat Point to use. Any character who has bought such a skill, but has not bought extra Feat Points has one Feat Point. All Feat Points are restored upon taking a Short Rest.

- **Buckler Use** - You may wield a buckler in one hand. When you block with it, it is the same as if you were parrying with a one handed weapon. **1 skill point.**
 - **Shield Use** - You may wield a shield in one hand. When you block with it, it is the same as if you were parrying with a one handed weapon. **1 skill point.**
 - **Great Shield Use:** You may wield a great shield in one hand. When you block with it, it is the same as if you were parrying with a one handed weapon. Great shields are cumbersome - while using one you may not move faster than a steady walk, and whenever you take a KNOCKBACK you also take a BREAK. **1 skill point.**
- **Ambidex** - You may wield a weapon in each hand. If you block a blow from a two handed weapon or polearm with both simultaneously, you do not take any Physical Calls. **2 skill points.**
- **Martial Strike** - You may call DOUBLE with a one handed weapon or TRIPLE with a two handed weapon for 1 feat point. **1 skill point.**
 - **Martial versatility** - You may use a hand and a half weapon held in two hands as if it were a two hander for the purposes of the skill **Martial Strike**. **1 skill point.**
- **Break Their Guard** - You may call SINGLE BREAK with a one handed weapon or DOUBLE BREAK with a two handed weapon or polearm for 1 feat point. You may only use this once per target per Short Rest. **1 skill point.**
- **Linebreaker** - You may call DOUBLE KNOCKBACK with a two handed weapon or polearm for 1 feat point. **1 skill point.**
- **Find Its Weak Point** - You may call THROUGH DOUBLE with a short weapon for 1 feat point. **1 skill point.**
- **Stamina** - You have 2 feat points. **1 skill point.**
 - **Improved Stamina** - You have 3 feat points. **2 skill points.**
 - **Steadfast Stamina** - You have 4 feat points. **2 skill points.**
 - **Tireless Stamina** - You have 5 feat points. **2 skill points.**
 - **Shatter Limb** - Once per Short Rest, you may call TRIPLE CLEAVE with a two handed weapon for 2 feat points. **2 skill points.**
 - **Send Them Flying** - Once per Short Rest, you may call TRIPLE STAGGER with a two handed weapon or polearm for 2 feat points. **2 skill points.**
 - **Impale** - Once per Short Rest, you may call THROUGH TRIPLE with a polearm for 2 feat points. **2 skill points.**
 - **Hamstring** - Once per Short Rest, you may call THROUGH DOUBLE CLEAVE with a short weapon for 2 feat points. **2 skill points.**

Medical Skills

While it will never be as quick or as effective as magic, mundane first aid is not subject to running out of power.

- **Field Medicine** - If you spend 30 uninterrupted seconds roleplaying using **Staunch The Bleeding** on a character, you may call SINGLE HEAL on them. If a second character is also using **Staunch the Bleeding** on the same target for the entire time, it only takes 15 seconds. **2 skill points**

Magic skills

- **Rune Magic** - You have an implement that may slot 2 runes. If you start play with this skill, you start with 2 runes of your choice. You automatically know the cantrips of any runes slotted into your implement. **2 skill points.**
 - **Runic Spells** - You know how to cast the level 1 spells for any rune slotted into your implement. You have 12 spell points which refresh on a Long Rest. You may instantly regain 6 spell points by taking a TRAUMA. **1 skill point.**
 - **More Power** - You have 6 extra spell points. **1 skill point.** (may be purchased twice in character gen)
 - **Ritual Of Power** - If you spend a short rest roleplaying a ritual, and take a TRAUMA at the end of it to regain spell points, you gain three additional spell points per TRAUMA you have, including the one you just took. Without further modifiers, this will result in a total of 9/12/15 spell points recovered. **1 skill point.**
 - **Dual Power** - When casting with 2 hands (either both holding your implement, or one holding your implement the other not holding anything) you may reduce the casting time of all non-cantrip spells by 5 seconds. This may never be used with an implement that can be used as a weapon, even if you have the **Wizard Staff** skill. **2 skill points.**
 - **Wizard Staff** - You may have an implement taking the form of a staff or one handed rod that can be used as a weapon. You may never use martial skills with it, but it does attack and block physical calls like a normal weapon of the same category (single or two handed weapon.) If you strike or block with it while using it to cast, your spell windup is paused for 2 seconds. If you strike or block multiple times in succession, the pause effect lasts until 2 seconds after the last usage of the weapon. **1 skill point.**
 - **Signature Spell** - Choose one cantrip when you learn this skill. You may always cast it, even if your implement does not have the rune required. You still need to meet all normal casting requirements. **1 skill point.**
 - **Focused Warding** - If you take damage while casting, you may spend a point of warding to continue casting the spell without being interrupted. You still take the damage. **1 skill point.**
 - **Spellblade** - Whenever you cast an EMPOWER on yourself with rune magic, increase its damage by one to a max of QUAD, or add SINGLE to the call if there is no damage. **2 skill points.**

- **Mage Armour** - Whenever you cast a FORTIFY on yourself with rune magic, increase the armour gain by one to a maximum of QUAD. **2 skill points.**
- **Battle Mage** - You may ignore the armour penalties when casting a spell for 1 feat point. **1 skill point.**
- **Intermittent Attunement** - When wearing Light Armour, you have no casting penalty from armour when out of Light Armour Points. When wearing Heavy Armour, your casting penalty from armour is only 5 seconds when out of Heavy Armour Points. **1 skill point.**
- **Chaos Magic** - You have one Chaos Energy Point, which refreshes on a Long Rest, and know one Chaos Spell of your choice. You may expend a Chaos Energy Point to cast any chaos spell you know. You may take a TRAUMA to regain one Chaos Energy Point. Ask a Ref for a list of available spells. Many chaos spells will have the option to consume either a MUTATE or a CHARGE to alter how the spell works. In both cases the effect is ended, and for MUTATE it does increase your count. **2 skill points.** Requires specific circumstances to learn after character gen.
 - **Drawn To Chaos** - You have one additional Chaos Energy Point. **2 skill points.** (may be purchased twice in character gen)
 - **Chaos Spell** - You know one additional chaos spell of your choice. **1 skill point.**

Heroic Skills

Some people are capable of inspiring great deeds in others. Due to their inspirational nature, these skills may be used while Projecting. As a reminder, all calls made while Projecting can be made at Long Range.

- **“Don’t You Die On Me!”** - Once per Long Rest, you may call FULL HEAL at an Ally in Short Range, but not on self, with a few seconds of roleplay. This skill may be used while Projecting. **1 skill point.**
- **“Just Keep Going!”** - Once per Long Rest, you may call BOLSTER at an Ally in Short Range, but not on self, with a few seconds of roleplay. This skill may be used while Projecting. **1 skill point.**
- **“Get In There And Fight!”** - Once per Long Rest, you may call EMPOWER QUAD STAGGER at an Ally in Short Range, but not on self, with a few seconds of roleplay. This skill may be used while Projecting. **1 skill point.**
- **“I’ve Spotted Its Weak Point!”** - Once per Long Rest, you may call EMPOWER THROUGH TRIPLE at an Ally in Short Range, but not on self, with a few seconds of roleplay. This skill may be used while Projecting. **1 skill point.**
- **“Watch Yourself Out There!”** - Once per Long Rest, you may call QUAD FORTIFY at an Ally in Short Range, but not on self, with a few seconds of roleplay. This skill may be used while Projecting. **1 skill point.**
- **“Shake It Off!”** - Once per Long Rest, you may call CLEANSE SINGLE HEAL at an Ally in Short Range, but not on self, with a few seconds of roleplay. This skill may be used while Projecting. **1 skill point.**

Projecting skills

Practice with a runic projector can lead to an improved ability to connect with others, altering or improving the bond. **Project Abilities** is free, but is improved by purchasing other skills. **Joined Soul** is also free (see the Runic Projection section for details) and may be improved by the skills here.

- **Project Abilities** - When Projecting, you may choose an Ally and begin a 10 second windup to make a call on them. You cannot begin a windup again until 20 seconds after you last call with this skill. You may call EMPOWER DISMISS, as you briefly grant a portion of your intangibility. What other calls you can make depends on your other skill choices. **0 skill points.**
 - Calls (and their requirements) available at gen:
 - EMPOWER SINGLE HEAL (3 hit points)
 - DOUBLE FORTIFY (3 armour points)
 - CLEANSE (3 warding points)
 - EMPOWER TRIPLE (3 feat points)
 - CHARGE (Rune Magic)

Awakened have other means of acquiring the calls whose standard requirements they cannot meet, listed in their guide.

- **Soul Bond** - When Projecting and using **Joined Soul**, you gain an extra use of one of your Heroic Skills. All extra uses must target the character you are joined to. **1 skill point. Prereq:** One Heroic Skill.
 - **Fortified Bond** - When Projecting and using **Joined Soul**, you gain an extra use of two of your Heroic Skills rather than one. All extra uses must target the character you are joined to. **2 skill points. Prereq:** Two Heroic Skills.
- **Martial Soul** - When Projecting and using **Joined Soul**, you may decrease the hit point increase by 1, in order to increase their maximum and current feat points by one until they take a Long Rest. This cannot be used if the hit point increase is already zero. **1 skill point.**
- **Soul Of Magic** - When Projecting and using **Joined Soul**, you may decrease the hit point increase by 1, in order to increase their maximum and current spell points by six until they take a Long Rest. This cannot be used if the hit point increase is already zero. **1 skill point.**
- **Soul Of Chaos** - When Projecting and using **Joined Soul**, you may decrease the hit point increase by 1, in order to increase the number of chaos spells they can cast by one until they take a Long Rest. This cannot be used if the hit point increase is already zero. **1 skill point.**

Crafting skills

These skills allow you to make items in downtime. If purchased at the start of play, these skills each provide a starting item. Ask a ref for the relevant guides and items. The Alchemy skill counts as a Faction Skill as well as a Crafting Skill.

- **Runesmithing** - You know how to combine runes to create permanent magical items. **2 skill points.**
 - **Expanded Repertoire** - Unlocks an additional class of item. You may Bond an additional Runesmithed Item. They may not share an Item Type. **1 skill point.** (may be purchased twice in character gen)
- **Alchemy** - You know the Guild of Scribes' secret method of brewing potions. **2 skill points.**
 - **Secrets Material and Immaterial:** Unlocks additional reagents. **1 skill point** (may be purchased twice in character gen)

Faction skills

Some skills are known only by certain groups. Your character must belong to the relevant group to know these. Please ask for the relevant guide to know what these skills do. If you wish to start in one of these groups without the skill, or end up joining one in play, and thus want these skills available to learn, please talk to a ref.

- **Primordial Priest** - You have obtained the blessing of a Primordial and can speak more clearly with any of them. Inform the refs which Primordial you are a priest of to obtain their blessing. **2 skill points.**
- **Paladin** - You have dedicated yourself to proving your worth, upholding the ideals of Hatteshpa. **2 skill points.**
- **Mutation Channeller** - You have walked in the Wake of the Butterfly long enough to know how to guide the process of change. If you start play with this skill, you may start with one unstable mutation. Ask a ref for available mutations. **1 skill point.**

Ritualism

Warning: This skill will involve interacting with horror themes, and will pose a risk of your character being cursed or otherwise harmed if not done correctly. Please talk to a ref if you want to pursue this option.

- **Ritualism** - Your character has learned how to commune with the Progenitor Gods of the Kin, who have stirred awake after centuries of slumber. This is a dangerous practice, as great boons require terrible sacrifice. This knowledge is hard to come by- please talk to the ref team if you wish to purchase this skill at character creation, as this will place limitations on your backstory. **1 skill point.**

LOST FOUNDATIONS

