



Forever's Destiny

BASIC RULES

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Club website

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A quick introduction to LARP

So what is this LARP malarkey anyway?

Depending who you ask, you might get answers like “Cross-country panto!”, “Robin Hood with spells!” or simply “A lot of fun!” LARP is the ‘live’ counterpart to tabletop role-playing games such as Dungeons & Dragons, and professional LARP events trace their history back to the first UK club, Treasure Trap, which ran from 1981 to 1984 at Peckforton Castle in Cheshire. Many ex-Treasure Trap staff started their own clubs after its closure. One of those was Flights of Fantasy, which was set up in 1986 and became Forever’s Destiny in 1999. At Forever’s Destiny, we believe that LARP is a fun, engaging and social hobby which should be presented in a dedicated, high-quality environment.

Live Roleplay with Forever’s Destiny

Forever’s Destiny run full-weekend events at a number of sites in the North West. Our campaign world - the world of Forever in the Sixth Age of its history - has 27 real years of continuous narrative, so there is a rich seam of established plotlines to get involved in. But more than that, FD’s campaign is player-driven, so the campaign world will take shape around your actions. We believe that LARP is best experienced as an immersive activity rather than a sequence of unrelated events, so our events are typically In Character from Friday night right through until the end of Saturday’s High Table.

Bookings for FD events open at midday on the Sunday after the last event. Send an e-mail to bookings@destiny.org.uk telling us that you’re coming and stating on which missions you would like to play your character. Missions are advertised on the website for the next event, and give a range of XP values (the XP bracket: see page 11). When starting a new character you need to book on a mission that has a bracket that includes 0 XP. There’ll usually be three missions per weekend, and you may not get on your first choice (especially if lots of other people want to do the same mission), so it’s good to specify a second choice too. No being greedy and asking for three!

Besides yourself, the main things you’ll need to bring to an FD event are a sleeping bag (all our sites provide indoor accommodation, but you need to bring something to sleep in), a change of clothes (especially socks!), money and food. All our sites have fully-equipped kitchens (including microwaves), but what you do in them is up to you. Please don’t bring alcohol, as we will provide a bar (paid by kitty) on those sites which allow it. Costume and weapons will be provided for you at no extra cost for your first few events, but we think that half the fun is making your own costume! Please note that we do have some guidelines on presentation and authenticity.

Structure of an FD event

A typical weekend with Forever’s Destiny will look something like this:

Friday: Evening (19.30): Everyone gets settled onto the site. The Friday Night mission is run.

Late evening: Tavern time: People relax, eat and begin their In Character business for the weekend. Players are expected to go to bed ready for an early start on Saturday.

Saturday: Morning: People get up, get into costume and eat. The Saturday Morning mission is run.

Afternoon: Tavern time: players eat and drink whilst carrying on their In Character business. Occasionally another mission will be run in this slot with a brief break for food and drink.

Late afternoon: The Saturday Night mission is run.

Late evening: High Table: A formal setting for characters to meet and share information. Includes entertainment, mission reports and the occasional monster attack!

Sunday: Morning: Time Out: Everyone mucks in to help tidy the site after the event.

Afternoon: Event ends! Everyone collects their XP, pays for the event, gets their character cards updated and then leaves site to go home.

Your First Character

Your first character will be a Human from the Kingdom of Avmar (the country where the campaign is set), and will be one of the four Base Classes: Warrior, Scout, Sorcerer or Priest. If you have your heart set on playing a Hobbit Ranger, a pacifist Elf Healer or a Dwarf Thief, we may stretch the rules and allow you to: if you have your heart set on playing a psionic Vampire Half-Troll Ninja Dragon Knight wielding a Holy Avenger who's secretly the heir to the throne, you're out of luck.

Playing Base Classes will help you learn the basics of the system. Once you're comfortable with concepts like skill points, stress resistance, power and mana, you'll be able to try other classes.

Similarly, playing a Human from the Kingdom of Avmar (also called Evermore), is the best way to start. Role-playing a Human is pretty simple. Once you know some more about the game world, and the way the various different peoples act and interact, you might like to try playing an Elf, a Dwarf, or something even more exotic. If you're interested in other options – Druids, Rangers, Witches, Warlocks, Templars, Paladins, Cavaliers, Gypsies, Bowmen, Necromancers, Barbarians, Half-Things and many others – please speak to a member of staff and we'll happily tell you more.

Base Classes

These are the four Base Classes. Pick one that suits the type of character you want to play.

Warrior: The Warrior's job is to attack for and defend the adventuring party. They are among the toughest of classes and can dish out a lot of damage.

Scout: Lightly armed and armoured, the Scout specialises in reconnaissance and infiltration. They do not have the Warrior's capacity for raw damage, but make up for it with a diverse range of skills such as disguise and the making of alchemical potions.

Sorcerer: Casters of elemental magic, Sorcerers draw their mana from the six Elemental Planes: Fire, Earth, Air, Water, Light and Darkness. The Sorcerer is usually the adventuring party's primary source of magical attack and defence.

Priest: Priests are the dedicated servants of the various gods of the world, and are granted use of powerful miracles by their patron deity. Unlike the Sorcerer's elemental magic, the Priest's miracles are spiritual in nature. Priests can fill multiple roles from hardened battle Priest to dedicated healer.

Being Human

As an Avmarian Human, your character has no special vulnerabilities or immunities. Your character is a native of the country in which the game is set, which is handy. Your character gains one other benefit: **natural healing**, the ability to use common herbs to treat wounds. Your character may not be able to tell how badly someone is wounded (only Priests can discern wounds), but can at least try to heal obvious wounds.

Alignment

Every character in Forever's Destiny has an alignment: a description of their moral attitude. All Priest characters must pick their alignment at character creation. Some classes and races have alignment restrictions: Rangers cannot be Evil, for example. All other classes need to pick alignment by 3rd level: this gives the character's personality time to set, and gives the player time to adjust to playing the character. Once picked, you cannot ordinarily change your character's alignment. Speak to a referee if you think your character's alignment should change.

Pick two of the following words to describe your character. You may not pick the same word twice (except for **Neutral**, if a referee allows you).

Lawful: Organised, reliable, structured. A **Lawful** person works well in a group that shares their interests. Being **Lawful** is not the same as being law-abiding. If you pick this word you cannot also pick **Chaotic**.

Chaotic: Anarchic, independent, unpredictable. A **Chaotic** person works well alone or in small groups. Being **Chaotic** is not the same as being criminal or random. If you pick this word you cannot also pick **Lawful**.

Good: Honest, kind, altruistic. A **Good** character works well with anyone who is not **Evil**. If you pick this word you cannot also pick **Evil**.

Evil: Cruel, manipulative, vicious. An **Evil** character works well with anyone they can manipulate, deceive or order around. If you pick this word you cannot also pick **Good**.

Neutral: Moderate, unbiased, self-interested. **Neutral** characters work well with anyone they have something in common with. This word may be picked twice with referee approval.

Chaotic and **Evil** is a very difficult alignment to play properly. A character who is vicious and unpredictable, or manipulative and anarchic, or cruel and independent, is not going to fit in with a party of adventurers trying to achieve a common goal. Think carefully before picking this alignment.

True Name

Remember the story of Rumpelstiltskin? In Forever's Destiny, your character has a True Name: a name that is mystically linked to them. This might be your character's full name (including that embarrassing middle name they never tell anyone), or a name your character was given in secret when they joined their religion, or it might even just be a name that came to them in a dream. Most people keep their True Names secret, because True Names have mystic power (raising someone from the dead requires that person's True Name). Pick a True Name for your character, and keep it secret: only tell people you trust. Once picked, you cannot ordinarily change your True Name. Speak to a referee if you think your True Name should change (for example, if your character marries, changes religion or experiences a life-changing event).

What now?

You have a name, a race and a class. Now go out, find some friends, and have an adventure.

The Game

Forever's Destiny is a game. On an adventure there will be players playing their characters, monsters playing the parts given to them, and a referee (or a steward, acting as a junior referee) overseeing the adventure, making decisions and adjudicating. As in any game with a referee, everyone playing must abide by the rules, listen to the referee and take notice of any rulings made.

Time calls

The referee may give one of the time calls at any time, and you must be familiar with them.

Time In: This means that the game is currently in progress. Everything you do in Time In is assumed to be an action taken by your character. You can move, talk, attack, cast spells or do anything else you want your character to do.

Time Freeze: This call means that play is temporarily suspended. During Time Freeze you **MUST** stand still and close your eyes until the referee tells you otherwise. Think of it as a 'Pause' button.

Time Stop: During Time Stop, you must stand still and not talk, but you may keep your eyes open. You may also take a single short action, such as swinging a sword or taking a step forwards.

Time Out: This means that the game is not currently being played – you are acting as yourself, not as your character. It is generally called to mark the end of an adventure or tavern session.

Combat

Forever's Destiny is a live combat LARP: combat is resolved with LARP-safe weapons. If you've never played a live combat LARP before, we will give you basic instruction on fighting safely, pulling your blows and avoiding the head. You will be expected to fight safely at all times. Combat isn't the most important thing in the game, but it is a huge part of it: an adventure may well be a series of life-or-death fights. If you don't enjoy combat, this may not be the LARP for you.

During combat, you just need to remember three things: how much damage to call, what blows or spells have hit you, and what abilities you have used. To inflict damage, you hit your opponent with your weapon and simultaneously call out the number of **Hits** you're inflicting. As a new adventurer you're unlikely to be calling more than 'Single', i.e. one Hit. The number of Hits you can inflict is determined by your class and statistics.

For spellcasting, you should recite the vocals of your spell, indicate which monster is the target, and call out the spell's effect. For example, for an elemental Dart spell, you might call out: "I smite thee now with the power of Ice! Ice Dart against that monster, 4 Magic Hits." If you are casting the same spell multiple times in quick succession, you only need to call the effect once for every three castings (the **Rule of Three**), e.g. "Halt spirit, I bid thee be still Andy! Halt spirit, I bid thee be still Brian! Halt spirit, I bid thee be still Carl! Halt those three monsters, Standstill for 10 seconds or until struck for damage." You'll also need to keep track of your casting resources (mana, power, etc.) which will vary depending on the class you're playing.

In return, your adversary will be attacking you! There are seven locations in which you can take damage: your head, chest and abdomen, your right and left arms and your right and left legs.

Note: The head can only be targeted by certain special attacks. For safety reasons you must NEVER aim a blow at your opponent's head. If you need to hit the monster's head for any reason, hit the shoulder and call "to the head".

Battleboarding

When combat ends, the referee will call a Time Freeze for a battleboard: the post-combat mark-up of your character's abilities. You need to remember the attacks your character has been hit by during the combat. The referee will ask you for this information so that he can work out the extent of your character's injuries. For example, you might need to tell the referee: "I've taken two Singles to my right arm and a Double to my left leg." Similarly, you will need to remember any effects or spells which have been called against you and tell the referee at the battleboard stage. If you are playing a Priest with the ability **Discern Nature of Wounds**, you may be asked to come to the referee and watch the battleboard process: this is so your character can either treat other characters' wounds or to advise them how best to heal themselves, e.g. "Drink a Herbal Cure Light Wounds and use a Bandage on your right arm".

Being Wounded

When you are hit with a LARP safe weapon, your character is wounded. If your character is wounded enough they will become unconscious, or even die. Each class has a number of **life points**. These points are the amount of damage that the character can take before dying. Death occurs when a character's life points are reduced to -1 or below, or when a **vital location** (for a Human: head, chest, or abdomen) is so badly damaged it can no longer be healed, or when a character is **throatslit**.

Some wounds affect the character's entire body: being targeted by a Fireball spell, or being poisoned. When a wound like this is taken, the character loses life points from their **total body** (the original total life points).

Life points are also split between the seven locations. As a Human, your life points are split $\frac{1}{2}$ to the head, $\frac{1}{3}$ each to the chest and abdomen, and $\frac{1}{4}$ each to the arms and legs (yes, we know that adds up to more than your total body life points). When a character is wounded on a location, they lose life points both from their total body and from the location. If any of the locations are reduced to 0 life points (**location out**), then that area of the body stops working. In the case of your character's head, chest and abdomen being reduced to 0 life points, the character goes unconscious.

Should any location be reduced to $-X$ life points (X being the number the character should have when fully healed) that location is damaged beyond any healing (**location off**). If the **off** location is an arm or a leg, there are mystic spells that can regrow the location: if the **off** location is a **vital location** the character is dead.

Damage and Armour

As stated earlier, to inflict damage you hit your opponent with your weapon and simultaneously call out the number of **Hits** you're inflicting. In melee combat a Hit is equal to 6 life points. A mystic spell that causes damage will list in the spell description how many Hits it causes. At first, your character will only be doing one Hit (a damage call of Single): as your character gets stronger or more skilful with a weapon, they will be able to call more damage: Double, Triple, Quad or more.

The weapon your character uses may also change your damage call. If you are using a blunt weapon like a hammer, a mace, a staff or a club, you must add the word Blunt to your call (Blunt Triple instead of simply Triple). Most weapons in the game world are made of bronze: if your character has a weapon made of some other material (maybe silver or iron), then you must add the metal type to your call (Iron Double instead of simply Double). With an Iron Mace, you add Blunt Iron to your call: if a Sorcerer then cast Fire Brand on your Iron Mace, you add Blunt Iron Fire Magic to your call.

One way to avoid dying (or at least delay it) is to wear armour. Armour reduces the damage taken when a blow strikes you. Armour is rated from 1 point of Armour Class (cloth) up to 12 (plate armour). Armour cannot reduce the damage taken from a blow to zero: a small amount of **bruising** will always occur. Chain mail (AC6) will take reduce the damage from a Single (6 points) by 6 points, but bruising means that 1 point of damage is still done. Clothing (AC1) absorbs 1 point of damage, so 5 points of damage is actually sustained.

Being **throatslit** is a horrible way to die. If a dagger (or a really sharp claw) is drawn from one ear to the other over your throat, doing at least 6 life points of damage after armour, your character is incapable of doing anything other than clutching at their throat and gurgling. Your character then dies 5 seconds later. If the dagger is only drawn from one ear to the middle of the throat, this is a **half-throatslit** and your character is incapable of doing anything other than staggering around clutching at their throat and gurgling for help. Your character then dies 30 seconds later. Wearing a **gorget** (neck armour) of any kind makes it almost impossible to be throatslit, unless the dagger is extremely sharp.

Other Statistics

As well as life points, your character has other abilities that are defined numerically. When you download your character's class from the FD website, you will see a number of other statistics. Your character's **rank** or level is a measure of how experienced and powerful the character is. Your character's **power** is a measure of the strength of their spirit, and is what Priests use to cast their miracles. As a Human, you also have **natural healing** (nat heal): your character's knowledge of Avmarian herbs allows them to use these herbs to heal a number of life points during the course of an adventure. Warriors and Sorcerers can only use their nat heal on themselves: Scouts and Priests can use their nat heal on others. Nat heal can be applied at a rate of 1 point per second.

Weapon Type indicates what style of fighting you are trained in (your class might have the ability to utilise any weapon, but without the proper training you will not get the best out of it). **Weapon Type: Single** allows the character to use single-handed weapons in one hand. **Ambidextrous** allows the character to use two weapons at a time, one in each hand (it also allows spell casters to cast with each hand). **Thrown** allows the character to throw a dagger, spear, dart etc. in such a fashion that it stands a chance of hitting its target and inflicting damage. **Missile** allows a character to successfully use missile weapons such as bows and crossbows without misfiring. **Double** lets you use your Double-Handed **stress resistance** when using one Double-Handed weapon in both hands (that's both hands, not each hand). It also lets you call an extra hit of damage to simulate really putting your back into the swing (like in real life: you can hit harder with both hands on, say, a cricket bat, than you can with just one). **Firearms** allows a character to use black powder weapons such as pistols and rifles without misfiring.

Stress Resistance is a measure of how much stress the character can safely put on their limbs when using a weapon. If your character tries to hit someone too hard they run the risk of a muscle sprain, a ripped tendon or dislocated arms. Stress Resistance acts as a cap on the amount of damage you can call: if your character's stress resistance is 3s/4d, they can potentially call up to Triple (3 Hits) single handed without risking hurting themselves. If they can use Double-Handed weapons they can potentially call up to Quad (4 hits).

Strength adds to the damage a character does with a weapon; Humans have 3 Strength and can gain more from class skills. **Dexterity** reduces the damage a character takes from physical weapons; Humans have 0 Dexterity but can gain more from class skills. Dexterity also helps in avoiding some effects caused by Undead. 4 Dexterity gives immunity to a Shadow's Strength Drains; 6 Dexterity to Undead Paralysis; 9 Dexterity to Single Level Drain and 12 Dexterity to Double Level Drain. Spirit AC also counts towards this protection. **Sanity** is a measure of how resilient a character's mind is. Sanity starts at 99 (even if you decide that your character has already experienced some mental trauma). **Addiction** determines how many herbal potions a character can drink before becoming addicted to them. Addiction is equal to twice a character's **rank**.

Monsters

Monster is a general term for the people and creatures encountered by characters during the course of an adventure, whether friendly or otherwise. The people playing these parts are also called **monsters** to distinguish them from the **players** on the adventure. During an adventure, everyone who is not actually on the party is expected to play monsters for those who are.

When playing a **monster**, you will usually be given a number of Hits rather than life points, and instead of having a referee battleboard you, you will be expected to keep track of your own damage and "die" when appropriate (i.e. when you have no Hits left). If someone strikes you and calls "Double" this signals you to take 2 hits from your total. Most monsters do not have locational hits. Some monsters have stats such as Hits vs. Magic or Hits vs. Blunt, meaning that only damage of that type will have any effect.

In addition to being killed by damage (and, for some monsters, throatslit), monsters can also die by another method: **massive damage**. If a monster takes half their initial Hits or more in a single blow to a vital location, the monster dies instantly. Some monsters (Undead, Elementals and Golems for example) do not have any vital locations and so do not die from massive damage.

Phys-Rep

Phys-rep is short for physical representation: a way to represent certain things In Character in the game. We phys-rep combat with LARP-safe weapons. We don't have any actual Undead Ghouls, so we phys-rep them by using someone wearing a particular kind of mask. We can't really make people fly, so a flying character phys-reps flight by calling out how high they are flying and by flapping their arms like wings. We can't really make people invisible, so an invisible character phys-reps invisibility by holding a finger high in the air above their head (this is a signal to other players and monsters to ignore you). Similarly if someone is speaking in a language other than the common Trade Tongue (English) they will either hold a finger to their lips while they speak, or they will announce what language they are using before speaking in English. Your costume is a phys-rep: so is the weapon you will use in combat. If your character obtains any potions, you will want to phys-rep them with small bottles around 25ml (you won't actually have to drink what you put in them, but you will have to dig them out of your pocket to hold them to your lips).

Spellcasting

Mystic energies permeate the world of Forever in the Sixth Age of its history. Within the game system, the types of mystic energy are classified by giving each type a comparative rating against other types (the energy's **Mantic level**), and by describing special rules which represent the particular effects the energy creates. Of the four Base Classes only Sorcerers (Magic) and Priests (Spirit) are able to cast spells. Magic and Spirit are fundamentally opposed types of energy, and neither is able to affect the other. Elemental Magic will ignore Spirit AC completely when attacking, but for the same reason Magic AC cannot protect you against Spirit damage

Magic: Mantic level: 1. Magic is the power of the six Elemental Planes made manifest in the prime material plane. It is among the most easily-accessible types of mystic energy, but the effects it produces can be extremely powerful. Magical energy is visible, and usually takes the colour of the elements from which it is created (red for Fire, green for Water, blue for Air, Brown for Earth, white for Light and black for Darkness).

Spirit: Mantic level: 1. Spiritual energy is the power of the animating spirit in all living things, the same force represented by your character's Power statistic. Spiritual energy is particularly useful against creatures of a spiritual nature, such as incorporeal undead, and creatures with very little native spirit, like trolls. Unlike magical energy, which shows up in bright colours, spiritual energy is ghostly and invisible on the material plane, and only be seen if your character have an ability such as Spirit Sight which enables your character to 'see' spirits directly. Spiritual spells are able to pass through solid obstacles to reach their target, so long as your character is able to see or sense the target's exact location.

Mantic levels

Mantic levels are groupings of a number of mystic types of a similar power level. For example, Magic and Spirit and Necromantic are all covered by Mantic 1, but they are not the same. Mantic levels are used as shorthand when describing the more potent types of mystic effect. For example, an attack may be said to 'go Through Mantic 2 and below' – this means that the spell's damage will penetrate mystic protections of any of the mystic types covered by either Mantic 1 or Mantic 2. Mystic damage is impeded by mystic protections of equal or higher Mantic level, but is not impeded by mystic protections of lower level (so Holy AC would stop Spirit damage, but Spirit AC would not stop Holy damage).

In order to cast even the simplest mystic types requires years of training. Sorcerers study in colleges of magic, Priests spend years dedicating themselves to their deities. Higher Mantic level mystics, like Holy or High Magic are even harder to obtain. The Immortal mystics are wielded by Deities, Dragons and other such higher powers. For a mortal to have even a drop of such power is extremely rare.

Mantic level	Mortal Mystics: Mystic Group				
	Magical	Spiritual	Planar	Psionic	(no group)
Mantic 1	Magic	Spirit	Demonic	-	Necromantic, Were
Mantic 2	High Magic	Holy/Unholy	Infernal	Psionic	Chaos, Gymier, Law, Old Earth, Runic, Siedar
Mantic 3	Deep Magic	Astral	Angelic/Diabolic	Neuronic	Lore, Talent

XP and levelling up

As your character survives missions they gain experience. Experience points (XP for short) are an Out-of-Character measurement of your character's experience. A typical mission can give anywhere between 40 and 60 experience points depending on how successful the party was in the mission's objectives, how well you used your character's skills and abilities, the quality of role-play and how the dangers and obstacles on the mission were overcome. The maximum XP a character can spend is 1250. A character may have a total XP of up to 2000, but any XP over 1250 cannot be spent.

Time to go up a level!

Forever's Destiny is a class/level-based LARP. When you gain XP, unless you have anything else to spend it on (see **Other things to do with XP**) it is automatically used to increase your character's level. You need to see a Steward or a Referee to have your character card updated. When your character gains a level, you may need to choose new skills, spells or abilities.

Half Levels: Forever's Destiny's class/level system splits your character's progression into two: Class rank and Body rank. If your character doesn't have enough XP to go up a full level, he might have enough XP to go up a half-level. If so, you have to choose whether to go up in Class or Body. This works differently for each class, but generally going up in Class gives you more skills and spells, going up in Body gives you more life points and makes you tougher. Your Class rank and Body rank cannot be more than 1 level apart.

XP Bases: Every character has an XP Base, a measure of how quickly the class develops and levels-up. For the Base Classes this is 50. The table below gives the XP required for each level up to 8th.

XP	0	25	50	75	100	125	150	188	225	263	300	350	400	450	500
Level	1	1/2	2	2/3	3	3/4	4	4/5	5	5/6	6	6/7	7	7/8	8

Other things to do with XP

Donating XP: If you have just completed a mission with other characters, you may choose to donate some of the XP your character would have gained from the mission to one or more of these characters (you must tell the Referee you want to donate XP before it is written on your character card). You may donate up to a total of 5% of the XP you would have gained for every level your character has (so if your character is 10th level, you may donate up to 50% of the XP your character would gain to other characters. You choose how this is split between the characters to whom you wish to donate). You might choose to do this if someone else's character has lost experience due to a level-drain from an undead, or has had to cast a spell that cost them XP to keep the party alive. Since XP you donate never goes onto your character's card it does not count as Spent or Unspent XP, or towards the 2000 XP cap.

Metal Tolerance: Unless your character is a sorcerer (or has Psionic powers) it's unlikely they'll need more Metal Tolerance than they start with (most classes start with 3 points). Metal Tolerance 1 costs 10 XP and gives +3 metal points (6 points total). Metal Tolerance 2 costs 20 XP and gives +6 metal points (12 points total). Metal Tolerance 3 costs 30 XP and gives +9 metal points (21 points total).

Previous Occupations: You might have been allowed a roll on the Previous Occupations Table for your character. Some of these Occupations allow you to spend XP to give your character abilities (usually very minor ones).

Bonding to Items: There are some very powerful mystical items in the world of Forever's Destiny. Some of these items allow characters to Bond to them. Often this gives the characters mystical abilities, like the power to summon the item to their hand. Bonding to an item costs XP.

Making Mystic Items: Some characters gain the ability to make mystic items or research new spells. This will cost XP.

Buying Psionics: If your character has Psionic powers, you will be able to spend XP on developing these powers instead of going up levels.

Class Abilities: Some character classes have abilities that can cost XP: for an example, see the 1st level Priest and Sorcerer abilities **Utilise Cantrips**.

Saving XP: If your character has enough XP to go up a level but you want to save it to do something else with it, talk to a Steward or Referee. For example, if you want to Bond to an item and the Bond costs 100 XP, you can save up XP for the Bond rather than spend it on levels. Any XP your character has that you have not yet spent is called "Unspent XP". Unspent XP does not count towards your character's spent XP for determining into what XP Bracket the character fits (and on what missions they can adventure forth).

Time to go down a level!

It's rare, but it is possible for a character to lose XP and any associated levels. Level-drains are most often caused by undead such as Wraiths, Wights, Vampires and Spectres. They can also be caused by spells and rituals: for an example, see the 10th level Priest miracle **Resurrection**. Once XP is lost it is gone: a Steward or Referee will mark a negative number on your character card's XP track and will help you work out what your new level is. Of course, if you had enough unspent XP left, you may be able to regain the lost level immediately. This is the reason why some characters continue to gain XP after spending the maximum 1250 XP: to have a buffer against level loss.

Common spells and effects

During adventures you will quickly find monsters (or players, if you are monsterring!) calling spells and effects at you. These are some of the common calls you are likely to hear.

Boom!: Something has just exploded! Time Freeze will likely be called while a description is given.

Detect: If you are a valid target for the Detect you must declare “Yes”. For example, if the call is “Detect Good” and you picked Good as part of your character’s Alignment, you must say “Yes”: if your character is not Good then you say “No answer”.

Disarm/Fumble: You must immediately drop the weapon or item targeted to the ground. You may pick it up again immediately.

Knockback/Repel: You must move 10 feet back from the person calling Knockback. Repel is a spell that affects everyone in a 30-foot arc of the caster: if your character is a valid target for the Repel you must move 10 feet back. For example, if the call is “Repel Good” and you picked Good as part of your character’s Alignment, you must move: if your character is not Good then you do not have to.

Knockdown/Trip: You must fall flat on the ground. You can get up again immediately, but your chest must contact the ground - no combat rolling!

Impale: Part of a weapon is stuck in your character’s body, making spellcasting impossible until the impaling object is removed. Priests can safely remove impaling objects using Discern Nature of Wounds: other classes may cause more harm trying to dig the object out.

Location Out: This call makes the targeted location unusable: if hit on a limb, you must stop using it, and if hit on the head, chest or abdomen you must fall unconscious to the floor. If you are struck by a melee blow, you may hear **Crushing Blow** instead of location out: the effects are the same.

Location Off: This call is similar to location out, but the location struck is irreparably damaged and cannot be healed by normal means in combat. You should react as for Location Out, above.

Massive Damage: Players sometimes remind monsters of the massive damage rule by saying this after their damage call.

Paralysis: Usually called by certain types of Undead creature if they touch you. Like Standstill, you are immobilised and cannot talk, but you are not released by taking damage. You should remain still until the referee tells you otherwise.

Shatter: This will be called with a target, e.g. “Shatter that sword!” The targeted item is destroyed by the spell, so you must immediately discard it.

Standstill: You are immobilised and must stand still and not talk for the given duration. Unless told otherwise, you are released from the effect and can move again if you are attacked in any way that would cause damage. For example, the priestly miracle Halt: “Halt! Standstill for 10 seconds.”

Throatlit: When attempting a throatlit or a half-throatlit, add the word throatlit or half-throatlit to your normal dagger damage call, for example “Double, Throatlit”.

Through: The attack bypasses physical armour, so a “Double Through” will do 12 life points to a character even though they are wearing 12 AC plate armour.

-THE WORLDSMITH AND THE DREAMWYRM-

-the tale of the creation of the world-

BEFORE THE TIME OF CREATION, BEFORE EVEN TIME ITSELF, they sat in great halls of silver and of steel: the Wordsmith and the Dragon of Dreams. Alone in all that vastness and all that space they dwelt, one forever singing, the other forever dreaming.

The Smith would sing of swords and of armour, and the mighty Wyrms would dream them into being as the Smith hammered ever on his anvil the rhythm of creation. Thus the Halls of Silver and of Steel were filled with bountiful things; and yet the Smith tired at last of his labours.

Then he began to sing of a new thing, a World; and though he sang but quietly and to himself, the ancient dragon, his companion since the beginning, heard his words and the quickening of his hammer upon the anvil. The dragon dreamed, and the World became reality. The Smith looked upon it from his Halls of Silver and of Steel and was amazed; and he began to sing of living things like unto himself and his companion of old: of Dragons, Elves, Dwarves and Men, and so they came to be. And in those days so long ago, he sang of food and of fire, of sleep and of the getting of children, and the world was a place of peace.

THE WORLD TURNED AND TURNED AGAIN, and all loved the life given to them and revered the Wordsmith; for so they named him who had created them. But as the years passed, a shadow came crawling from the void into the Halls of Silver and of Steel. It crept first to the anvil, and in a hissing voice it spoke to the Smith:

“Behold, I am that which you have created and yet not created,” it said, “for in your haste to fill this vastness you have neglected the shadow lands, the void, and I am its embodiment. Greetings, O Father; behold your fallen son!”

“Know, O Father, that while I have not your voice with which to sing, I have a voice with which to speak. When you sing of joy, I shall speak of despair; and when you sing of love, so shall I speak of hate. For all that you have given unto them and not to me, I shall mar your every song and deed.

“And lo, your first folly! You have given your children sleep to rest them from their labours and dreams that ease their minds, and thus you have created my dominion. For my first creation will be the dark dreams, the nightmares that will teach all your children fear; and upon their waking tomorrow death shall come to your world and shall never be undone. In their dreams I shall teach them of lies, of hate, of rejection, and most of all of fear. Thus is my dominion made, and thus I name myself Darkdreams, Father Night, Lord of Nightmares; here, now and for ever more.”

Thus came the dark gods - Death, Fear, Lies, Pride, Disease and many more - all to do the Shadow's will and bring woe to the world. And though the Wordsmith created godly allies of his own to aid him, throughout all of creation Darkdreams has been there to spread his dominion and seek his terrible revenge for the wrong which nurtured his hate and gave him power.