

# Artificer

## Frequently Asked Questions

**Why is there no religion in Lalenth?**

There is no religion in Lalenth. The population have outgrown the worship of the primal deities their ancestors once honoured. They turn to reasoning and knowledge to provide answers. Occasionally someone will dispute this stoic view but they are seldom listened to for long.

**Can I play a golem?**

No.

**Can I play an Altered?**

No.

**Can I play a disgraced noble from a major house?**

Yes, but you will be severely disadvantaged and have to live with the shame.

**Can I play someone born outside the city?**

No.

**Can I play a Jackal?**

Can you find them in game?

**Can I buy into a house or guild after character generation with action points?**

No, you must earn entry in character.

**How big is Lalenth?**

Lalenth is roughly the same size as York.

**Can I buy a golem?**

Yes, but not at character generation. You must acquire the necessary resources in game.

**Can my character begin the game addicted to an illegal substance?**

Yes.

**Can I snort lalenthrium? [Yes, this is a frequently asked question.]**

Try it, give us a moment to regain our composure and we will then ask you a few questions.

# Character Generation

Character generation is simple.

**Step 1:** Read the background.

**Step 2:** Create a character name, background and name.

*Example: Cal Larksong is a tenderfoot Huntsman about to go through her rite of initiation at the Nevernight Festival. She was born into a family of Apothecaries and learned from them a love of the natural world. She uses her abilities to range the Wastelands looking for rare herbs for her parent's potions. She hopes one day to find a new herb that can form a basis for a cure for the Altered.*

**Step 3:** Each character is allocated 24 points to spend. These are to be split between skills, possessions and attributes. At this stage you may buy a character package. Point costs and explanations are detailed on the following pages and appear in this order: Packages, Attributes and Skills, Equipment and Thread Weaving. Thread Weaver characters will need to hold some points back in order to buy rituals. Please note that to purchase rituals you must already have bought the Noble House package and the Academy package. Any spare points can be converted to leaves, the monetary unit in Laleneth. One point converts to two silver leaves.

*Example: For Cal, I buy the Huntsman package for seven points. I then purchase the skills Chirurgery, Ballistics: Archery and Melee - Single handed axe and Dodge, all at simple level. This costs a further eight points. She has nine points left so I decide to raise her Archery level to Advanced. I convert her remaining points to leaves for equipment giving her a total of 1 gold leaf and two silver.*

**Step 4:** Spend you character's leaves in order to equip yourself.

*Example: As her free weapon choice she takes the single handed axe and spends her money on a short bow and twenty arrows. She then has two silver leaves left over to take to the event. Not a great deal, so she my have to find a way of rising funds.*

As your character becomes more experienced their skills will become better honed and they will learn new ones. Please turn to the back of this section for the rules on character advancement.

# Artificer Character Packages

In Artificer you are not required to adhere to any set parameters, save those required by the setting, when creating your character. The packages that follow are based on the main character types described in the background. The only characters for which you must buy a package are Thread Weavers. These require the purchase of both the Noble House package and the Academy package.

## Noble Household – Great Six

Purchasing this package gives you the bluest of blood lines. Please specify which family you wish to be a part of.

**Package cost:** 12 points

**Resources:** At character creation two gold leaves and at each following event, a further gold leaf.

**Wealth starting level:** 10

**Retinue:** In order to play a member of a Great Household you must have four player character retainers who are either members of your family or non-nobles. These could be bodyguards, valets, ninja maids and hangers on or if they are nobles, simply a circle of friends. Please note, to represent the cost of educating a Thread Weaver, **only one per group is permitted.**

**Equipment:** Ancestral home in the inner circle and all of life's luxuries.

**Free skill:** Literacy

## Noble Household – Minor House

Please submit a history of your house, including the reasons for your noble status and a description of your coat of arms along with your character sheet. Players with this package may enter the Academy of Thread Weavers providing they are third generation nobility. Please ensure that the minor house backgrounds fit in with the feel and history of Lalenth. We will point out any jarring inconsistencies.

**Package cost:** 10 points

**Resources:** At character creation you will have one gold leaf and nine silver leaves and after that ten silver leaves at each event.

**Wealth starting level:** 9

**Retinue:** Minor nobles must also have a retinue. They must be accompanied by two other people, who are either members of their family or non-nobility if they are not a thread weaver or four if they are a thread weaver. Due to the costs of training a Thread Weaver **only one per group is permitted.**

**Equipment:** A large house in the city's 2<sup>nd</sup> circle.

**Free skill:** Literacy

## The Thread Weaver's Academy

Players purchasing this package must have already purchased one of the two “Noble Household” packages. After this package is purchased a character is considered to have been given a basic knowledge of Thread Weaving.

**Package cost:** 3 points.

**Resources:** You have access to the Academy library at all times.

**Equipment:** Lalenthrum focus.

**Academy restrictions:** Noble bloodlines must be established for two generations in accordance with the 176 Act.

**Ranks:** Novitiate, Alumni, Luminaries, Proconsul.

### Alchemists Guild

Players who have purchased this package have been trained to the Adept standard.

**Package cost:** 8 points.

**Resources:** At character generation you have one gold leaf and three silver leaves and then seven silver leaves.

**Wealth starting level:** 7

**Equipment:** Standard alchemical equipment and one lore scroll detailing one of the following: Viper’s Caress, Vulcan’s Fire and Arcesilaus’ Draught. [For information on gaining more than one of these recipes, see the section on skills.] You also have access to the guild laboratory.

**Guild requirement:** Until a guild member reaches the third rank they are required to live in the guildhall due to the sensitivity of the information they are taught. They are also bound by a strict curfew.

**Free skill:** Alchemy

**Guild skills:** Literacy and Ballistics: Black powder.

**Ranks:** Novice, Adept, Master and Artificer.

### The Apothecaries Guild

Members of this guild receive specialist instruction in the arts of healing and potion making.

**Package cost:** 8 points.

**Resources:** At character generation you will have one gold leaf and three silver leaves then at each following event seven silver leaves.

**Wealth starting level:** 7

**Equipment:** Herbs are supplied by the guild. You will also have one scroll chosen from the following: Potion of Good Rest, Potion of Mnemosyne and Balm of Lilies [for information on gaining more than one recipe, see the section on skills].

**Guild requirement:** Pacifism. No member of the guild may ever knowingly harm another or lift a weapon unless it is in order to protect a patient. They are not permitted any weapons training.

**Free skill:** Herb Lore

**Guild skills:** First aid and Chirurgery.

**Ranks:** Child, Sister/Brother, Mother/Father and Grandmother/Grandfather.

### The Craftsman's Guild

This guild encompasses all those who perform skilled work with their hands; from tailors to carpenters.

**Package cost:** 8 points.

**Resources:** At character generation you will have one gold leaf and three silver leaves and then seven silver leaves at each event after that.

**Wealth starting level:** 7

**Equipment:** An equipped workspace appropriate to the individual's craft and the guild seal in order to prove membership.

**Guild requirement:** Tithe, to support guild members in trouble and an oath sworn to protect a guild member in need.

**Free skill:** Craft (player specified)

**Guild skills:** Appraise or additional Craft skills.

### The Merchants Guild

This is an essential package for those wishing to make a success in the Autumn Hall and the world of commerce.

**Package cost:** 8 points.

**Resources:** At character generation you will have one gold leaf and three silver leaves and after that seven silver leaves per event.

**Wealth starting level:** 7

**Equipment:** A commerce license and trading premises.

**Guild requirements:** Auditable accounts that must be presented upon request of the Auditor at twenty-four hours notice.

**Free skill:** Literacy

**Guild skills:** Appraise and a one point reduction on the cost of purchasing an additional level of Wealth.

**Ranks:** Clerk, Patent Holder, Officer, Auditor.

### The Smiths Guild

This is a high status guild; one of only two to handle lalenthrium.

**Package cost:** 8 points.

**Resources:** At character generation you have one gold leaf and three silver leaves then seven silver leaves at each following event.

**Wealth starting level:** 7

**Equipment:** An equipped workshop.

**Guild requirements:** Blacksmiths must service militia equipment free of charge (materials provided by the militiaman).

**Free skill:** Blacksmith or Jeweller.

**Guild Skill:** Jeweller or Blacksmith and Appraise.

**Ranks:** Stoker, Forge Master, Master Smith and Blue Finger.

### The Wordsmiths Guild

This is the package for those who wish to make their way as actors, poets, playwrights and scribes.

**Package cost:** 8 points.

**Resources:** At character generation you will have one gold leaf and three silver leaves then at each following event seven silver leaves.

**Wealth starting level:** 7

**Equipment:** Either a scribes kit or a musical instrument.

**Guild requirements:** Members of this guild must present a new work each year at the Nevernight Festival.

**Free skill:** Literacy.

**Guild skills:** Area Knowledge and Forgery.

**Ranks:** Jongleur, Rhymester, Silver Tongue, Laureate.

### Minor Guild

If you create a minor guild you must include in your background a guild charter which needs to include the benefits and restrictions for members. We warn you that going into competition with the Great Guilds is risky and you are doubtful to succeed. Each guild is given a permit from the Star Chamber which is reviewed each year.

**Package cost:** 5 points

**Resources and Wealth level:** These will be dependent on the nature of the guild. We will inform you once we have received a brief preliminary background from you.

**Guild Requirements:** The Star Chamber will require the guild to present its progress report once a year for assessment. If you do not satisfy them of your progress, the permit will be withdrawn.

**Free Skill:** Subject to approval you may select one skill at basic level from the skill list, excluding Alchemy.

### The Huntsmen

The Huntsmen do not have a strict organisation but are still highly respected and have a hierarchy within their ranks.

**Package cost:** 7 points.

**Resources:** At character generation you will have six silver leaves and then three silver leaves at each following event.

**Wealth starting level:** 3

**Equipment:** Lalthrium ward and one free weapon of choice (excluding black powder).

**Free Skill:** Survival

**Ranks:** Tenderfoot, Ranger, Hunter, Master of the Hunt.

### The Militia

This body are responsible for the defence of the city and for upholding the law.

**Package Cost:** 7 points.

**Resources:** At character generation you have six silver leaves and then three silver leaves at each event that follows.

**Wealth starting level:** 3

**Free Skill:** You have two points to spend on either Melee or Ballistics; Archery or Armour.

**Equipment:** One weapon or a short bow and a set of armour, up to chain mail (this is basic equipment only, no lalthrium alterations).

## Attributes

Attributes are your natural innate abilities. In Artificer there are three: Mind, Body and Soul. All of **these attributes start at level six**. If you wish to raise an attribute it will cost five points per level. Below is the breakdown and descriptions of the attributes along with tables showing the effects of raising or lowering each. If you lower an attribute at character generation you will gain four points for each level dropped. Please look at the following tables carefully before deciding to lower a statistic.

### Body

This determines your character's strength and stamina. A high body rating increases resistance to poison, which is shown in the table below as an adjusted kill time.

*Example: Falco Aeolus has a body of five. The poison Viper's Kiss takes ten minutes to kill. If poisoned, Falco would die in eight minutes.*

Body	Hit points modifier	Poison modifier
4: Weakling	-1 to all locations	-2 minutes kill time
5: Slight	-1 to torso	-1 minute kill time
6: Average	-	-
7: Athletic	-	+1 minute kill time
8: Powerful	+1 to all locations	+2 minute kill time
9: Lalthrium Golem	+2 to all location	+2.5 minutes kill time

## Mind

The mind is essential to Thread Weavers. It can extend the duration of rituals and reduces the casting times. It can cheapen the cost of buying new rituals. It also determines how well you can resist the effect of rituals that target you. The resists column shows how many times an event you can negate the effects of a ritual cast upon you. You may use these at any time but please roleplay them. The Pattern rating is explained later in the section on thread weaving.

Mind	Casting time modifier	Pattern Modifier	Resists
4: Clever sheep	+10 minutes	-2	0
5: Simpleton	+5 minutes	-1	0
6: Average	-	-	1
7: Astute	-	+1	1
8: Genius	-5 minutes	+2	2
9: Inhuman	-10 minutes	+3	2

## Soul

This statistic demarcates your character's artistic abilities. An item made by a craftsman with a higher Soul rating will be more valuable than one made by a craftsman with a low Soul rating. Someone with Appraise can ascertain this and adjust the value accordingly. **Only a craftsman with a soul rating of seven or above can work lalenthrium into an item.**

Soul may also be used for the following effects:

### Not Yet!

Soul can instill a strong will to live. By using this ability you can extend your own death count by 5 minutes. The number of times you can do this per event is shown in the table below.

### Don't leave me!

Using "Don't Leave Me!" allows you to halt the death count of **another** player. It brings them back to zero hit points and as long as you stay with them until healed, they will not deteriorate further. You must spend three minutes begging them not to die and telling them why they mean so much to you. In order to do this, you must have a strong IC connection with the wounded character; you cannot use this ability on strangers.

This table shows how many times per event you may use "Not Yet!" and "Don't Leave Me!" in relation to your Soul rating:

Soul	Don't Leave Me	Not Yet!
4: You'd drown a kitten.	0	0
5: Stone-like	0	0
6: Average	0	1
7: Sensitive	1	1

8: Passionate	1	2
9: Intense	2	3

Soul rating also has an impact on the value of a Wordsmith's work:

Soul	
4	Roses are red, violets are blue . . . .
5	Mary had a little lamb, it's fleece was white as snow,
6	"Oh to let the fancy roam, pleasure never is at home."
7	"I have spread my dreams beneath your feet, Tread softly because you tread upon my dreams."
8	"Love is not love which alters when it alteration finds, Or bends with the remover to remove."

The table below shows the impact Soul rating has on the value of a smiths work:

Soul	Standard of Work	Value
4	Cheap and cheerful, but don't expect it to last.	-20%
5	Basic but serviceable.	-10%
6	Average: The lines of your work are good and clean.	-
7	You are well known in trade circles for your distinct style.	+10%
8	Your work is beautiful and 600 years after your death people will still be imitating your ideas.	+20%

A note on roleplaying: If you have an attribute that is significantly lower or higher than the average, i.e. a four or an eight or nine, it will be obvious from your behaviour. A character with a Body of four would be in danger of breaking a bone from minor falls and as such would be hesitant and careful in their movements. Someone with a Soul rating of nine would most likely end their days as a nervous wreck in an asylum.

## Skills

Skills are particular things that your character has a talent for. They are disciplines in which you are trained and have to spend time and effort improving. There are three levels of skill advancement; Basic, Advanced and Specialist. Each skill has several different specialist options so that you can tailor it to fit your character. You may buy more than one specialisation. After character generation you may learn new skills by spending action points and then finding someone who can teach you IC. Once you have enough experience and have found someone to teach you

inform us of your actions in your downtime sheets. Your teacher is at liberty to decide what their teaching is worth, be it financial remuneration or even a short spell of indentured service! At the end of the skill section you will find a table listing all skills and costs.

Please be creative with your skills. If you wish to specialise in a way that we have not mentioned, please feel free to contact us and if appropriate it will be added to the skill lists.

Some skills in Artificer are classed as restricted skills. These skills are closely guarded secrets of the Guilds and the Academy and are only taught to those who are part of said organisations. These skills are difficult to acquire otherwise, unless you can find someone to teach you who is willing to risk the displeasure of their elders.

### Alchemy

*This is a restricted skill and at character generation may only be purchased by members of the Alchemists Guild.*

In a pre-technological society such as Lalth where the majority of the population are illiterate, science is almost as mysterious as thread weaving; none more so than the mysterious science of alchemy. At simple level this is knowledge of the behaviour of substances and their relationship to one another. At advanced levels the alchemist learns how to manipulate them so skilfully that almost anything becomes possible. Cost and times taken to produce individual potions will be detailed on the lore sheets.

Simple: The character has a solid grounding in materials and their properties. They may identify the alchemical potions or suggest the effects of unknown mixtures. For two further points they may also purchase the following recipes:

*Viper's Caress:* This slow acting poison will kill in an hour. The victim's skin will turn blue after around ten minutes of exposure.

*Vulcan's Fire:* This is a light red crystalline powder. When a flame is applied it glows with brilliant white light. If the solution is diluted it will produce a dense smoke instead.

*Arcesilaus' Draught [ark -eh-sy-lorse]:* This is a truth potion that will be effective for 20 minutes. As a side effect the taker will become ecstatically happy and affectionate

Advanced: As the alchemist grows in skill they are able to ascertain more information about the composition of other items and gain access to a wider and more potent range of recipes. They may also apply to be taught the rudiments of Golem creation. For a further two point they may purchase the following recipes:

*Viper's Kiss:* This is a fast acting poison that will kill in ten minutes. Victims appear to be drunk within 30 seconds of exposure making it difficult for them to communicate their plight.

*Viper's Tongue:* This is blade venom. The blade slips through armour as if it were butter. It causes excruciating pain and the victim is knocked to the ground.

*Solution of the Russet Bloom:* This solution accelerates the decay of metal. After coming into contact with it, a weapon or location of armour is rendered useless within 20 minutes.

*Duck's Back:* This protects a weapon from acids found in the claws of Nightmares and from the above solution.

Specialisations: Efficacious, Transcribe, Quick Brew.

### **Appraise**

The character can study an item and determine exactly its monetary worth. It is then up to them whether or not to tell the truth! Appraise will also give information about the materials used and their quality, the skill of the maker and very occasionally the name of the maker also. This skill is essential for all merchants and traders, although alchemists and apothecaries may also find it of use. This skill does not have an advanced level but you may specialise.

Specialisations: Item, i.e. necklaces, lalenthrium enhanced items, gems, documents and identify craftsman.

### **Area Knowledge**

The character defines an area that they are familiar with, i.e. under-levels, The Star Chamber or the 4<sup>th</sup> Ring. During downtime and before the game begins they will be given information pertaining to that local. This will include local rumours, intrigue and recent happenings. Also if you do not wish to be found during your downtime, it will give enough knowledge to hide in that area. Furthermore, if looking for something specific in that area you will have the advantage. Please note that only a huntsman may select an area outside Lalenth.

There is no advanced level to this skill.

Specialisations: Escape artist, underworld, finance (pre-requisite of Literacy/Numeracy), politics, security, social circle, particular friend.

### **Armour**

Anyone can wear simple hide or plain leather armour and gain protection from it but it takes skill and training to fight with something heavier, gain its full advantage and still remain mobile! The table below shows the protection value of the different types of armour.

Simple: This is a free skill. You may wear hide or plain leather armour.

Advanced: You may wear metal armour such as chain and plate mail.

Armour type	Protection	Skill level required
Hide	+1 hits to torso	Simple
Leather	+1 hits to all locations	Simple
Chain mail	+2 hits to each location	Advanced
Plate	+3 to each location	Advanced
Lalenthrium enhanced	As basic + special	Advanced

### Ballistics: Archery

This skill enables the user to use bows. Bows in Artificer have high damage calls. This is to compensate for their limited use in roleplay. In real life, they were rapid fire, accurate, armour piercing ranged weapons that could be fired almost silently. Live action safe bows have a limited range and are relatively slow to fire. For safety reasons please do not fire into mass melee.

Simple: You may fire the bows listed below; please note the stat limitations.

Advanced: Call knockdown with each strike.

Weapon	Attribute requirement	Damage Call
Short Bow	-	Double through.
Long Bow	Body 7	Triple through
Tower Bow	Body 8	Quad through.

### Ballistics: Black Powder

This is the ability to fight with black powder weapons. The table below shows the damage calls for each weapon.

Simple: You may use all forms of black powder weapons. If your cap fires your shot is considered to have hit. With the simple level of the skill, your target then decides which location has been struck.

Advanced: Called shot. If you hit you may call a location along with the damage, i.e. "Torso, double through". This demonstrates your increased ability as a marksman.

Weapon	Damage
Pistol	Double through
Musket	Quad through

## Blacksmith

This is the ability to forge metal; creating basic tools weapons and armour. A character's Soul rating has an impact on the value of your work.

Simple: The character may repair items, has knowledge of metallurgy and can identify the composition of metallic items. The character can forge basic items such as ploughs, buckets and strong boxes.

Advanced: Weapon/Armour smith. Given the appropriate materials the character can now create new weapons and armour. This is normally a downtime activity but see a ref if you wish to do this during game time. Gifted smiths may now also apply to be taught the secrets of lalenthrium forging.

Specialisations: Specific item, style, metal folding, pattern welding, lalenthrium forging.

## Craft

This is a player specified. Specific lore sheets will be issued pertaining to each craft that will detail skill advancement. In addition to the abilities listed on these lore sheets:

Simple: You may create basic items of medium value.

Advanced: You may create items of medium to high value that will be recognised as your work.

Specialisations: These will be listed on character specific lore sheets.

## Dodge

Does allows you to successfully evade an attack that has made contact. Call "dodge" as the blow strikes and you are counted as having avoided the attack.

Simple: One dodge per day to be used against melee attacks.

Advanced: One additional dodge per day to be used against ballistic attacks.

## Forgery

This is the ability to accurately mimic the work of another; be it a Wordsmith's document or a noble's handwriting.

Simple: Copy a basic document such as a marriage license, patent of nobility or indentured contract.

Advanced: You gain enough skill to be able to copy someone's handwriting or signature and to be able to recognise other forged documents.

Specialisations: Mass production, stamps, signatures, specific documents, love letters, warrants, aged documents.

## Chirurgery

When the nearest apothecary is far away and someone's leg is about to drop off chirurgery can be a lifesaver. A character with this skill can determine how badly injured someone is and stabilise their wounds allowing them to be moved. They can also prevent a character on zero from dying or losing a limb until an apothecary can be found. It will take them ten seconds to stabilise a wound so timing is essential. The chirurgerist must stay in constant attendance to prevent the wounded party from degenerating. Please note: you may not use this skill on yourself.

## Herb Lore

The ability to identify, apply and combine herbs in order to heal sickness, balm wounds and bring deep and restful sleep.

Simple: The ability to identify all herbs and the core ingredients of an herbal solution. For a further two points each they may purchase the following recipes:

*Potion of Good Rest:* A combination of lavender and mist lily mixed with honey and added to a drink. Within five minutes of taking this a person will fall into a deep slumber and remain so until woken. If allowed to sleep for 20 minutes they will regain one hit point to each location. Please note this does not stack if the sleeper is left for longer.

*Potion of Mnemosyne:* A blend of rose madoc, neroli and poppy distilled down to a fine powder. If inhaled, the character will forget the events of the last five minutes.

*Balm of Lilies:* This will completely heal any one wound (i.e. the damage from a single strike).

Advanced: The herbalist is trusted with far more potent recipes. A character may select one of these recipes for free and the others may be purchased for a further two points each.

*Potion of the Smouldering Heart:* Created from rose madoc, neroli and frangipane and blended with rose water; whoever takes this potion will feel the need to immediately express and latent desires or attractions. The effect only lasts for half an hour, but this is normally plenty of time! Once the potion has worn off, the user develops a terrible headache.

*Balm of Wholeness:* This will completely heal any one location. Balm of Wholeness has the side effect of making the patient extremely emotional.

*Antidote:* Antidote will cure any poison, including nullifying the effects of alcohol.

*Potion of Peace:* Anyone taking this potent mix of honey, poppy and hyssop will fall into a pleasant sleep for eight hours and will take considerable effort to wake.

Please note that this is only the starting list of potions. Please feel free to research you own then come and discuss it with a Story Weaver. A lore sheet will be provided for reference.

Specialisations: Analgesic, psychotropic, pain relief, antidotes.

### **Investigation**

Although this is primarily a downtime skill there are important in game uses for this skill. You will be able to read the investigation symbols hidden in certain locations.

Simple: You will be able to read the green investigation markers.

Advanced: You will be able to read the blue investigation markers.

Specialisations: Forensics – Corpse (pre-requisite, Chirurgery), Forensics – Ballistics (pre-requisite, Ballistics) Crime scene, Intrigue, Financial (pre-requisite Literacy/Numeracy) Paper chase.

### **Jewellery**

This ability allows the character to create beautiful objects from precious stones and metals. The characters Soul rating affects the value of the work.

Simple: The character is trained by a master jeweller to create all manner of jewellery.

Advanced: Lalthrium forging. The jeweller is taught how to work lalthrium into rings, broaches and tokens. At this level the jeweller may also approach the guild and request instruction in the construction of Soul nets and wards.

Specialisation: Specific item, Lalthrium work, wards and focuses, love gifts, imitate style.

### **Literacy/Numeracy**

**Without this skill you cannot read or write.**

Simple: The character can read and write with neatness and accuracy. If they are a member of the Wordsmiths Guild, you will also have been taught the correct form and wording of the standard warrants and official documents.

Advanced – Illumination: The character's penmanship is exquisite: poets come to you to have their poetry presented and the Great Six approach you to draw up their contracts of marriage.

Specialisations: Cryptography, Accounting, Loophole, Etiquette.

### Melee

Please note that you must purchase each weapon separately as each requires a very different set of muscles and skills to wield. Please note that there is no advanced level to this skill however it is possible for you to specialise. The following table shows the cost and damage rating, and any attribute requirements.

Weapon	Attribute Requirement	Damage	Basic cost	Specialisation cost
Dagger	-	Single	Free	2
Sword(short)	-	Single	1	2
Sword(bastard/long)	-	Single	1	2
Sword (two handed)	Body 7	Double	2	2
Mace	-	Single	1	2
Single handed axe	-	Single	1	2
Double handed axe	Body 7	Double	2	3
Pole arm	-	Single	2	3

Specialisations: Ambidexterity (the ability to use your main weapon in your off hand), two weapon fighting, shatter, subdue only, deadly strike.

### Survival

Survival is an essential skill for those wishing to survive outside Lalenth. It may also be employed to a lesser extent inside the city.

Simple: The character can survive in the wilderness long enough to find their way back to safety. They have an intuit sense of direction and know which of the flora and fauna are edible.

Advanced: The character can hunt man or beast as long as the trail is no ore than 24 hour old. They can also construct concealed traps – see a ref on how to do this.

Skill	This is a guild or free skill for:	Simple Skill cost	Advanced Skill cost	Specialisations (at a cost of 5points each)
Alchemy*	The Alchemists Guild	3	5	Efficacious, Transcribe, Quick Brew
Appraise	The Merchant's	3	-	Item, Lalenthrium

	Smiths and Craftsman's Guild			Items, Gems, Documents etc.
Area Knowledge	The Wordsmiths Guild	3	-	Escape artist, underworld, finance, politics etc.
Armour	-	3	3	-
Ballistics: Archery	-	3	5	-
Ballistics: Black Powder	-	3	5	-
Blacksmith	The Smith's Guild	3	5	Item, pattern welding, lalenthrium work*, folding, gun-craft.
Craft	The Craftsman's Guild	3	5	See lore sheets pertaining to your specific craft.
Dodge	-	1	3	-
Forgery	The Wordsmiths Guild	3	5	Mass production, stamps, signatures, warrants etc.
Chirurgery	The Apothecaries Guild	3	-	-
Herb Lore	The Apothecaries Guild	3	5	Analgesic, psychotropic, antidotes.
Investigation	-	3	5	Forensics – corpse, ballistics, crime scene, intrigue, etc
Jeweller	The Smith's Guild	3	5	Item, lalenthrium, wards and focuses etc.
Literacy/Numeracy	The Wordsmiths Guild	3	5	Cryptography, Accounting, Loophole, Etiquette.
Melee	-	Various	Various	Two weapon, ambidexterity, shatter etc.
Survival	-	3	5	Toxin resilience, city track,

## Equipment

The following tables list the costs of the various types of equipment your character may need at character generation and also give a rough guide to the prices you can expect to pay in game. Prices are based on the availability of materials and the time involved in their production. The breakdown of Lalenth's monetary system may be found at the back of the gold sheets.

### Weapons

To add lalenthrium to an item, add one gold leaf plus the cost of the lalenthrium required.

Item	Cost	Item	Cost
Dagger	5 silver leaf	Short Bow	9 silver leaves
Short Sword	10 silver leaves	Long Bow	11 silver leaves
Long/bastard sword	1 gold leaf	Tower Bow	1 gold leaf
Two handed sword	1 gold, 5 silver leaves	Pistol	1 gold leaf
Spear	8 silver leaves	Musket	1 gold, 5 silver leaves
Single handed axe	9 silver leaves	Double handed axe	10 silver leaves
Arrows	3 silver leaves for twenty	Shot and black powder	3 silver leaves for twenty

### Armour

Item	Cost	Item	Cost
Hide Armour	4 silver leaves	Leather Armour	8 silver leaves
Chain Mail	1 gold leaf	Plate Mail	2 gold leaves
Lalenthrium enhanced Chain	4 gold and 9 silver leaves	Lalenthrium enhanced Plate	5 gold leaves

### Potions

Potions - apothecary	Cost	Potions - alchemical	Cost
Balm of Wholeness	7 silver leaves	Viper's Caress	6 silver leaves
Balm of Lilies	2 silver leaves	Viper's Kiss	10 silver leaves
Potion of Good Rest	3 silver leaves	Viper's Tongue	1 gold leaf
Potion of Mnemosyne	4 silver leaves	Vulcan's Fire	4 silver leaves
Potion of the Smouldering Heart	10 silver leaves	Solution of the Russet Bloom	8 silver leaves
Antidote	6 silver leaves	Duck's Back	8 silver leaves
Potion of Peace	10 silver leaves	Arcesilus' Draught	4 silver leaves

We remind player that the members of the Apothecaries Guild all swear an oath of pacifism. They will not sell you a potion if they believe you are going to use it to harm someone, so on occasion you may have to be creative with the truth. Alchemists generally only ask "Can you afford my price?"

### Tradesman's Fees

These are based on the work of a tradesman of average skill. Please note that these are guidelines only.

Task	Fee	Task	Fee
Repair weapon	1 silver leaf	Escort Wasteland's expedition - 1 week	10 silver leaves plus 5% cut of finds.
Repair armour	1 silver leaf	Nightmare Bounty	1 gold leaf
Add lalenthrium inset to weapon or armour	3 gold leaves plus materials	Scribe contract, patent or licence	2 silver leaves
Forge ward or token	1 gold leaf	Compose poem/song	3 silver leaves
Body Guard - 1 week	11 silver leaves	Perform poem/song	8 copper leaves
Fit outfit	4 silver leaves	Design coat of arms	6 silver leaves

## Wealth

To represent their position in society each character has a "wealth level". This is determined by their careers and social position. You may raise your wealth level by either spending three points at character generation or four action points. In modern society, the rich tend to stay rich and the poor frequently remain poor. To represent this, each social stratum has a wealth limit that they cannot exceed. This prevents a commoner becoming wealthier than a noble. Once you have reached your social limit, the only way to become wealthier is to rise in the ranks also.

Please note that your resources per event are calculated after your living expenses. If you decide not to select a character package, we will determine your wealth level dependent on your background and skills.

The table below lists the wealth levels, social limits and monetary conversions.  
Key: g – gold leaf, s – silver leaf, c – copper leaf.

Wealth	Resources at character generation	Resources per event	Stating wealth level for:	Maximum wealth level for:
1	2s	1s	Pauper	
2	4s	2s		
3	6s	3s		
4	8s	4s	Militia/Huntsman	Pauper
5	10s	5s		
6	1g	6s		
7	1g, 3s	7s	Guildsman	
8	1g, 6s	8s		Militia/Huntsman
9	1g, 9s	10s	Minor Noble	
10	2g	1g	Great Six	
11	3g	1g, 5s		Guildsman
12	4g	2g		
13	5g	2g, 5s		Minor Noble
14	6g	3g		
15	7g	4g		

## Combat

Artificer involves **live action combat**. The rules below deal with hit points, damage and kill times but below are a few basics that we would like you to read even if you've read them a hundred times before.

1. All blows must be pulled. Anyone repeatedly not pulling blows may be asked to leave the game.
2. **No head shots permitted.** Any blows that accidentally land on the head will not be counted.
3. All weapons and ammo must be safety checked by a ref before the game. This includes arrows.
4. Maximum poundage on a bow is thirty pounds. Please avoid point blank shots.
5. Spare a thought for short people! What may catch you in the shoulder could neatly clip your opponent round the side of the face.

## Combat calls

Below are listed the calls commonly used in combat.

Call	Effect
“Through”	This damage ignores armour.
“Knockdown”	As well as injuring you the blow causes you to fall down flat onto the ground. You may get up immediately but please lie fully prone first.
“Venom”	If you lose hit points, this blow causes a knockdown and also excruciating pain. Scream please.
“Subdue”	This kind of blow does not permanently harm you but when you reach zero in a location, you become unconscious for thirty seconds.
“Shatter”	This is called against a shield. The shield is destroyed by this blow and may not be used again until it is repaired.

## Hit points

All characters begin with **two hit points per location**. This may be increased by raising the Body attribute or via certain thread weaving rituals or from wearing armour. If a character wearing armour is struck the damage is deducted from the armour first. These additional hit points can only be used once; after this the armour is considered to have been damaged and must be repaired by a smith before it can be used again. Please note this can be done in game.

## Damage

To simplify combat calls, “singles” will not be called. If you feel contact and do not hear a call, assume a single point of damage has been done.

Poison does not deal damage as a weapon does: the hit points do not steadily decrease as the poison takes effect. Therefore using a hit point restorative such as Balm, of Lilies, will not counteract a poison.

Pain is an inhibition. Please roleplay your injuries.

If your character is wounded but cannot find an apothecary to heal them they will heal at a rate of one hit point per night, with the limb healing first.

## Death and Crippling

If a limb is reduced to zero and there is no chirurgerist or apothecary in attendance, you will die in ten minutes. If you are healed after the first five minutes the limb is considered to be crippled and is

reduced to half its initial number of hit points. If a limb is reduced you remain conscious but cannot do anything other than crawl and cry for help.

If your torso is reduced to zero hit point you will die in five minutes. If your torso is reduced to zero you lose consciousness.

## Thread Weaving

### Strength of Mind

Focusing on the threads takes effort. It is so taxing that a thread weaver only has a finite amount of time that they may spend on thread weaving rituals each day. This time is defined by their Mind rating. A character gains ten minutes of casting time per day for each point Mind. Your casting time does not stack i.e. if you cast no rituals one day that does not mean that you get double casting time the next. How you use your casting time is up to you. You may either use it to cast one big ritual or several smaller ones.

### Performing a Ritual

Before a thread weaver can work any complex rituals they must attune themselves to the Tapestry by using "Adore the Tapestry". This ritual only needs to be done once per day and many thread weavers perform it as soon as they wake each day.

The Tapestry is fickle and many factors affect rituals. When you cast a ritual, your Mind is compared to the Soul of the target. If it is equal or higher the ritual will succeed.

### Rituals

A table at the end of this section details the cost of these rituals. The system mechanics will be described in the lore sheets given to thread weaver player characters. Please note that the rituals listed below are the general ones taught in classes at the Academy. Different teachers may know different rituals and you may research other rituals of many different levels in the libraries as downtime actions. **You must know at least two rituals from a level before you may proceed to the next** (excluding Adore the Tapestry). This symbolises the need to master the increasingly difficult techniques before you may progress.

#### Novitiate

**Adore the Tapestry:** Using their focus a character meditates for a few minutes and aligns with the tapestry. They become aware of its vibrations and may begin to work more complex rituals. This ritual must be carried out before any others can be used and is the first taught to Academy novitiates.

**Fray:** By plucking the threads as one would a harp string a thread weaver can cause it to slowly decay. Objects slowly become weaker and individuals sicken more easily and feel shivers down their spines.

**Watchful Eyes:** A lens is bound to a thread allowing the caster to guard a thread. If the thread is tampered with, the lens will mist over. If it breaks, the lens will crack.

**Whisper:** If the weaver has link to a person, they can send a short message via the threads. This must be a single simple notion. The target will hear the caster's voice from behind them.

#### Rituals Alumni

**Delicate Loom:** (Please note, this long and delicate ritual is primarily for use in downtime) By twisting the threads together a weaver can engineer strange coincidences and meetings. A group of people may begin to meet seemingly by chance or a certain object might keep turning up in someone's possession.

**Lodestone:** Using this ritual a thread weaver can create a "compass" that will point to a specific person or object.

**Silence:** A thread bound across the mouth renders a target mute for the duration of the ritual.

**Strengthen Weave:** This simple ritual extends the duration of other rituals.

#### Rituals Luminary

**Interlace:** This ritual allow a persons pattern to be interlaced with that of an animals or other material. The weaver must have a strong personal link to the target to do so without inadvertently damaging their pattern, but if successful a target may become as swift as a deer or as tough as an oak.

**Renew:** Using this ritual a weaver may purify water and food and purge a body of poisons.

**Sanctuary:** By braiding the threads around them, a thread weaver may protect themselves and others close by from some forms of physical harm.

**Sever:** This ritual allows the thread weaver to damage the threads to such an extent that people and places lose their connection to the world. People may be suddenly shunned, businesses may lose their customers and objects that have held for years suddenly fall apart.

#### Rituals Proconsul

At this level the thread weaver becomes as powerful as the guild leaders. These rituals are closely guarded secrets that deal with the golem and other such mysteries.

Title	Level	Points cost	Casting time
Adore the Tapestry	1	Free	5 minutes
Fray	1	2	10 minutes
Watchful Eyes	1	2	15 minutes
Whisper	1	2	15 minutes

Delicate Loom	2	4	25 minutes
Lodestone	2	4	30 minutes
Silence	2	4	25 minutes
Strengthen Weave	2	4	15 minutes
Interlace	3	6	45 minutes
Renew	3	6	25 minutes
Sanctuary	3	6	25 minutes*
Sever	3	6	45 minutes

\* Casting time can vary for this ritual dependent on circumstances as outlined in lore sheets.

## General Notes on Period and Genre

### Genre

Artificer is a low fantasy game of black powder, intrigues and subtle magic. This game is for persons of 18 years and over as it will contain adult themes.

### Period

Lalenth's architecture and fashion draws mainly on British and European history between the 12<sup>th</sup> and 16<sup>th</sup> century. Its technological level is roughly the same era, with the exception of the black powder, which in Lalenth is a relatively new discovery.

## Character Advancement and Downtime

### Action Points

For each event you attend and hand in a downtime sheet you will receive three action points. If you fail to hand in a downtime sheet your downtime will be wasted and you will only receive two action points. Action points can be spent to buy new skills and raise attributes. They can also be made to create additional potions and solutions or to create specific crafted items or to join expeditions into the wastelands or investigate particular events. The table below show some examples of downtime actions and costs. These are just a few examples and you are in no way restricted to them.

Action	Cost
Learn a new skill with a teacher	See skills table
Create an additional potion or alchemical solution.	1 action
Follow a line of investigation and gather information.	1 – 3 points
Create an additional item.	1 point

Socialise!	1 point
Join a wastelands expedition.	2 points
Teach a new skill	1 point
Learn a new ritual	See ritual table

### **Downtime**

When writing your downtime sheets you need to give us as much information as possible about an action. You need to include details of the other characters involved, your methods and any pertinent items or skills used.