



HEROES
ODYSSEY
THE REALMS OF
SOLENDIUM
FORGE YOUR STORY

THE REALMS OF SOLENDIUM

GAME RULES

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Charlie Rules

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Introduction

Welcome to all our new and returning adventurers. Before you begin your adventure within our world, it is expected that you read this document in its entirety. Heroes Odyssey is an 18+ fantasy-themed role play environment that involves consented engagement and non-coordinated combat. Please consider this before agreeing to participate at one of our events.

Your First Night

Complete the Forms

New players will need to ensure that they have read, understood, and signed the Player Registration Forms and waivers, these can be found on our website (www.heroesodyssey.com.au). Returning players are only required to complete the forms if they have not attended within a twelve-month period or if the rules or forms have been updated or amended since their last night of attendance. Until these forms are completed you cannot participate in the game.

What to Wear

New players must wear enclosed shoes and are encouraged to wear comfortable plain coloured clothing (no logos, no offensive prints or language). Weapons are available for hire at all of our events.

What to Expect

Heroes Odyssey is a live-action role play. We play with realistic foam/latex weapons in a controlled combat system. Each event will have a game outlined for house leaders and players are encouraged to role play within the guidelines of the scenario and immerse themselves to better enhance their adventure. Players acknowledge that they will be entering a battlefield where they may be struck with LARP weapons that have been approved by the Heroes Odyssey Management. Role play and combat are both elements of our game and participants accept the risks involved with their participation. All weapons are to be submitted for inspection prior to all events. Unapproved and unsafe weapons will not be permitted onto the field of play or subsequently be removed from the field of play in the instance something is deemed unsafe during an event.

What to Do

After you have read the rules, completed the forms, and signed in for the night our team members will direct you to your induction called "Pathfinders". Our Pathfinder program is a requirement before you join the rest of the players and is designed to run you through your on-field obligations to all participants as well as combat and event safety. This will occur during the first hour of a Summoning event or during the first game of an evening. Once completed you are welcome to join your friends in their house or alternatively our admin team can facilitate your involvement within a house of your choice, or you can join the team member that trained you, within their house. At any time, you can choose to participate in pathfinders, or if deemed necessary, you may be required to redo Pathfinder training.

Code of Conduct

Heroes Odyssey is a LARP gaming community, and like many other communities we have a code of conduct to ensure that all members of this community are treated fairly and with respect.

All participants at Heroes Odyssey are expected to comply with the code of conduct and safety guidelines. Violators of the code of conduct will be subject to disciplinary action.

Please note: This is a roleplay community and as such we need to be able to distinguish between real life and in-character behaviour. Using roleplay as an excuse to defend your actions is not appropriate nor acceptable.

No Offensive Behaviour

Heroes Odyssey is a family-friendly environment. Racism, offensive language, offensive gestures and offensive behaviour is not acceptable both on or off the field. Physical assault or threats of assault will not be tolerated. This also extends and includes our digital and social media platforms. Violators or players found participating in this practice will be subject to disciplinary action.

No Harassment

Harassment of any kind will NOT be tolerated at Heroes Odyssey. If you experience harassment while at a HO Event, please notify a warden or management member immediately so the appropriate actions can be taken.

Harassment is defined as any repeated unwanted or unwelcome behaviour which makes a person feel degraded and humiliated.

Alcohol and Drug Policy

Heroes Odyssey events are alcohol and drug free. The term drug refers to illicit or illegal drugs that are not prescribed for medicinal purposes. If currently taking prescription medication that limits your capacity, we will require a letter from your doctor to allow your safe participation.

Discipline

Heroes Odyssey Management reserves the right to decide upon appropriate actions should a player's behaviour be deemed unsafe, disorderly, to breach the code of conduct, breaching safety guidelines, breaching the honour system or being generally distasteful. Our game wardens may decide to verbally communicate your misconduct and suggest appropriate action before disciplinary action is taken. Verbal communication may be recorded as a report for the wardens and Heroes Odyssey Management to review later. If verbal directions have not been followed, we have a card issuing system to regulate our disciplinary actions:

- Yellow Card - The player has been deemed a safety risk and has failed to comply with prior warnings or has breached the code of conduct, safety guidelines or the honour system. Depending on the severity of the breach, the player may be dismissed from the field of play or the venue. A second Yellow Card within a 30-day period will escalate the card issued to a Red Card.
- Red Card - The player has taken actions that have profoundly affected the safety of other players or themselves. The player has failed to comply with warnings and as a duty of care to other players has been deemed a safety risk. If the breach is deemed severe it will result in an immediate dismissal from the venue and a restriction of play will be communicated to the

player and their house leadership by HO Management. Depending on the severity of the breach, assessed by HO Management, the restriction of play may result in a ban.

Should the player wish to appeal a decision or card issued, they are to organise a meeting with Heroes Odyssey Management to review the incidents that led to disciplinary actions being taken. To organise a meeting please email teamholarp@gmail.com.

The Experience Point (XP) System

All attending players at any of our events must sign-in before commencing their participation in the event. During sign in a player will be allocated XP. Depending on the event your XP can range from 1 XP being accrued to multiple XP being granted. For our skill-based events, your XP can be converted into skill points to gain the ability to use during the event on the skills that are later outlined in this document. The conversion process and skill selection are handled at sign in. 6XP will reward you with 1 player level and each level you acquire will reward you with an additional skill point to spend on a skill. Skills and their costs are outlined in the skill section of this document. Players start at player level 1 and have access to 1 skill point after they pass their Pathfinder training. Skills and skill points are not transferable and can only be used by the player that accrued them.

The Honour System

Heroes Odyssey is based on an honour system, where players monitor their own HP and only use skills which they have obtained. Players in breach of the honour system will be subject to disciplinary action.

It is the Player's responsibility:

- To know their own HP.
- To know their current Skills.
- To know their own experience points
- To not use or take onto the field anything that is not larp approved or not been checked by a warden on the field of play, which also includes death for the duration of the game (for example a mobile phone, emergencies however are acceptable)
- To abide by the Heroes Odyssey Code of Conduct and Safety Guidelines.

It is the Warden's responsibility to:

- To receive and act on reports received from players.
- To ensure defective and damaged equipment is not taken onto the field or removed from the field if deemed unsafe during gameplay.
- To monitor and govern Heroes Odyssey rules, Code of Conduct and Safety Guidelines.

Safety Guidelines

At Heroes Odyssey, we take player safety seriously. As such, we have systems in place to ensure the safety of all players. This is generally managed by the Wardens who oversee the on-field games. All players are required to follow the directions of the wardens. If you feel that a scenario or situation is unsafe, please immediately communicate this to a warden so that the situation/scenario may be evaluated and modified to make it safe.

Safety Calls

The wardens will use the following calls to direct the gameplay during an event.

Game On

“GAME ON” is called by the wardens to signal the start (or resumption) of play.

Game Over

“GAME OVER” is called to signal the end of the game session.

Game Pause

“Game Pause” is called to interrupt play due to injury, safety, or other game-related issues. All players are to cease fighting, stand still with weapons raised and wait for the direction of a warden. In the event a player is injured and requires additional attention all players must stop and wait for further direction from the wardens. Players near the injured player should wave their hands to gain the attention of the warden and/or first-aid officer. Play is resumed by a warden calling “Game On”.

Player Calls

Players are not permitted to make safety calls and may be subject to disciplinary action if their conduct has affected the game play. To attract the attention of a warden during play it is permitted for a player to call “Warden” during an emergency or to ask a question regarding the scenario.

Personal Protective Equipment

It is the player’s responsibility to protect themselves and others from contact with sensitive areas and their eyes.

It is strongly encouraged and recommended that all players wear suitable protective equipment while at Heroes Odyssey events. Failure to do so could result in potential injury.

Zones of Play

- 1) No Combat Zone: Areas designated as roleplay only.
- 2) No Play Zone: Areas defined by the property owner, committee or warden as out of bounds for safety reasons, including water, marsh and drop zones.
Any player entering a no play zone will be subject to disciplinary action.
- 3) Dead Zones: Areas on the field of battle defined by the committee or wardens that may be used for roleplay, scenario purposes or to enforce the no retreat rule (see “No Retreat”).
- 4) Combat Zone: Any area deemed as field of battle.
- 5) Non-Game Zone: These areas are storage areas, amenities and facilities not in play that are outlined in a game brief or made known to all before Game On.

“No Retreat” – Wardens will raise safety concerns or define a battlefield boundary for fair sportsmanship. If players cross the boundary, they take a death.

Combat Rules

Non-Coordinated Combat

Heroes Odyssey is a non-coordinated combat environment. This means that ranged and melee strikes will occur and should be controlled in a manner that constitutes a safe, medium, but firm touch. The onus of control when inflicting a strike remains on the individual performing the strike and should not be deferred to others. The safety of each strike is the responsibility of those performing it. Be aware of your surroundings. During combat, players may be moving all around you and changing positions. It is strongly discouraged to move backwards when moving away from an opponent. Moving backwards means you are unable to clearly see obstacles or players behind you, and this action may potentially result in serious injury or death or damage to property.

Physical Contact and Consent

Consent should be sought before physical interaction occurs and physical contact should be kept to a minimum. Players may make physical contact with other players as part of role play if consent is given from those involved. If you do not agree to being physically touched, try to offer an alternative so that roleplay mechanics can continue. This should not be manipulated to gain an advantage on the field.

Close Quarters

At Heroes Odyssey, we implore a mandatory engagement distance for combat. You should not be within 1.5 metres of your opponent. Your arm's length with a weapon at the ready is enough to strike an opponent. In the case of daggers, be advised that their use may require closer engagement with a player. Consider their use as roleplay rather than a primary weapon of engagement.

Strike Zones

Please refer to the diagram below for what is considered a strike zone. The head and groin are No Strike Zones. The responsibility falls on players to control their combat and to not target other player's heads or groins. The torso area can be sensitive for some players due to illness, physicality or medically required devices. The responsibility falls on players to ensure sensitive areas are protected so the risk of injury is minimised. Strikes to the head, groin, hands and feet will be considered invalid strikes and will not count as a reduction to your HP. Any strike that causes a player to suspend participation must be immediately reported to a warden and both players must leave the field to the death line and sit out for a full death timer, unless agreed upon by both parties. Not every player experiences hard hits in the same way. Be aware of the person you are engaging and ensure you control your melee strikes appropriately. Successful strikes will deal the damage allocated to the weapon or skill used. Strikes to the back of the torso will count as 3 HP damage as these strikes may not be easily identified by the skill or weapon used causing the strike.



Valid Strikes

Attacking strikes are to be performed in a realistic manner and consistent with the roleplay of the weapon used (Larger weapons will not have a swing as fast as a smaller sword).

- A slashing weapon must have a realistic swing where the elbow should open and close rather than the wrist flexing and extending.
- A thrusting weapon must commence with the elbow in line with the body. Thrusting is always performed in a downward motion away from the head.
- Throwing weapons, including spell balls, must strike cleanly (no rebound or bounce shots).
- Archery weapons must strike cleanly with the 'damaging' end of the weapon (no rebound or bounce shots).
- Shields are to be used defensively and are not to be used as weapons to strike or push anyone.
- Costuming or props that interfere with or block a valid strike will not affect the validity of the strike.

A block is considered ineffective if your opponent's weapon was able to make positive contact in a legal strike zone. Do not parry ranged attacks like arrows or javelins. Ricocheted projectiles are more dangerous than the original strike.

Lowered Stance

Do not fight off your knee or fight while in a lowered stance. This is any stance crouched on one knee or a similar stance that is lowered. This style of fighting increases the chances of suffering a blow to the head. We strongly discourage any player from lowering themselves from their full standing height or Pathfinder fighting stance that was taught to the player, and if a player chooses to do so, they are accepting the risk of possible injury which may come from lowering themselves. These are the points a player should consider when choosing to kneel or lie down on the field:

1. Is it safe to do so?
2. Are you roleplaying away from a battle or active combat when making this choice?
3. Are you prepared to accept the risk of being hit in the head or being injured and acknowledge that you have been discouraged from performing such actions?

Starting Your Adventure

Every player starts their adventures within The Realms of Solendium by first completing the Pathfinder training on their first night with us. After you have completed your Pathfinder training the real adventures begin. If it is your first time or even if you are a returning player, we encourage you to trial houses and see if there is a warband (group of people) with a kit, lore, and bond you can develop with. Don't be afraid to ask your pathfinder instructor to introduce you to a house leader if you find yourself drawn to their character. Each house can be broken down into warbands and each player that makes up the warbands has all shared your 'first night jitters', don't be shy, get involved, ask questions, and remain open to in-game opportunities. If you decide to trial multiple warbands within a house or trial multiple houses to find where your character belongs, this too is part of your LARP journey. We encourage players, when settled to progress with a single character within the house though if your creativity and kit availability allows you to facilitate multiple characters (and it won't confuse your fellow gamers) feel free to explore what different characters can bring to your game. However, once you have committed to a character at the start of an event, you cannot change to another character until the start of the next event.

Warband and House Creation

Nomadic Warband

A Nomadic Warband is a group of players from another LARP that have received approval from HO Management to attend their summoning event as a recognised group. They will require a minimum of 3 players with recognisable attire, and a banner with one player recognised as a leader. The Nomadic Warband must sign the Nomadic Warband agreement outlining the understanding of and compliance with HO Rules and Code of Conduct, has been recognised by Heroes Odyssey Management and must meet the following requirements.

A nomadic warband cannot claim land until they are part of a house. They cannot create a walled base at Summoning. They can only have one tent/structure as their base which will be in town in the centre of the field. As a nomadic warband that is not with a house they cannot have a house chest at their Summoning base and so forth any props collected within Summoning must stay on a player, either in their hands or in a pouch/bag of holding.

Warbands

A Warband is a group of three or more players. A qualified warband has been recognised by Heroes Odyssey Management and must meet the following requirements:

1. Prior to the Warband's submission the leader of the proposed Warband must have consistently attended game nights for a 3-month period.
2. One of the warband members must be a Warden.
3. The Warband Leader must be approved by HO Management
4. The Warband Leader must have approached a House Leader with two or more players and both leaders have agreed to trial the Warband and have it participate within the same House.
5. The Warband has a unifying banner and distinct warband kit
6. The Warband has had an emblem created by Heroes Odyssey Management to represent their warband on documents such as maps (No external designs will be accepted, concepts are welcome to help establish the icon)
7. The Warband must attend two consecutive Summoning events with all three of their listed starting members, kit standard and banner. After the third Summoning event, the Warband Leader and the house leader can confirm with Heroes Odyssey Management that the warband is no longer on trial and is now either an active Warband, remains on trial, or is no longer a Warband.
8. When at an event, a Warband that has three or more players present is eligible to claim rewards.

House

A house has eight or more players that consistently attend Game Night and Summoning events. A House must meet the following requirements:

1. The House Leader and 2IC have been approved by Heroes Odyssey Management.
2. The House Leader and 2IC must be wardens.
3. The House must have grown from an active warband and have submitted a house application form to Heroes Odyssey Management.
4. The House has a unifying house banner and distinct kit to easily identify the house on the field.
5. The House controls the majority of territories within a single region.
6. The House banner is present either being held by a banner bearer or visibly seen to the side of the field.
7. The House has eight or more players with either a single theme or multiple warbands combined under one unified title, banner and leadership team.
8. The formation of a house cannot jeopardise the existence of other warbands or houses and a minimum of 50 percent of the founding members must be new players, rather than existing players changing allegiances.
9. The House remains on trial until it has completed three consecutive summoning events meeting all the above requirements. When the trial has ended Heroes Odyssey Management will review the House, deciding to keep the House on trial, approving the House or keeping the proposed house as a warband.

NOTE: Quarterly, HO Management will assess each House, warband and Leader, reviewing their participation and contribution to HO. If there are concerns, HO Management will raise these with the appropriate Leaders and if necessary, appropriate action will be taken. At any time, Heroes Odyssey Management has the right to disband a House/Warband, and dismiss or replace a leader.

Freeboot Wanderers

Freeboot Wanderers are players who choose to play a character that is not aligned with a Warband or a House. These characters must be approved by Heroes Odyssey Management and the Head Warden of a Game Night or Summoning needs to be notified prior to the player taking to the field. Freeboot Wanderers can offer their services for hire as a mercenary. In this instance they are considered a part of whichever house hires them on the games Night/Day.

Family Crest

Players can create a personal family crest to enhance their personal roleplay, and to be used for roleplay purposes only, and the player can display the crest on their kit if they wish to do so. The family crest must be submitted to HO Management before its use at HO, and then the crest's intellectual property (IP) is surrendered to HO.

Heroes Odyssey reserves the right to decline, remove or void any emblems or family crests at any time prior to consultation if that action is deemed appropriate or necessary to do so.

Common Game Mechanics

Banners and House Chests

Each House or Warband requires a banner to be brought to every event, and it must be present and displayed for your House or Warband to qualify for the night or summoning event. Banners should be 60cm long by 40cm wide.

House Chests are to store in-game props and Aura Gems during Summoning Events as props cannot be kept on a player, unless they are being transferred immediately from one location to the next. Larger props that don't fit in the chest can be placed near the chest to be guarded by the House in their base. The House Chest cannot be taken, however anything that is stored inside the chest and next to the chest is in play and could be looted from your base. No chest can be locked.

Incapacitation

Incapacitated players:

- A player is incapacitated when their hit points (HP) have been reduced to zero.
- May not meaningfully interact with other players (no passing of information).
- May receive Field Surgery, Healing Energy or a Divine Aura to return to the field of play. (See Player Skills)
- They are not to stay in an active combat area, for safety reasons, they must move themselves (with weapons raised over their head) to the side of the active combat area. They are not to move to gain advantage (i.e., closer to healer or objective).
- You may voluntarily succumb to death but cannot fake incapacitation to gain an advantage.

Once incapacitated a player must drop all game props that they are carrying on them and place them onto the ground if it is safe to do so, or return them to the warden if the game mechanic or prop mechanics states this.

Death

A player is dead when:

- The 1 minute following incapacitation has passed, or they have been Coup de Grace'd.
- When hit with a weapon or skill that inflicts instant death (See the Instant Death special rule).
- When a warden or NPC has deemed the appropriate action required is a character death.

Dead players:

- May not interact with living players (no passing of information).
- Must move directly to Death's Gate with their weapon raised above their head.
- Cannot receive Field Surgery or Healing Energy but can receive Resurrection.
- You cannot fake death to gain an advantage.
- Can be revived to full HP if a player is resurrected by Necromancy, a Divine Aura or uses Repenter's Prayers (See Player Skills).

Instant Death Special Rule.

Players suffer instant death if hit by a weapon or skill whose damage is greater than the player's total HP. If the weapon or skill inflicts damage less than the player's total HP, the player continues until they are reduced to 0 HP and follow the rules for incapacitation. When instant death occurs, the player drops all Game Props and proceeds to death's Gate as if they have been coup'd'e'grace.

Players sent to death by Wardens may be subject to disciplinary action and may not be able to receive resurrection. Warden discretion will be applied.

Death's Gate

When a character reaches Death's Gate, they can commence their death timer. The death timer is two minutes for both night events and Summoning events. When the death timer has elapsed then the character may return to the field of play with their full hit points. Players returning from death however:

- May rejoin the game from a House base or a point on the field of play specified by the warden or the scenario
- Do not remember the last five minutes before death, unless a Necromancy, a Divine Aura or uses Repenters Prayers are used in which case they will have their full memories restored once they return to the field
(See Players Skills).

Wardens

Wardens will be identifiable by their black and white tabards that they wear during the game. All night events and summoning events will have a head warden and one to two support wardens or additional volunteer wardens if needed to ensure the game operates as efficiently as possible. Sometimes our wardens will be disguised as NPC characters to help deliver an immersive experience. There is a Heroes Odyssey Management member who is the designated First Aid officer at the event, and if you need them, signal to them or a Warden to get immediate assistance. If an in-game event needs to be reported or if clarity on a scenario needs to be discussed, please direct your query to the Warden Team and they will endeavour to provide you with the appropriate answer. Our wardens are here to facilitate a safe game for everyone including themselves, ensuring that you respect their judgement on an in-game situation. Any decision made by the Head warden or with HO Management is final and all players must follow and respect the decision made.

Champion Battles

In the event of a draw during a scenario, the parties involved will put forward a champion. These champions will be issued with specific instructions from the Head Warden and a Champion Battle will commence. The specifics of each battle will be announced before the battle commences. The winner of the battle will be the winner of the scenario.

Game Props

Games may have a variety of props that will be available to players to enhance their gaming experience. The following are the most common game props:

Relics - Relics are items that remain in play beyond game over being called e.g., Aura Gems. Relics can be placed in Bags/Pouches of Holding with the player during Game Nights, however on Summoning events Relics must be placed in your House Chest.

Sacred Texts - Sacred Texts include props like maps, notes, relic instructions, etc. These props cannot be placed in Bags of Holding, each piece takes up the use of one hand, and they must always remain visible to a warden.

Mechanical Props - A mechanical prop includes things like ritual daggers, shrines, pillars, tablet pieces, etc. these props are put into the game to ensure the game mechanic works. Mechanical props can be placed in a bag/pouch of holding, as long as the prop fits safely in the desired storage space and is stored on a player during game nights. These props must be returned to a warden beyond Game Over being called.

Scenario Mechanics

To add different dynamics to a scenario, scenario mechanics may be implemented. These may include but are not limited to:

- **Cliff Mechanic** - The marked boundary outlines where a cliff is in play. If a player goes over the boundary, they take a death.
- **Wall Mechanic** - The marked boundary outlines where a wall is in play, players cannot go beyond this boundary nor see past it.
- **Terrain Mechanic** - The marked boundary outlines where a swamp is in play. Here players are expected to role play slow movement (walking only and stepping every 5 seconds) as if they are traveling through a swamp
- **Water Mechanic** - The marked boundary outlines where a river, pool, lake or ocean is in play. Here players are expected to roleplay either using boats or swimming motions (walking pace). Depending on the scenario, they may suffer a death if they contact the water.
- **Undead Mechanic** - Players are to roleplay half-speed movement as if they are a zombie. Players are not considered to be their normal character whilst being an undead and cannot use their skills. Undead have 5HP and can be killed, and once returned from death's gate the player is their character once again and not undead.
- **Changing a player's level mechanic** - (these will always be declared in a game brief if these below mechanics are in play for a game or event)
 - **Aura/Essence Sapping** - A player will instantly lose 5 player levels if a certain scenario in a game or event is activated. A player, however, can gain those 5 levels back if they hand a warden 5 aura gems (any colour, and they don't have to be the same 5 colours. 1 Aura Gem = 1 Player Level). Also a Dokloma Pipe when handed to a warden can restore 5 levels

back to a player. You can only regain those player levels once, in one single transaction to a Warden.

For example: if a player lost 5 levels and hands in 3 aura gems to regain 3 levels that were lost, the player cannot at another time hand in 2 more aura gems to regain the other 2 levels that were lost.

- Essencing - A player is essenced through a game mechanic on field. This means their character is not on the field of play, and has to be brought back. To bring a character back another player must hand in 5 of the same coloured aura gems to a warden to bring the intended character back from essencing. The character is then instantly brought back on field and the player loses 25 player levels and cannot regain them in game. A character can also be brought back with a Demo'Hari token, which is handed in to the Warden and the character is brought back with no loss of player levels
- Permanent death - This is when a character cannot be revived by the above-mentioned and the character's adventures have ended and can no longer be played on field. This can be if a certain scenario in a game or event is activated or a player's level has been reduced to 0. The only way to bring a character back from permanent death is when an Aura Token is given to a warden by a player in-game.
- Erased from time and memory - This character can never be revived as they have been erased from memory and time so no other character on the field can remember them. No player levels are lost and the player whose character has been erased must choose a different character on field.

Players are encouraged to embrace these game mechanics to maximise the immersion of other players whilst participating in the scenario.

Health Points

Each character on the field with no immersive kit or armour starts with 1 health point (HP). Once Soft Kit and Armour are worn, this 1 HP disappears. HP can be increased by wearing Prosthetics, soft kit, light or heavy armour or receiving skill HP. The maximum HP any player-controlled character can achieve is 15 HP.

New Player HP

A new player starting their adventure with no armour or immersive soft kit will start on 6 HP. This will stay in place until one of the following occurs:

- The player has completed four events
- The player has chosen a House/Warband and has received loaner kit
- The player is wearing immersive soft kit or armour

Skill HP Armour

There are various forms of skill HP armour available, and the same skill cannot be stacked to gain more HP. A player's HP cannot exceed a total of 15 HP, even if a skill may increase the player's armour above the 15HP cap.

Prosthetics for Character creation

Prosthetics can assist players in bringing to life the fantasy characters that make up the diverse races within Solendium. Items like a fursuit, full tail, scaled skin and prosthetic masks may count as Light armour. Discuss this with the warden at weapon and armour check to see if additional HP can be applied to your total HP. Prosthetics count as 1 HP, and can be added to the player's total HP, and regardless of the number of prosthetics worn the maximum HP gained from wearing prosthetics is 1 HP.

Soft Kit

The basic clothes worn on the field by your character are referred to as Soft Kit. On your first night it is not expected that you will have this already organised, but you must wear enclosed shoes (preferably boots not joggers), plain coloured pants and a plain coloured top (please avoid logos). Modern attire should be kept to a minimum and in most cases house leaders will have loaner soft kit available for you so you can be easily identified as a member of their house. A well-developed soft kit is a great start down your path to immersing yourself into your character and it is encouraged that you build up your costume from there.

Armour Standards

It is strongly encouraged that you wear armour to protect yourself during the game to reduce the risk of injury. Armour is divided into two different categories, light armour and heavy armour.

Armour should be kept visible where possible. There is a difference between soft kit leather/furs/hide/pleather and the same materials used and treated for use as armour, as such non-armour-grade materials will count as soft kit, and do not give Health Points (HP). Armour that is worn and meets the below standard will increase your HP during the game:

Light Armour:

- Non-hardened Leather/hide/simulated leather/woven leather
- Quilted or padded fabric e.g., gambeson

Heavy Armour

- Hardened leather (Multi-layered)
- Brigandine, studded or splint armour
- Lamellar
- Chainmail/scale-mail (steel or aluminium)
- Plate armour (steel, aluminium, polyurethane or fibreglass)

Alternative Materials

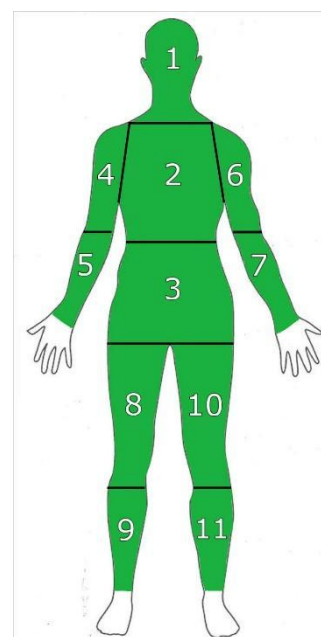
Players need to be aware that homemade armour will be subjected to assessment before it can be worn on the field. Homemade metal armour will not be allowed for use. Please contact Heroes Odyssey Management at hoplayercare@gmail.com before commencing your armour project.

Armour Zones

Armour zones are areas of the body that can be covered by armour to receive additional health points (HP). It is the player's responsibility to wear armour and appropriate personal protective equipment, in a safe manner, for both their participation and the participation of other players. Armour zones must have a piece of armour visible to gain the HP.

Armour cannot stack, which means the highest-valued armour in that zone is the armour you calculate your total HP with.

Zone	HP per Armour Zone	Soft Kit	Light Armour	Heavy Armour
1	Head and Neck		1HP	2HP
2	Upper Torso	0.5HP	1HP	2HP
3	Lower Torso	0.5HP	1HP	2HP
4	Upper Right Arm	0.5HP	1HP	2HP
5	Lower Right Arm	0.5HP	1HP	2HP
6	Upper Left Arm	0.5HP	1HP	2HP
7	Lower Left Arm	0.5HP	1HP	2HP
8	Upper Right leg	0.5HP	1HP	2HP
9	Lower Right Leg	0.5HP	1HP	2HP
10	Upper Left Leg	0.5HP	1HP	2HP
11	Lower Left leg	0.5HP	1HP	2HP



Calculating Your Total HP

Use the formula below to calculate your total HP:

Highest-valued HP will be counted per zone + Approved Prosthetics + Skill HP Armour = Total HP

Example: Considering the highest-valued armour in a zone:

Soft kit: long-sleeve Tunic and immersive pants (other higher valued armour has been placed on top of the soft kit, so the soft kit no longer has armour value) = 0 HP (0 zones)

+

Light Armour: full gambeson with pauldrons (upper left & right arm, and upper right & left leg)
= 4 HP (4 zones)

+

Heavy Armour: metal chest and metal greaves (upper & lower torso, lower left and right arm and lower left and right leg)
= 12 HP (6 zones)

+

Prosthetic: Orc mask (counts as approved prosthetic so Light HP for head)

= 1 HP (1 zone)

Total 17 HP, but the character is capped at a maximum of 15 HP.

Accepted Gear Suppliers

Heroes Odyssey is proudly supported by Epic Armoury Australia, and we accept their full range of weapons and equipment if they are fantasy-themed. We also allow Rawblade and Dreki Megin weapons and equipment. We also allow the use of selected Calimacil, Ateliers Nemesis and Woarchery LARP approved equipment. All equipment is subject to inspection before being used on the field and Heroes Odyssey Management reserves the right to deny any equipment from play for whatever reason. If you have a question regarding a weapon's use or would like advice before you make your purchase, please contact Heroes Odyssey Management via email teamholarp@gmail.com.

Alternatively, our Pathfinder Team can help with weapon choices and have their own document listing weapons from accepted suppliers that may help you in your character creation and player compatibility. They can also help train you on the chosen weapon when you come to the field with it. Just message them for details or to book in a training session.

Weapon Sizes & Damage

Heroes Odyssey does not allow the use of band weapons and homemade weapons. Custom-made weapons are allowed from trusted suppliers that comply with our insurance standards. The table below details the length and damage inflicted by the typical classes of weapons.

Weapon	Length	Damage	Comment
Melee Daggers	30cm – 60cm	1HP	
One Handed	40cm – 100cm	1HP	No flails approved at HO
Dual Wield (1 Parry Dagger defence accepted)	40cm – 120cm	1HP	Approval required. *
Weapon and Shield	N/A	1 HP	Approval required. *
Spartan Style (Shield and thrusting polearm, not a pike)	N/A	1 HP	Approval required. *
Throwing Weapons- approved designs only	Varies	1HP	Approval required.
Boomstick (Approved flintlock pistol)	NA	3HP	Approval required boomsticks cannot be used as a melee weapon. Darts can be blocked by a shield only, they cannot be parried.
Bastard / Hand and a Half (The blade must accommodate a ricasso or the handle allows for 2 hands to perform a firm grasp between the hand guard on the pommel)	100cm - 125cm	1HP/2HP (Depending how it is used, one or two handed)	Approval required. Weapons must be approved as a bastard weapon. ** Handmade ricasso's are not permitted.
Two Handed Weapons	*Varies* 125cm <	2HP	Approval required. **
Polearms, Staffs and Halberd (Two Handed)	140cm - 205cm	2HP	Approval required. **
Pike (Two Handed)	210cm - 300cm	2HP	Thrust Only. Approval required.
Arrows	NA	2HP	Approved arrows only
Bow Approved designs only (Max Poundage 25lbs)	NA	NA	Short (10-20 paces) and Long (20-60 paces) in distance. Approvals required. Cannot be used to inflict or to block a strike.
Unwieldy Melee Weapons Large Hammer, Large Clubs & Large Axes (approved designs only)	*Varies* 100cm<	5HP	Approval required. - These are the only melee weapons that can damage a siege gate in an active siege and deal 5HP damage

Approved designs are designs that use professionally manufactured strike surfaces but may have differing construction elements. Each of these designs must be approved by Heroes Odyssey Management prior to being constructed and remain subject to weapons approval each night via the Head Warden.

*Each combination of different weapons for dual-wielding and Spartan style, also weapon-and-shield and Titan Shield must go through separate approval before going on the field.

**Different purchased bastard weapons, two-handed, polearms, staves and halberd weapons need to go through separate approval before going on the field.

Pathfinder Approvals

All players must go through approval for their chosen weapon, bow, weapon style and shield that they wish to take on the field of play. Each weapon, bow, weapon style and shield must pass an approval process with a Heroes Odyssey approver. Contact the Head Pathfinder before an event to book in an approval, and they will take you through the process to get your chosen weapon, bow, weapon style and shield onto the field of play in a safe way that complies with Heroes Odyssey standards of play and combat.

*Certain weapons, bow-firing ranges, weapon styles and shield approvals may have prerequisites before you are approved. See the pathfinder team for further details.

Shield Sizes

Heroes Odyssey prefers the purchase and use of professionally made foam shields. All shields will be inspected before they are allowed on the field of play. Below are the recommended sizes to use as a guide, shields that breach these sizes may be subject to approval:

- **Round Shields: Max diameter is 90 cm.**
- **Square Shields: Max 90 cm long and 60 cm wide.**
- **Kite Shield: Max 120 cm long and 60cm wide.**
- **Buckler/Targe: Max 40 cm diameter or 30 cm on the square edge and can be used with any weapon.**
- **Titan Shield: Max 135 cm long and 85 cm wide.**

All shields can be wielded by one arm or hand depending on how the straps and handles are affixed to the shield. Players may use up to two shields (for example, a round shield and a buckler) at the same time, however in doing so the player must be able to safely wield two shields on the field.

Range Weapons and Projectiles

Arrows and throwing weapons and all other projectiles (including spell balls) that are launched at an enemy require a player to undergo approvals before such weapons can be used on the field. These types of weapons do add a new element of combat to the game, but they also increase the risk of injury. If a projectile is coming towards you during the game, you cannot parry it away from you, nor are you permitted to catch the projectile mid-flight. If it is safe to do so you are permitted to block the projectile with an approved shield, in a downward manner, so that it does not risk ricocheting into another player. If safe to do so, you may attempt to dodge the projectile but if it hits you or your kit your character must take the damage. Ricocheting shots do not count for damage unless the player in good sportsmanship wishes to take damage from it.

Maximum LARP Props permitted on a Player

- Maximum number of throwing weapons a player can carry is 10 (This excludes spell balls.)
Players can carry an unlimited amount of spell balls, utilising bags, pockets and accessories, without impeding movement or jeopardising personal safety.
- Maximum number of arrows a player can carry in multiple quivers is as many as is safe to do so (Warden to assess if it is safe when the player comes to weapon and armour check.)
- The maximum number of melee weapons a player can carry safely is six.

Wands

Wands are props and must be carried onto the field within an approved wand holder. The use of a wand in roleplay is allowed; however, its inclusion must be safe. Never point the tip of a wand at yourself or another player, where possible, hold the wand so that the tip is pointed up and away from players. Wands should only be taken out for static roleplay purposes and must be sheathed when moving or participating in combat. Wands are not allowed in melee engagements. If a warden deems that a wand has been misused or is unsafe, the warden will remove the wand from play.

Mage Staffs

Mage staffs are a polearm that is an approved design by HO Management to be used on the field of play and with certain player skills.

Character Journals

All players will be required to have a Heroes Odyssey Character Journal. A variety of Character Journals are available for purchase from Heroes Odyssey Management and can be organised for purchase at one of our events. These journals are to help you with developing your character, writing down important information from a scenario, languages, remembering beasts that have been encountered, and it even doubles up as a spellbook prop if the player is a mage.

The Character Journal will also keep track of your skills that you have gained and any enchantments you may have been given by Heroes Odyssey Management. The journal will also track your approvals and Arcadium Academy classes that you attend. It is not only a helpful tool for the player to refer to, but also helps the warden identify skills easily when the player is in-game and may need to show evidence of their Skill/enchanted items to ensure fair play.

A player can keep multiple characters in one journal, however that character's skills in a player's journal must be easily identifiable from one character to the next. A warden must be able to easily identify which character is which and what skills each character possesses. The skills can be changed at your leisure before an event starts, as long as you clearly record them in your journal. If you do not have your journal, you cannot access your skills. Like all props, if it's not present, it cannot be used.

Weapon approvals are for the player, and once a player is approved for their weapon, shield, bow or weapon style, any character can use the approval.

In Game Currency “Yan’Dari”

Yan’Dari is an in-game currency that takes the form of a single gold coin 1Y “1 Yan’Dari”, 5Y “5 Yan’Dari” or a single gold chip 10Y “10 Yan’Dari”. These props are used as an in-game mechanic that forms a key element of trade and commerce. They can be given by Heroes Odyssey Management or its wardens as a reward for gameplay or for winning a game at an event, they may also be acquired via in-game means as part of an information trade or to purchase mercenary services.

The house 1IC or 2IC and/or warband 1IC approved Heroes Odyssey Leader is to keep all the groups Yan’Dari in a safe money pouch, and it must be easily accessible to all Warband and House players in their group within the game if needed. The maximum a house 1IC can have in their money pouch is 200 Yan’Dari and the maximum a warband 1IC can have in their money pouch is 100 Yan’Dari.

These props are not to be dropped upon a character death. They should not be discarded into things like “wishing wells” or to be “looted or stolen” by players neither in nor out of the game. All Yan’Dari props have the Heroes Odyssey logo on them and remain the property of Heroes Odyssey regardless of the means that the player acquired them. Heroes Odyssey reserve the exclusive right to collect, retain, destroy or forfeit the value of all Yan’Dari props at any time and for whatever reason without giving notice. Yan’Dari props that are altered, forged, misused, or damaged will be removed from circulation and instantly rendered invalid.

Character Skill

Combat Skills:

All Combat Skill (except from the unwieldy and ward shield) are subject to a 15 second cool down between using one combat/mage/essence bound skill to the next.



STUN
COMBAT SKILL
Prop: Melee Weapon

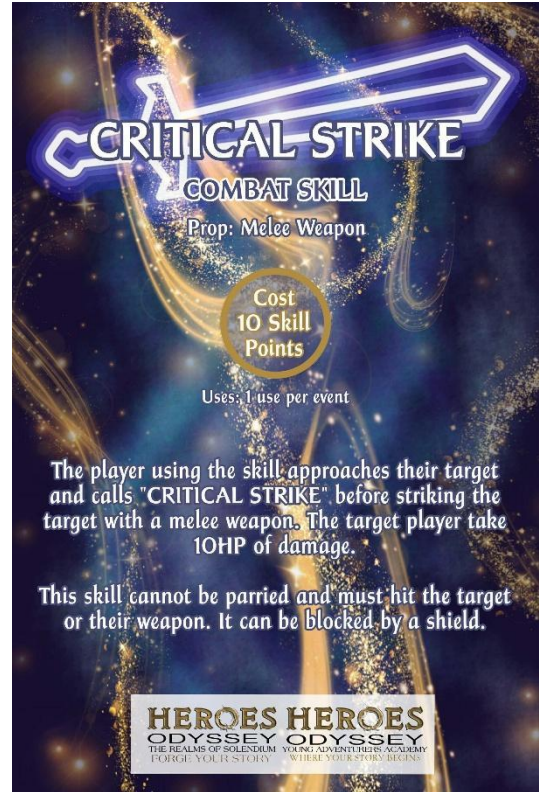
Cost 3 Skill Points Old Blood Seal Old Blood Seal

Uses: 1 use per purchase (Max 3)

The player using the skill approaches their target and calls "STUN" before striking the target with a melee weapon. The target player is then immobilised for 6 seconds or until the next successful strike hits the target player. They also take the melee damage from the player using the skill.

This skill can be blocked and parried and must strike the target for them to be stunned.

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CRITICAL STRIKE
COMBAT SKILL
Prop: Melee Weapon

Cost 10 Skill Points

Uses: 1 use per event

The player using the skill approaches their target and calls "CRITICAL STRIKE" before striking the target with a melee weapon. The target player take 10HP of damage.

This skill cannot be parried and must hit the target or their weapon. It can be blocked by a shield.

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SHIELD BREAK
COMBAT SKILL
Prop: Melee Weapon

Cost 5 Skill Points Old Blood Seal Old Blood Seal

Uses: 1 use per purchase (Max 3)

The player using the skill approaches their target and calls "SHIELD BREAK" before striking the targets shield with a melee weapon. The target player takes 5HP damage.

This skill cannot be blocked or parried and must strike the targets shield for damage to be applied.

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WARD SHIELD
COMBAT SKILL
Prop: Blue Rimmed Shield or have approved Blue Runes on the shield

Cost 5 Skill Points

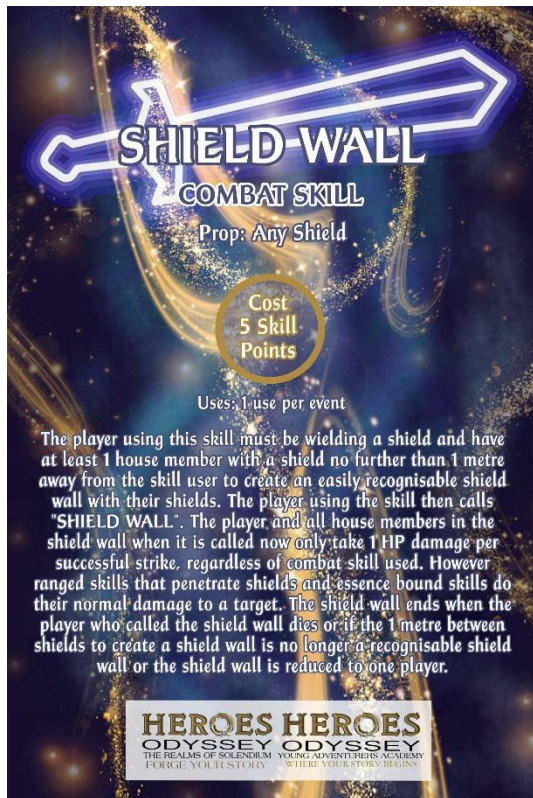
Single Purchase: infinite ongoing use

The ward shield is bound to the player and cannot be used by another player. A blue rim around the whole shield or approved blue runes must be clearly visible on the front of the shield.

The ward shield skill blocks energy bolt, essence flame, ice hold and piercing arrow, and they must strike the players ward shield for them to be blocked. The player then does not take the damage and effects of those skills.

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Combat Skills:



The card features a glowing blue sword icon at the top. The background is a dark blue space with golden star trails. The text is white and yellow, with a yellow circle highlighting the cost.

SHIELD-WALL

COMBAT SKILL

Prop: Any Shield

Cost
5 Skill
Points

Uses: 1 use per event

The player using this skill must be wielding a shield and have at least 1 house member with a shield no further than 1 metre away from the skill user to create an easily recognisable shield wall with their shields. The player using the skill then calls "SHIELD WALL". The player and all house members in the shield wall when it is called now only take 1 HP damage per successful strike, regardless of combat skill used. However ranged skills that penetrate shields and essence bound skills do their normal damage to a target. The shield wall ends when the player who called the shield wall dies or if the 1 metre between shields to create a shield wall is no longer a recognisable shield wall or the shield wall is reduced to one player.

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Mage Skills:

All mage skills are subject to a 15-second cool down between using one combat/mage/essence-bound skill to the next.

However, the Arcadium Academy wishes to train mages to become more powerful with time, and have set out a way to do this with their amulets and lessons at a Summoning:



Black Arcadium Academy Amulet



Gold Arcadium Academy Amulet

- A mage with NO amulet – Must say full casting words as per the skill
- The player has a black arcadium academy amulet as part of their kit on field does not have to say the full casting words as per the skill, only the skill name is needed to cast the skill for it to be effective, however, with Necromancy a character name must be said as well for the targeted player to be returned to life.
- The player has a black Arcadium Academy amulet and has successfully completed all the 9 core Arcane lessons marked off in their journal by the arcadium academy teacher – the player is no longer subjected to the 15-second cooldown from one mage skill to the next mage skill.
- The player has a gold Arcadium Academy amulet once completing the quest set by the High Arch Mage of the Arcadium Academy and has been marked off in their player's journal on completion – The player can now Dual-cast all mage skills including the essence-bound Firebolt skill.

HEALING ENERGY
MAGE SKILL

Prop: Wand or approved Mage Staff

Cost 3 Skill Points Old Blood Seal Old Blood Seal

Uses: 1 use per purchase (Max 3)

Casting player stands in arms reach of an incapacitated or wounded player and calls "By the power of the Aura I cast healing energy". The target player is then restored to full HP (as per players armour).

This cannot be used to restore the casting players HP, they can only heal another player.

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IRON SKIN
MAGE SKILL

Prop: Arcadium Academy Amulet

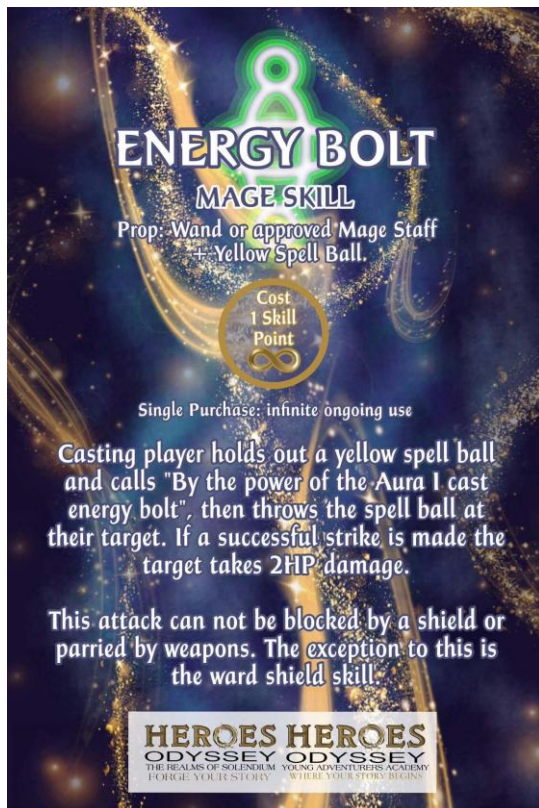
Cost 3 Skill Points

Uses: 1 use per event

Casting player targets themselves or another willing player in arms reach and calls "By the power of the Aura I cast iron skin".

The targeted player **MUST NOT** be wearing any light or heavy armour to receive +3HP of armour from this skill. The target player will keep the +3HP for the full duration of a single event from when the skill was cast. This effect does not stack and cannot raise your max HP above 15HP.

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ENERGY BOLT
MAGE SKILL

Prop: Wand or approved Mage Staff
+ Yellow Spell Ball.

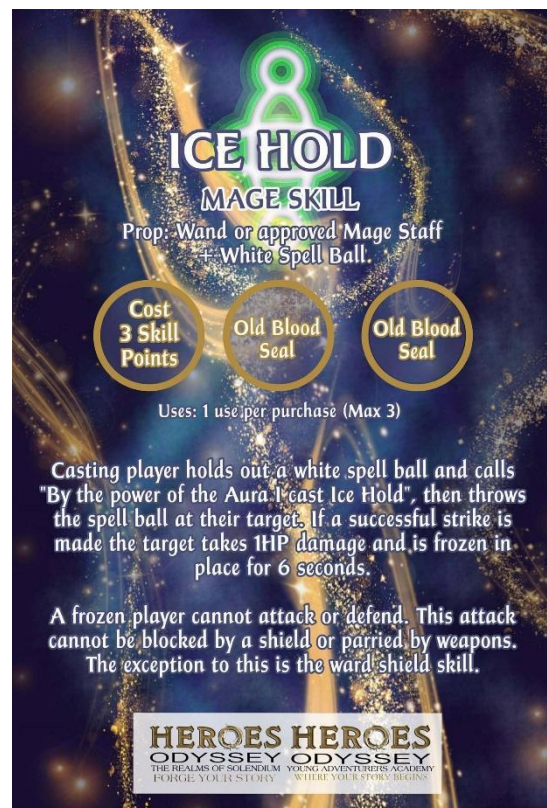
Cost
1 Skill
Point

Single Purchase: infinite ongoing use

Casting player holds out a yellow spell ball and calls "By the power of the Aura I cast energy bolt", then throws the spell ball at their target. If a successful strike is made the target takes 2HP damage.

This attack can not be blocked by a shield or parried by weapons. The exception to this is the ward shield skill.

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ICE HOLD
MAGE SKILL

Prop: Wand or approved Mage Staff
+ White Spell Ball.

Cost
3 Skill
Points

Old Blood
Seal

Old Blood
Seal

Uses: 1 use per purchase (Max 3)

Casting player holds out a white spell ball and calls "By the power of the Aura I cast Ice Hold", then throws the spell ball at their target. If a successful strike is made the target takes 1HP damage and is frozen in place for 6 seconds.

A frozen player cannot attack or defend. This attack cannot be blocked by a shield or parried by weapons. The exception to this is the ward shield skill.

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ESSENCE FLAME
MAGE SKILL

Prop: Wand or approved Mage Staff
+ Blue Spell Ball.

Cost
3 Skill
Points

Old Blood
Seal

Old Blood
Seal

Uses: 1 use per purchase (Max 3)

Casting player holds out a blue spell ball and calls "By the power of the Aura I cast essence flame", then throws the spell ball at their target. If a successful strike is made the target takes 5HP damage.

This attack cannot be blocked by a shield or parried by weapons. The exception to this is the ward shield skill.

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NECROMANCY

MAGE SKILL

Prop: Wand or approved Mage Staff

Cost
5 Skill
Points

Old Blood
Seal

Old Blood
Seal

Uses: 1 use per purchase (Max 3)

Casting player proceeds to death and targets a willing player in arms reach that is already in the designated death area and calls "By the power of the Aura I summon back [Target players character name]".

The target player is returned to life with full HP (as per players armour) and regains any lost memories from their most recent death.

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REPENTERS PRAYER

MAGE SKILL

Prop: Emblem of the Deity being called upon

Cost
5 Skill
Points

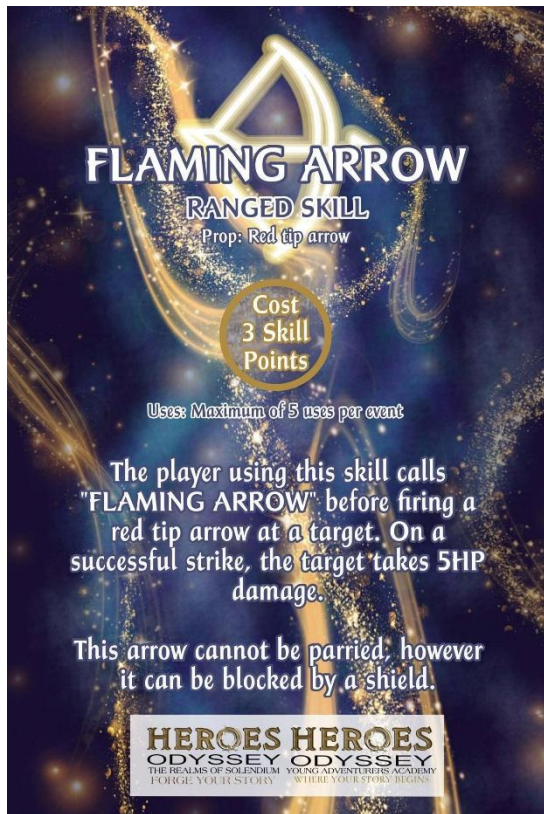
Uses: 1 use per event

Casting player must already be in death, then calls "By the power of [Deity Name] I rise again! Repenters prayer"

Casting player is returned to life with full HP (as per players armour) and regains any lost memories from their death.

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Ranged Skills:



FLAMING ARROW
RANGED SKILL
Prop: Red tip arrow

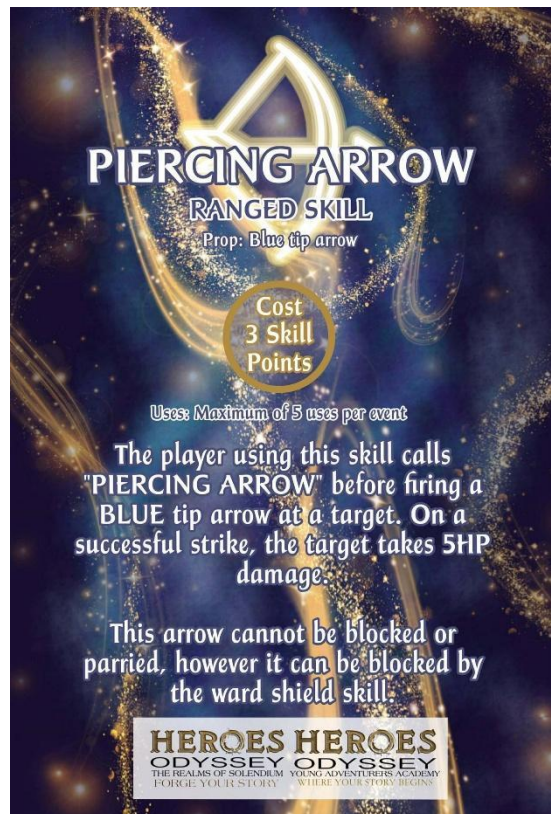
Cost
3 Skill Points

Uses: Maximum of 5 uses per event

The player using this skill calls "FLAMING ARROW" before firing a red tip arrow at a target. On a successful strike, the target takes 5HP damage.

This arrow cannot be parried, however it can be blocked by a shield.

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PIERCING ARROW
RANGED SKILL
Prop: Blue tip arrow

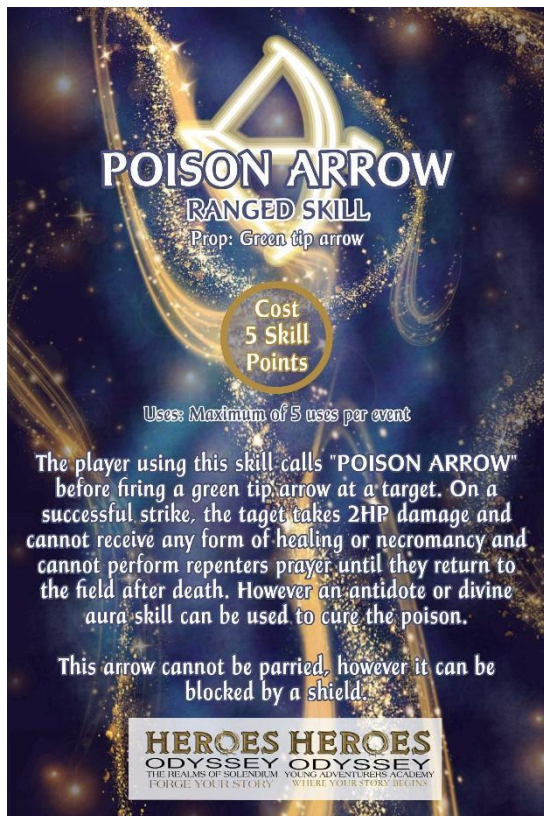
Cost
3 Skill Points

Uses: Maximum of 5 uses per event

The player using this skill calls "PIERCING ARROW" before firing a BLUE tip arrow at a target. On a successful strike, the target takes 5HP damage.

This arrow cannot be blocked or parried, however it can be blocked by the ward shield skill.

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POISON ARROW
RANGED SKILL
Prop: Green tip arrow

Cost
5 Skill Points

Uses: Maximum of 5 uses per event

The player using this skill calls "POISON ARROW" before firing a green tip arrow at a target. On a successful strike, the target takes 2HP damage and cannot receive any form of healing or necromancy and cannot perform repent's prayer until they return to the field after death. However an antidote or divine aura skill can be used to cure the poison.

This arrow cannot be parried, however it can be blocked by a shield.

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BOOMSTICK
RANGED SKILL
Prop: ONE Approved flintlock blaster + 5 approved darts

Cost
3 Skill Points

Uses: 5 darts per boomstick per event

The player using this skill calls "BANG" before firing a dart at a target. On a successful strike, the target takes 3HP damage.

These darts cannot be parried, however they can be blocked by a shield.

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Roleplay Skills:



FOLLOW MY TUNE
ROLEPLAY SKILL

Prop: Approved Musical Instrument

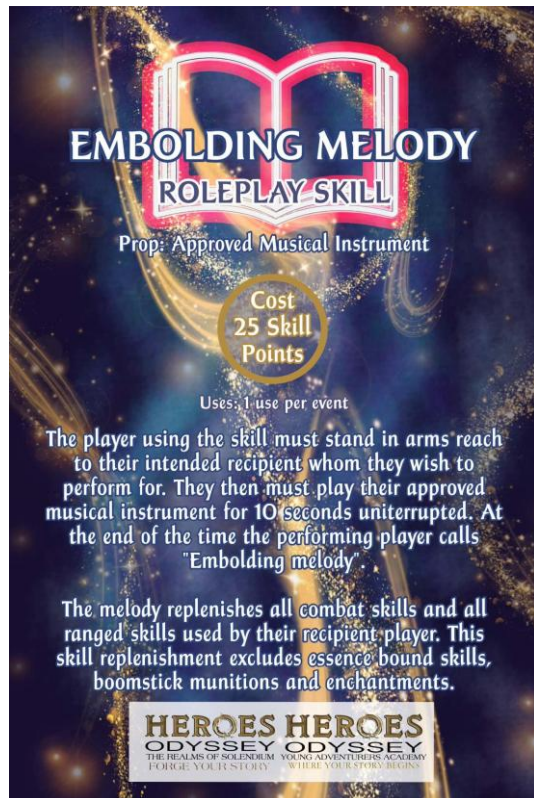
Cost
3 Skill Points

Single Purchase: infinite ongoing use

The player using the skill continually plays a melody on their approved musical instrument.

Whilst their tune is being performed, the effects of swamp and water mechanics are nullified for the player performing with their musical instrument and ONE other house member that is no further than 1 metre away from the performing player.

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EMBOLDING MELODY
ROLEPLAY SKILL

Prop: Approved Musical Instrument

Cost
25 Skill Points

Uses: 1 use per event

The player using the skill must stand in arms' reach to their intended recipient whom they wish to perform for. They then must play their approved musical instrument for 10 seconds uninterrupted. At the end of the time the performing player calls "Embolding melody".

The melody replenishes all combat skills and all ranged skills used by their recipient player. This skill replenishment excludes essence bound skills, boomstick munitions and enchantments.

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FIELD SURGERY
ROLEPLAY SKILL

Prop: Approved Surgeon's Tool and/or Approved Wound dressings

Cost
1 Skill Point

Single Purchase: infinite ongoing use

The player using the skill approaches an incapacitated or wounded player and gains their consent to offer this skill before roleplay occurs. The wounded player can be moved to a safe area upto 5 metres away from an active battle to perform the field surgery. The roleplay of healing the wound must be performed in a safe way for a 10 second period. If either person suffers a successful strike during this period, the player being revived bleeds out and must proceed to the death immediately. If the skill is successful, the wounded player is restored by 5HP.

Players can repeat the use of this skill until their target has been restored to full HP (as per players armour)

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MIMIC
ROLEPLAY SKILL

Prop: Any prop needed for the mimicked skill to be used immediately

Cost
5 Skill Points

Uses: 1 use per event

The player using this skill must clap their hands together after witnessing a skill being used and call "MIMIC". The mimicked skill must then be used immediately (within the 5 seconds) or it will be lost. This skill can only be performed once per event, even if the mimicked skill was lost and not used. The player using the skill must have the appropriate props to use the mimicked skill.

Players cannot mimic skill they have just performed themselves, and they cannot mimic essence bound skills

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Roleplay Skills:



COUP'DE'GRACE
ROLEPLAY SKILL

Prop: Approved One handed cored weapon
(60cm or smaller)

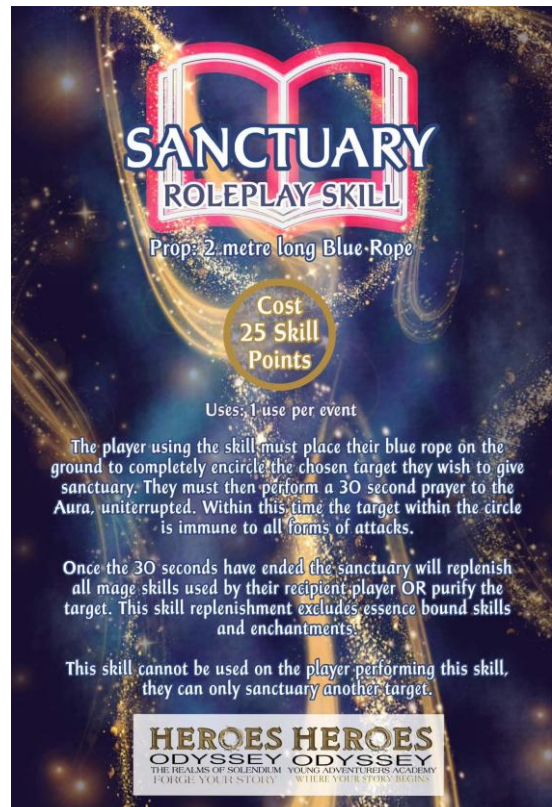
Cost
1 Skill
Point

Single Purchase: infinite ongoing use

The player using this skill safely approaches an incapacitated player, and performs a successful roleplay finishing blow in the style of the approved weapon that can be used for this skill.

The target is now dead and must proceed immediately to death.

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SANCTUARY
ROLEPLAY SKILL

Prop: 2 metre long Blue Rope

Cost
25 Skill
Points

Uses: 1-use per event

The player using the skill must place their blue rope on the ground to completely encircle the chosen target they wish to give sanctuary. They must then perform a 30 second prayer to the Aura, uninterrupted. Within this time the target within the circle is immune to all forms of attacks.

Once the 30 seconds have ended the sanctuary will replenish all mage skills used by their recipient player OR purify the target. This skill replenishment excludes essence bound skills and enchantments.

This skill cannot be used on the player performing this skill, they can only sanctuary another target.

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Essence Bound Skills:

All Essence-Bound Skills are subject to a 15-second cool down between using one essence-bound/combat/mage skill to the next. If you wish to purchase an essence bound skill you must inform the attendant at the sign in desk so they can be bound to you using your levels. This means the levels cannot be returned unless in the event that the essence bound skill is removed from the rules, thus your levels will then be returned to you.



MIGHTY BLOW
ESSENCE BOUND SKILL
Prop: Melee Weapon

Cost
50 Player Levels

Uses: 1 use per event

The player using this skill approaches their target and calls "MIGHTY BLOW" before striking the target with a melee weapon. On a successful strike, the target takes 25HP damage. This attack is so powerful it also inflicts automatic "Coup de'grace" on the target.

This skill cannot be blocked or parried and ignores the skill shield wall and ward shield.

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FIRE BOLT
ESSENCE BOUND SKILL
Prop: Wand or approved Mage Staff
Red Spell Ball

Cost
50 Player Levels

Uses: 1 use per event

Casting player holds out a red spell ball and calls "FIRE BOLT" then throws the spell ball at their target. On a successful strike, the target takes 25HP damage. This attack is so powerful it also inflicts automatic "Coup de'grace" on the target.

This skill cannot be blocked or parried and ignores the skill shield wall and ward shield.

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RESTORATION
ESSENCE BOUND SKILL
Prop: Approved Journal

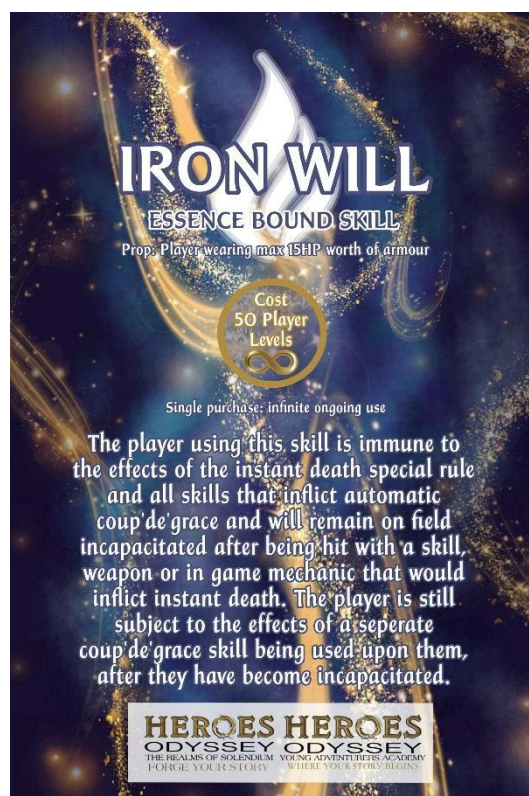
Cost
50 Player Levels

Uses: 1 use per event

The player using this skill calls "RESTORATION". All used combat, mage, roleplay, ranged (including boomstick munition) and Aura gem skills are restored back to full uses as per players allocated skill points that are in their journal.

This skill restoration excludes essence bound skills and enchantments.

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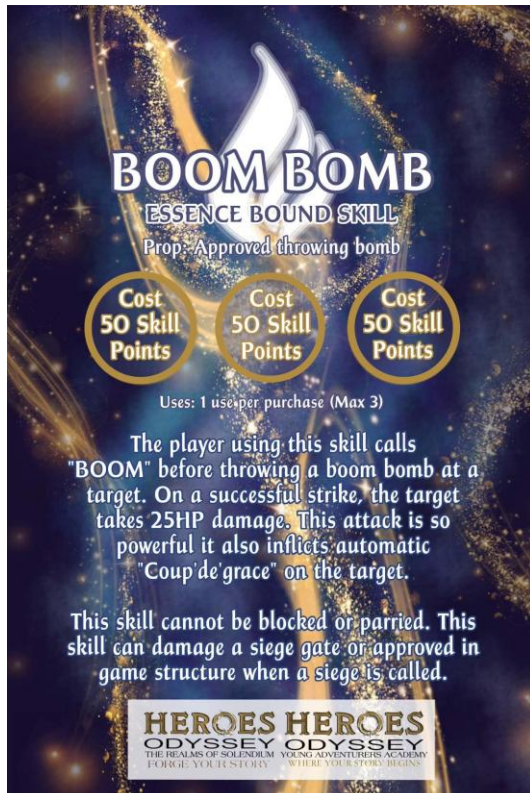
IRON WILL
ESSENCE BOUND SKILL
Prop: Player wearing max 15HP worth of armour

Cost
50 Player Levels
∞

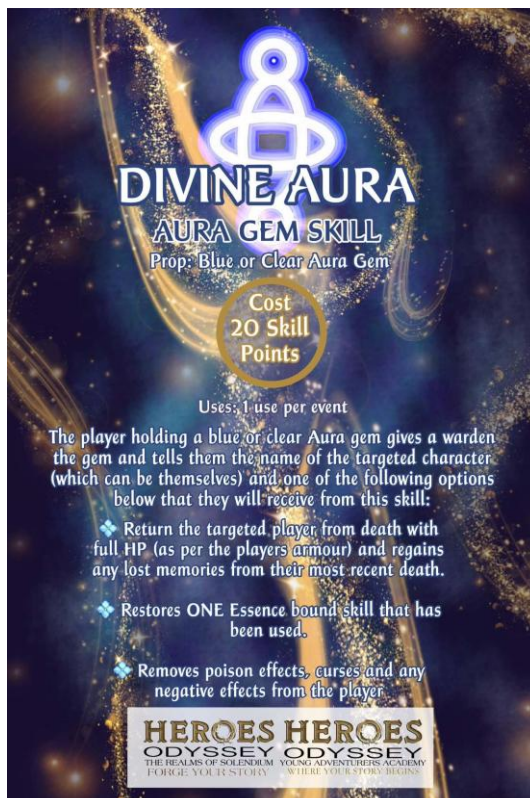
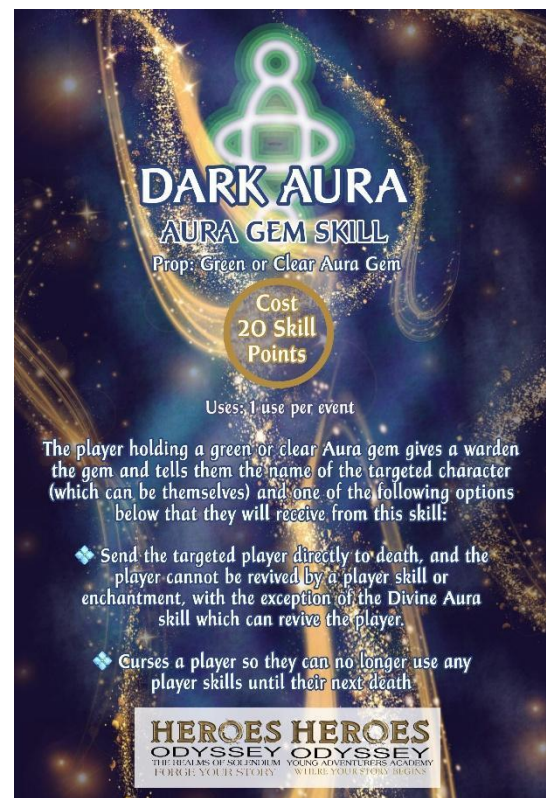
Single purchase: infinite ongoing use

The player using this skill is immune to the effects of the instant death special rule and all skills that inflict automatic coup de'grace and will remain on field incapacitated after being hit with a skill, weapon or in game mechanic that would inflict instant death. The player is still subject to the effects of a separate coup de'grace skill being used upon them, after they have become incapacitated.

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Aura Gem Skills:



Old Blood Seals:

These seals can be obtained at any point as long as the player has the skill points to do so.



RED OLD BLOOD SEAL

Prop: Red old blood seal displayed in players journal

Cost
10 Skill
Points

Uses: 1 Seal per purchase (Maximum 7 Red Old blood seals)

The player that purchases a red old blood seal unlocks the ability to use a skill a second or third time, if the chosen skill allows an old blood seal to be used in that way.

This old blood seal can only be purchased 7 times, and the red old blood seal must be displayed in the players journal on the same page as the chosen skill the player wants to unlock another use of.

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BLUE OLD BLOOD SEAL

Prop: Blue old blood seal displayed in players journal

Cost
15 Skill
Points

Uses: 1 Seal per purchase (Maximum 1 Blue Old blood seal)

The player that purchases a blue old blood seal unlocks the ability to use a skill a second or third time, if the chosen skill allows an old blood seal to be used in that way.

This old blood seal can only be purchased once, and the blue old blood seal must be displayed in the players journal on the same page as the chosen skill the player wants to unlock another use of.

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GREEN OLD BLOOD SEAL

Prop: Green old blood seal displayed in players journal

Cost
20 Skill
Points

Uses: 1 Seal per purchase (Maximum 4 Green Old blood seal)

The player that purchases a green old blood seal unlocks the ability to use a skill a second or third time, if the chosen skill allows an old blood seal to be used in that way.

This old blood seal can only be purchased once, and the green old blood seal must be displayed in the players journal on the same page as the chosen skill the player wants to unlock another use of.

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GOLD OLD BLOOD SEAL

Prop: Gold old blood seal displayed in players journal

Cost
25 Skill
Points

Uses: 1 Seal per purchase (Maximum 1 Gold Old blood seal)

The player that purchases a gold old blood seal unlocks the ability to use a skill a second or third time, if the chosen skill allows an old blood seal to be used in that way.

This old blood seal can only be purchased once, and the gold old blood seal must be displayed in the players journal on the same page as the chosen skill the player wants to unlock another use of.

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Appendices

Player Characters (PC)

All Heroes Odyssey Players create and play a character they develop within the confines of the rules set out in this document. You control your character by your in-game actions and interactions with other players and NPCs. All characters, places, items and the like remain the property of Heroes Odyssey.

Non-Player Character (NPC)

Non-Player Characters are characters generated by the system to help provide a storyline that players can interact with. NPCs may take the form of merchants, villagers, or monsters. Experienced players may ask or be asked to play an NPC for an event or scenario.

Out of Character (OOC) / Out of Game (OOG)

You are yourself and are not playing as your character. This is not to be abused to avoid battles, consequences or situations in-character. Some places may be designated OOC areas and will be indicated at the start of the event.

In Character (IC) / In Game (IG)

You are playing as your character and not your real-life self. You should endeavour to stay in-character as much as possible once the event begins.

Roleplay (RP)

Roleplay is typically the in-game verbal interactions between your character and other characters or NPCs, as opposed to the combat-based interactions.

Interrupted

Roleplay can be interrupted and can affect things like healing and casting, amongst other things. A successful interruption of roleplay would be when a successful strike has been inflicted to the player whilst they are mid roleplay. It is not encouraged to interrupt conversational roleplay unless there is a sound roleplay reason to do so.

Demo'Hari and Characters of Legend

The Demo'Hari and other Characters of Legend may, from time to time take to the field. These characters are designed to connect players to the lore and to drive the story. They have specific rules known only to the player portraying the character and Heroes Odyssey Management. As a universal rule, their melee attacks inflict 5 HP of damage that cannot be blocked. They also have the touch of death skill and when used the intended target must proceed to Death's Gate.