

BEYOND THE WALL

THE LIVE ACTION ROLE PLAYING GAME

BART J. BRIZEE

EASTERN FRONT DESIGNS
2016

Beyond the Wall

The Live Action Role Playing game

Written and Illustrated by Bart J. Brizee

Copyright © 2015-2016 Eastern Front Designs

All rights reserved. No part of this book may be reproduced without written permission from the publisher.

Some parts of this book were adapted with permission from the rulebook for Mystwood written by Dylan Sirois, Truax MacFarland and Bob Dunham.

A Special Thanks to:

Bob Dunham

Noah Hersom

Crystal Hersom

Truax McFarland

Dylan Sirois

and our dedicated staff

EASTERN FRONT DESIGNS
2016

CONTENTS

PREFACE.....	7
PLAYING THE GAME.....	9
THE NIGHT'S WATCH.....	16
WILDLINGS.....	18
OTHER THREATS.....	19
SAFETY	20
Personal Conduct	22
COMBAT.....	23
Combat Safety	23
Safety Calls	24
Types of Attacks	25
Combat Calls and Effects	26
Non-Combat Effects	28
Death	30
WEAPONS.....	32
ARMOR.....	38
LOOT/ITEMS.....	41
CHARACTER CREATION.....	42
Rangers	45
Builders	49
Stewards	53
Maesters	56
HERITAGE SKILLS.....	59
UPGRADEABLE SKILLS.....	61
REGULAR SKILLS.....	64
CRAFTING.....	68
DISADVANTAGES.....	75
RUNES OF POWER.....	78

EASTERN FRONT DESIGNS
2016

PREFACE

Beyond the Wall (BtW), The Live Action Role Playing Game (LARP) was inspired by the book series *A Song of Ice and Fire* by George R. R. Martin. The scope and tone of the game differs in a few significant ways from the original source material. For those that are fans of Martin's books, the game takes place almost 100 years before the events of the books (a few years after the 2nd Blackfyre Rebellion). This game should be thought of as something as an alternate time line. A difference from the books is that the seasons of the game (Winter, Spring, Summer, Fall) are as they are in the real world, rather than winters and summers that last years like in the source material. Another major difference is that BtW makes no distinction between the genders; women and men can portray any role or occupation.

Beyond the Wall is an adult-oriented live action role playing game and often deals with subject matter not suitable for individuals under the age of 17: simulated violence, torture, alcohol and drug use. In order to maintain a safe and fun environment, Beyond the Wall does not deal with sex or sexual violence as the source material does. Parental consent is required for players under the age of 18. There is a waiver available on the website that must be signed by a parent/guardian. Players 16 or under will be allowed to participate on a case by case basis.

EASTERN FRONT DESIGNS
2016

PLAYING THE GAME

LARPing is an unusual hobby, different from pretty much anything else. It can be hard to come to your first even and get right into the world and to always be role playing, but it can be made easier with a little effort and planning. Beyond the Wall strives to be a “high immersion” LARP. Special attention to costume, props, and buildings is given to help it be as immersive and realistic as possible. BtW continually strives to have the game look and feel more realistic. In turn, we have fairly high expectations of our players in regards to their costumes and roleplaying.

The rule book is just the starting point of the game. It provides a way to simulate actions that could not be performed safely or easily by players such as combat, sword making, etc. If a skill does not appear in the rulebook, assume that your character can perform that action (as long as it makes sense for your character to do so). For example, there is no skill to help carry a wounded character on a litter, anyone physically capable of doing this can perform this action.

BtW is not a 24 hour LARP. We take a 4 hour break between 4pm and 8pm Saturday for dinner and out of game social time. We also break for sleep at roughly 12am at night and resume at 10am. Breakfast is served from 9-10 am Saturday and Sunday (out of game).

BEFORE YOUR FIRST EVENT:

- **Don't be afraid to ask questions.** Ask any questions you might have about the site, the game's rules, and the setting. You can ask on the to the Facebook page (where several staffers can respond), or to the Beyond The Wall webpage.
- **Join the player Facebook group:** facebook.com/groups/beyondthewallgarrison
- **Do some research.** Do some research about the Middle Ages

on Wikipedia, and have fun immersing yourself in a world far simpler than our own. If you have time, read George R. R. Martin's series *A Song of Ice and Fire* or watch the popular HBO series *Game of Thrones*. This should give you an idea of the world you are about to enter.

- **Get a costume.** Keep reading to find out what the costuming requirements are. Don't have a costume? Don't despair! We have some suggestions for you that will get you into a fully passable costume for less than \$40. We also have some costuming for sale at competitive prices through Eastern Front Designs.

What do I need for my costume?

As far as our requirements, we ask that all of our players' costumes be made out of fabric that would be suiting of the medieval period. Try and avoid synthetic materials for clothing, Players will be working with fire at some points in the game and synthetic cloth poses a safety hazard. Sequins or the cheap silky fabrics of Halloween costumes, for example, would not be desirable. If you want to make your costume, we can provide tutorials. Just remember the uniform of the Night's Watch is **black**, so plan accordingly (dark grey is also acceptable). Here is what you'll need:

- A basic black/grey medieval shirt. You can purchase one from our store (limited quantities available) or we can connect you with several tutorials/vendors online.
- A basic set of black/grey pants. No jeans or cargo pants.
- Footware. You will need dark colored footware. If your shoes are dark colored sneakers or hiking boots, you should try to cover them with inexpensive boot toppers. Footware is often the hardest and most expensive part of a basic costume, but is also one of the most important as good footing is essential in a combat LARP game. The Most economical solution is often black leather

military combat boots that you can get for a decent price at Army Surplus stores or dark colored hiking boots. If you already have dark shoes you can cover them with some boot toppers. Feel free to ask us for help with this!

- A leather belt. Not required but very useful.
- Pouches (to carry items, character sheet, etc.).

YOUR FIRST EVENT:

- **Check-in.** Staff will do a costume and weapons inspection, both for safety reasons and for the game's aesthetic. If it's not perfect the first time, don't worry; we will offer suggestions on how to improve anything that may need to be changed, and are always willing to help you find or make any part of the costume you may need. We can even special order costume pieces and deliver them to you at an event.
- **"In game" and "out of game".** These are terms often used in LARP games. Think of LARP game like a movie set, "in game" (IG) is like when the director says "action". "Out of game" (OOG) is like when the director says "cut". While you are IG you are expected to talk and act like your character at all times.
- **Get "in character".** Think of how your character's personality traits are similar and different to your own. Many players choose to make a character who is more or less like them, and that is absolutely fine. For others, as a challenge, making a character much different from themselves can be fun. If you are naturally introverted, you might choose to play someone who is loud and boisterous.
- **Good role play requires active listening.** If you are listening to what is going on around you, you will be better able to think about how your character will respond.
- **Suspend your disbelief.** Remember what your character would

and would not know about the world. Most people won't know much about the areas outside the seven kingdoms, or even areas far from where they were born. There's no germ theory of disease (and indeed, Afflictions don't work like real world diseases), and no telescopes to tell us about the stars. There are no firearms, no industries churning out hundreds of books, items, or foodstuffs, and no fast or cheap ways to transport goods or communicate

- **Whenever possible, try and simulated the actions you are taking in game.** BtW is, for the most part, is a “what you see is what you get” LARP. Meaning, almost always there will be a real prop, monster, or setting to interact with. If you are repairing a sword, spend some time in the workshop roleplaying repairing the sword. If you are making a meal, prepare a real meal. The major exception to the rule are “ravens” which are represented by staff in light grey robes used to represent the birds that deliver letters to the outpost. Occasionally “ravens” will accompany players on missions.
- **A lot of the fun in the game is player driven.** Decide on what your character wants, and start going for it - don't wait for the world to serve you the things you want. Enlist your friends to help you, and help them achieve their own goals if it makes sense for your character. There are always ongoing projects in town. Different weapons to train with, things to do. If you are bored, it's because you want to be bored.
- **NPC shift.** Every player takes a 4 hour NPC (non player character) shift. You sign up for a shift at check-in. Being an NPC means you will be playing as Wildlings, animals, or any other characters that the players interact with. NPC shift gives you a break and you get to see the game from another perspective. If you sign up for a morning NPC shift, part of the duties include setup and clean up from breakfast (the shift is shorter).

What to bring:

- Costume that adheres to our dress code. You must play in a costume. Some loaner or rental gear is available but limited.
- Water bottle (preferably one that looks “period” or a way to hide a modern one)
- Light source to use in game (flashlights are not allowed). Simple battery operated lanterns are best, you might be asked to paint the glass on the front if its too bright.
- Extra food (BtW supplies breakfasts, Saturday Lunch and some snacks, you are responsible for bringing other food)
- Food for the potluck dinner (if you wish to participate) on Saturday Night.
- Camping equipment (tent, sleeping bag, etc.)
- Any medications you need for 3 days

STAYING IN CHARACTER:

- **Talking “out of game” in public areas is NEVER ACCEPTABLE.** You wouldn't want someone on the set of a fantasy movie to randomly break character and talk about real life stuff would you? It's unlikely that all the other players around you want to know what the football score was last night, or what TV show you're basing your character off of. The better you stay in character, the better everyone around you will, and the game will be more fun for everyone. There are designated times for out of game socializing.
- **Remember that our game world is meant to “almost” but not quite medieval Europe.** Try to avoid modern anachronisms. “Soda” might be ale or beer. “Going to your car” might be headed to the wagons or returning to your camp. Modern plastic wrappers should be hidden. Unwrap your food before bringing it into the playing area. If you must bring a water bottle into the

game area, take the label off- but even better, use a mug.

- **When making a decision in game** think of how it will affect the game world, your continued character, and more importantly the player characters around you. A action might seem fun in the short term, but would your character do it? Consider how your decision will affect other players and their characters. It might make sense for your character to choose to do something that will hurt the entire town, but that decision might make the game less fun for everyone. Carefully weigh this before making a decision.
- **When referring to an in-game skill or power** try to merely allude to it rather than calling it by name. If someone asks if you can heal, for example, tell them that “I am skilled in the arts of healing”, or “I have the healing hands”, not “I have level 4 medicine”. Some skills make sense to call by name- if someone is looking for a hunter, and you have that skill, you can affirm easily enough. Remember that there may be in-game punishments for out of game sayings, and act accordingly.
- **If you are struck in combat** make sure to role play the pain and surprise of injury. While simply saying “you hit me!” or “got it” is technically acceptable, playing up the danger and pain makes the fight seem more real.
- **If you are wounded** don’t say “I have 2 Hit Points left”. Tell the healer “I think I can take another hit or two”. Unless someone says *detect health* or *diagnose*, those effects call for a specific number. If you’re out of uses of your skills, say “I need a rest, that last fight really took it out of me!” not “I need to renew”.

AFTER YOUR FIRST EVENT:

- **Work to improve your costume.** Investing in a costume that is yours personally is the best way to feel more “in character”. Start with accessories- should your character have some special

necklace, rings, or a cloak? Would a hat really make them look unique? Should your character have certain tools or other implements that would make them look more realistic? Do you have your own weapons, armor, and other necessary things? If your character likes to gamble, maybe buying an antique-looking deck of cards would be a good accessory, or if they are a butcher, getting a “blood-stained” apron or making fake meat to hang where your character makes their camp would be a great way to make this obvious. Makeup for injuries your character received can help you tell a story about your character’s experiences.

- **If you are unhappy with your Class, Skills, or Disadvantages,** remember there are ways in game to change them. You don’t necessarily need to make a new character if something isn’t fun or is not working for you. The game’s staff is always willing to work with players in order to ensure that they are having fun.
- **Remember what the game was like for you when you first started,** and what was difficult for you or not fun for you. Try to help newer players as much as you can
- **Write Post Event Letters.** Doing so helps you advance, helps keep your mind on what happened during the event, and helps you get more plot and fun stuff at the next game.

THE NIGHT'S WATCH

Night gathers, and now my watch begins.

It shall not end until my death.

I shall not marry, hold no lands, have no children.

I shall wear no crowns and win no glory.

I shall live and die at my post.

I am the sword in the darkness.

I am the watcher on the walls.

I am the fire that burns against the cold,

the light that brings the dawn,

the horn that wakes the sleepers,

the shield that guards the realms of men.

I pledge my life and honor to the Night's Watch,

for this night and all the nights to come.

-Oath of the Night's Watch.

Player play members of the The Night's Watch. The Night's Watch is an ancient military order charged with defending The Wall; a 700 foot tall, 300 mile long structure of ice that separates the Seven Kingdoms from the frozen Northern realm. The Watch was originally formed to defend the realm of men against the Others, a fearsome and relentless enemy that has long since faded into legend. Now The Watch serves to keep out the numerous tribes of barbarians known as Wildlings that reside in the forests and mountains beyond The Wall.

The men and women of Night's Watch wear only black. They are known as black brothers or crows. Recruits who join The Watch are said to "take the black". Joining The Watch was once an act of honor and of selfless service to the kingdoms. Men and women of noble birth, many knights, and honorable folk would volunteer to take

the black. Now The Watch has faded from its former glory. Its new recruits are mainly criminals and outcasts who have no other choice but to seek out a life at The Wall.

The oath of The Watch is for life; desertion or disobedience is punished by death. The Watch cannot own any land, marry, or have children. They are also encouraged to sever any ties left with their families, if they are lucky enough to have one.

The Night's Watch built 19 castles along the south side of The Wall, though only 3 are occupied due to the low population of The Watch: Castle Black, the Shadow Tower, Eastwatch by the Sea. North of The Wall lies a small isolated outpost named "Whitetree", this is where *Beyond the Wall* takes place.



WIDLINGS

Wildlings are a race of people that live in the frozen Northern region beyond the Wall. Collectively they refer to themselves as “free folk” and see the term “Wildling” as a derogatory term, or a racial slur. They refer to people from the south (south of the Wall) “kneelers” as lacking true freedom and owing allegiance to lords and kings. There are thousands of Wildlings beyond The Wall, all split into hundreds of tribes, clans and villages. The tribes of the free folk differ greatly. Some tribes can be reasoned with and often engage in commerce with the Night’s Watch. Others are outright hostile, often attacking the Watch and other tribes alike. Most resent the presence of the Night’s Watch and are untrusting of the black brothers.



OTHER THREATS

Apart from the numerous clans of Wildlings beyond the wall, there are numerous beasts that prey on animal and men alike. Dire wolves the size of ponies roam in packs through the tundra and forests of the North. In the caves that litter the landscape dwell huge dire bears as tall as two men. In the darkest parts of the forest, huge man eating spiders lurk to ensnare animals and unlucky travelers. Giants roam the snow-capped mountains, and occasionally travel into the valleys to hunt and forage. In the icy crags of the mountains far to the north and deep in the dark caverns of the forests there also lies an ancient evil that begins to stir after thousands of years of slumber.



SAFETY

GENERAL SAFETY RULES

Live Action Role Playing is exciting, but it's also a contact sport. You wander the woods, have daring escapes and close calls, delve into ruins, and battle against your foes with padded "boffer" swords. All these things can be dangerous. You must keep real life safety firmly in mind at all times. It is a fun game, but the most important thing is keeping everyone safe. Common sense must be used at all times no matter how much fun you are having. Don't hesitate to stop the game or take other steps to protect yourself and others from injury.

No Drugs, Alcohol, Real Weapons - These are NEVER allowed. You will be instantly banned if you are found with these. This includes coming to an event under the influence of any substance (special exceptions can be made for medical conditions, but you must play as a non-combatant). You may bring a pocket knife or similar tool to use for cooking or utility purposes.

Medical Conditions - Asthma, serious allergies, heart conditions, or other life-threatening medical conditions should be made known to the staff medic (will be an RN or EMT) for your safety. *This is not required but strongly encouraged for your safety.*

Non-Combatants - This is an option for players who wish to enjoy the game for the role playing experience but not take part in combat. Non-combatant players must wear a yellow armband or yellow glow stick at night to denote their status. They cannot attack or be attacked, to kill them simply place a weapon on them and say "I strike you down."

No Physical Contact - Without the other player's permission no

direct physical contact is allowed, in combat or otherwise. You must always ask before touching another player.

No Carrying other People - You may not physically move another player, instead you must say “I drag your body” and simulate dragging someone by walking side by side slowly with your hand on or near their shoulder (this can be done for about 20 feet from where the character fell). You may also say “I kick your body to the side” if someone is laying in an area they are likely to be stepped on. *In some cases you may be directed by staff to carry a person by use of a litter, this is a 4 person method of carrying and a staff member or trained player will participate in this.*

No Running at Night – PCs and NPCs are NOT allowed to run at night. NPCs will not be able to pursue faster than PCs can walk.

No Blocking Doors - Blocking or holding a door with your body or furniture is not allowed. Do not try to force doors open.

Fire - No unattended flames are allowed at any time. No combat may occur within 10 feet of an open flame or the FIRE PIT. All fires are restricted to the Fire pit and monitored candles in the Tavern, House of Records, and Round House.

No Unsafe Stunts or Climbing - Please do not climb trees or buildings, or jump out of windows. You may be able to pull off such stunts safely, but others less capable might imitate you.

No Multi-Level Fighting – No multi-level (on stairs, or on multiple floors of buildings) fighting is allowed for the purposes of Melee Combat, you may however use ranged weapons.

PERSONAL CONDUCT

Beyond the Wall maintains a “No Harassment” policy that all of its players and staff are expected to follow in and out of game. A minor offense will result in a warning, and then suspension for three events for repeat offenders. A major offense will result in a minimum of a year-long suspension from the site with the possibility of a lifetime ban. The severity of the offense will be decided case by case. Below you will find a list of unacceptable behaviors:

- Sexual commentary
- Sexist/racist jokes
- Close physical proximity
- Hugging without permission
- Sexual contact
- Derogatory remarks
- Threats (out of game)
- Pushing/shoving
- Grabbing in any area
- Catcalling
- Sexually explicit media

Respect the venue - Don't destroy the LARP site's buildings or property. Throw away your trash in trashcans (not the fire pit). If something breaks, please notify staff.

Treat props with care - Don't be rough with delicate props, don't toss them on the ground or purposely destroy or deface them. Don't leave them on the ground or in the rain.

Respect other players' property- Don't steal, destroy, or mistreat other players' gear. Don't use someone else's gear without permission.

Play by the rules - Don't cheat or try and exploit obscure loop holes, counterfeit props or in game currency. The staff and director have the final say on disputes.

COMBAT RULES

COMBAT

Hit Points - (HP) this represents the overall health and well being of the character. HP goes down as a result of injuries or goes up from high morale. All humans have a base HP of 4 and a max HP of 8. When a character is reduced to 0 HP they enter the “fallen” state, see death page 30.

Lightest touch rule - This means that a strike should always be the lightest force necessary to be felt by the other person. You should “pull your blows” meaning you should strike with taps instead of swinging with a follow-through.

Grazing Blows - This applies to strikes on flaps of clothes, capes, cloaks. These don't count unless the person being hit chooses to take the hit. The defender may choose to say “light” if it was a grazing blow.

3 Swing rule - When attacking you can swing 3 times then take a momentary pause before continuing to attack. Attacks after 3 swings don't count. If the other player counter-attacks it resets your count.

Repeated Hits - To the same limb/area do not count. You must hit a new area before hitting the first area again.

Shields - Cannot be used offensively; no striking with a shield or “shield bashing”. You also can not make contact with your opponent's shield by grabbing, kicking, or pushing against it.

Shaft weapons - Axes and spears, only strikes by the bladed part of the weapon count as a hit. The shaft of the weapon does not do damage.

Off target areas - Head, groin, hands below the wrist, feet below the ankle. Hitting off target areas results in a verbal warning. In the case of head or groin hits, repeated offenses can result in suspension from the game.

SAFETY CALLS

(It is important that everyone commit these to memory)

Caution! - When you see a safety problem, call “Caution!” This is used for things such as someone about to back over a rock or into a tree. The caution creates a sort of mini-“Hold” during which you should be ignored by others, as should the person at risk.

Hold! - In the case of MAJOR safety problems such as injuries or lost glasses during combat call “Hold”. ALL action stops within line of sight, and should start again only when the problem is resolved and a “Play-On” has been called. Do not call a “Hold!” for in-game reasons such as “hold the line!” Do not hesitate to call Hold when you think it might be needed.

Clarify! - When you did not hear or do not understand an in-game effect or rule, call “Clarify.” The person should explain what has happened or answer your question. When you do this you and the other player(s) clarifying are in a mini-hold and you shouldn't be attacking each other.

Excessive Force – When you are struck by a blow that hurts call “excessive force”. The blow does not count. If a player is repeatedly hitting too hard, please notify staff.

Out of Game - Players may not always know when a person is acting as their character or not. In instances of physical or emotional safety when you need to make sure there is no misunderstanding simply say, “out of game” and then briefly explain the issue.

TYPES OF ATTACKS

Uncalled attack - Regular weapon attacks are considered an uncalled attack. Melee weapons uncalled attacks deal 2 damage. Crossbows and Throwing spears both do *piercing* damage as their base damage, these do not count as called attacks even if an NPC does call *piercing* for clarification on new players. Arrows fired from bows do 3 damage.

Called attack - Special attacks that require the attacker to say something just before they swing/shoot. The call is out of game, so NPCs/Players shouldn't react to the attacker shouting *piercing* or similar. This means the characters can't hear a yell of *piercing*. You can also still call attacks even if normally unable to talk. When using a called attack, the call must be said before the weapon swing, or it doesn't count.

Modified Called attack - When a call combines two or more calls and it combines the effects of each. In instances where both do damage, only count the damage of whichever is higher. For example "*piercing death*" would be a death call that penetrates armor and shields.

Modified called attacks are unavailable for players unless they have a special item that states otherwise.

Area Effect - Effects everyone in the immediate area or line of sight. Example: "Area effect, Fire" (This is considered a called attack). Fire bombs and Wildfire bombs are considered area effects when they hit inside of a room, everyone in the room takes the damage.

Unarmed - Represented by 12 inch white "knucks". These attacks only count when hitting the torso, and do 1 damage each unless stated otherwise. You can't block weapons with knucks, and take the damage from weapons that strike them.

COMBAT CALLS AND EFFECTS

Piercing - This attack always does 3 damage, even through armor or shields. Can be blocked by a weapon.

Fire - There are three types of fire attack calls: *Fire*, *Fire Bomb*, and *Wildfire*. They do 3, 5, and 10 damage respectively. Fire damage ignores weapon blocks, shields, and armor.

Maim - The limb hit cannot be used. Arms can still hold weapons/shields but they can't move. Weapon strikes from a limb effected by *maim* don't count. Legs that are effected by *maim* can't be used except to stand in place (you may go to knee if you wish). If one or more legs are effected by *maim* you need the assistance of a cane or another person to move. Legs can be splinted by someone with "field medicine" so that the person with a leg effected by *maim* can limp. *Maim* has no effect on the torso. Cured by a splint worn for 1 hour or *full heal* effect.

Smash - Destroys the weapon, armor, or shield it strikes. Armor that is effected by *smash* no longer protects the wearer. Weapons, shields, and armor that are effected by *smash* can't be used and offer no protection until repaired. If *smash* hits an unarmored limb it suffers the *maim* effect, if it hits the torso it does 5 damage.

Crushing - Does 1 damage through armor, 2 damage (normal weapon hit) to unarmored areas. Can be blocked by weapons and shields.

Death - The *death* call drops the effected character directly into the **dead** state (explained on page 30). Must hit the torso to count. The character can only be saved by a "life" effect. Anyone can use this

call to finish off characters that are in the “fallen” state after a slow 5 second count. *Death does not have an effect through heavy armor/shields unless it carries the modifier “piercing”, the call would be “Piercing Death.”*

Poison - This exists in two forms; **Weapon** and **Ingested**.

-**Weapon Poison** is whenever a player or NPC strikes another player/npc with a weapon and calls *poison*. You have 10 minutes of “walking wounded” time as the poison slowly kills you. After 10 minutes your character is “dead,” see Death (pg 26) for details. You should roleplay the slow agonizing death that *poison* brings, as your limbs and organs begin to fail, your body becoming weaker and weakerless able to defend yourself. *Poison* does not have an effect through heavy armor/shields unless it carries the modifier *piercing*, the call would be “*piercing poison*.” Can only be cured by an “Antidote for Weapon Poison.”

-**Ingested Poison** is represented by a “Skittle” or similar small candy (**please use a peanut free candy**) in the drink cup of the intended victim. The effect on the victim is more immediate than weapon poison. The victim spends roughly 2 minutes gasping and seizing violently until they reach the “Dead” state. Can only be cured by an “Antidote for Ingested Poison.”

Trample - This effect causes enemies within melee range to take 2 steps back and go down on one knee for 3 seconds (players unable to go to a knee may step back and stand still for 3 seconds, they may not defend themselves or attack during this time).

Paralyze - Affected limbs hit can't be used for 1 minute. Torso hits *paralyze* the entire body for 1 minute. Armor does not protect against *paralyze*.

Resist - Special ability that allows the user to take no damage or effect from an attack. Note: This is different from a *no effect* call which indicates a certain effect will *never* have an effect on the target.

Knockout - Special attack that causes the target to be temporarily unconscious for 10 minutes or until awakened by another player. Can only be performed by characters with the *knockout* skill.

Frenzy - The target becomes instantly hostile to allies and foes alike, whomever is closer. If the target is knocked out or enters the fallen state the *frenzy* ends.

Disarm - Must hit a weapon; the affected weapon must be dropped for 3 seconds. Does not effect shields or “claws” (animal’s weapons).

NON COMBAT EFFECTS

Loot - To search a dead or unconscious person for in-game items, kneel next to them and say “I loot your body”. This takes roughly 30 seconds.

Diagnose - Must be said quietly, the player it is directed toward can respond with their current HP and any symptoms.

Detect Health - Can be yelled, directed toward an individual. The target must respond with their current HP.

Heal (x) - Brings the character’s HP back to the number called is and can be no higher than what the Character’s full HP. For example, if a character has only 2 HP left and receives a *heal (2)* nothing happens - the character still has 2 HP. If that character then receives *heal (3)*,

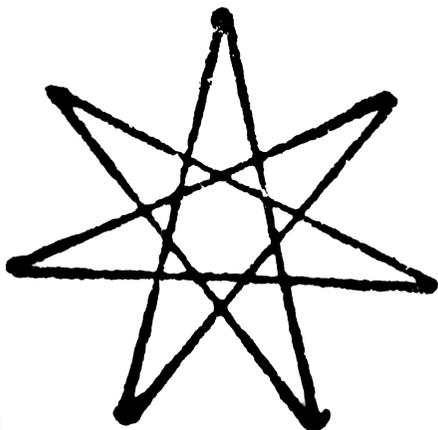
then they would go up to only 3 HP. The idea behind this is that some wounds are too great to be healed by someone with only a basic knowledge of medicine.

You can't be healed more than your maximum HP (including *morale boosts*). If your max HP (after *morale boosts*) is 5 HP and you receive a *heal 6*, you only go up to 5 HP.

Humans have a max HP of 8.

Morale Boost (x) - Temporarily adds to a character's HP. *Morale boost* (1) adds one HP for 6 hours. Can be applied in a variety of ways, such as eating a meal served by a cook, fighting alongside a leader, or participating in a religious ceremony. A maximum of 4 *morale boosts* can be applied or a total of 8 HP at once.

Renew - Your HP is restored and certain skills that are "(x) times per renew" are restored. This effect happens automatically after approximately 20 minutes of time in the village while not engaged in combat or physical labor - use this time to hydrate! This can be sped up by some skills and effects.



DEATH

Since the original inspiration for *Beyond the Wall* was George R. R. Martin's *A Song of Ice and Fire* the game wouldn't be complete without death (a lot of it). No one is safe from death in BtW. Death comes with some serious penalties. But fear not! If the Night's Watch works together and makes good use of their resources the likelihood of anyone dying becomes much less. But since this game is based off George R. R. Martin's books, main characters can and will still die, probably your favorites. *Every Character gets 2 deaths before the character is "completely dead". One death refreshes every event. The other death refreshes every season.* The steps of death are as follows:

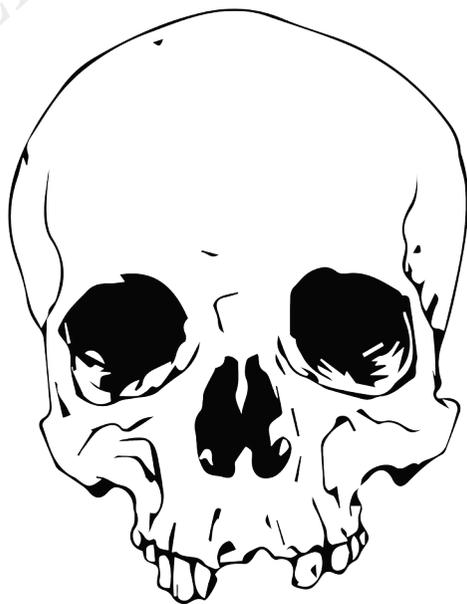
1. Fallen - When your character is reduced to 0 HP (by damage or death effect) you enter the fallen state in which you may quietly groan or make the sounds of one who is near death. You may not move except to get out of the way of active combat. You have 10 minutes before you **bleed out**.

2. Dead - Once your character **bleeds out** he/she enters the **dead** state. Once dead you cannot move or speak (after 20 minutes or so you can get up and move to the next step, or stay if you wish). Your brothers and sisters must "carry" you back to the main road either with the provided litters or with a simulated 2 person carry, whichever you/the dead person prefer. Once you are brought to the main road, you can get up and walk to the staff building and wait for instructions (please walk while using the "out of game" symbol of your fist above your head).

3. Houses of Healing - When characters die in game, they are actually just grievously wounded, so much so that the skills of the healers in Whitetree will not be able to revive them. Instead, your body is

quickly moved back to Castle Black where the Grand Maester and his healers work their skills to revive you. This process takes about 4 hours of game time, during which you take a “death shift” as a temporary NPC. *This is not meant to be a punishment, rather a way to enhance the game for your fellow players as they wonder if you will pull through or not.*

4. Disadvantages - When you reach the staff building, you will be instructed to roll a 10 sided die (provided) and gain the Disadvantage that corresponds with the number you rolled. If makeup or a prop is required for your disadvantage staff will assist. If you have died previously and roll the same number again, you may re-roll or take the “2nd time” version of the Disadvantage. A Disadvantage can only be taken twice. There are ways of getting rid of disadvantages, but they are difficult.



WEAPONS

WEAPON SAFETY

The staff must inspect all weapons before they are used. If you have any questions about how to buy/construct safe LARP weapons don't hesitate to contact the staff on the website or Facebook page. It is a player's responsibility to maintain their weapons and keep them in safe condition. Players should periodically inspect their weapons throughout the day and check for damage. Knowingly using a weapon that has become unsafe (worn out foam, broken off tip, etc.) or attempting to sneak a weapon past safety inspection is grounds for a ban. If you forget to have a weapon checked, please bring it to staff as soon as possible to have it inspected.

Melee Weapons

Latex/foam weapons are strongly encouraged and receive an in-game bonus. They count as "Improved (1)" see crafting appendix for details.

Approved Weapon Manufacturers:

- Calimacil
- Palnatoke
- Eagle Flex
- Windlass
- Epic Armory
- Ateliers Nemesis
- Iron Fortress

Banned Weapon Manufacturers:

- Hero's Edge

Duct Tape or Kite Sock Boffer Guidelines:

- Core Materials: PVC, fiberglass tube, carbon fiber kite pole. Absolutely no wood.
- Blade Materials: 5/8" Pipe insulation foam, closed cell foam mat, Cross Linked Polyethelene.
- 2" open cell foam (couch cousion) stabbing tip (optional)
- All parts of the weapon must be secure, light, and durable.
- Foam covered pommel

Throwing Weapons

Must be coreless (with the exception of certain Calimacil throwing axes, ask staff).

Shields

All shields should either be made of foam, or have a 3/8 foam border on the outside edge of the shield. No sharp protursions on the shield. Metal bosses and rounded studs are acceptable.

Bows/Arrows

-Arrows must be IDV arrows from any retailer (both round and flat head are acceptable). You may pre order arrows to be dilvered at games

-Bows must be less than 30 pounds at 28" draw

-Bows must be in good condition.

-Minimum full draw distance is 15 feet.

**All weapons should be similar to the color of real weapons. No brightly colored or oversized full contact Dagohir or Amtgard style . Extremely large Anime-style weapons are also not allowed.*

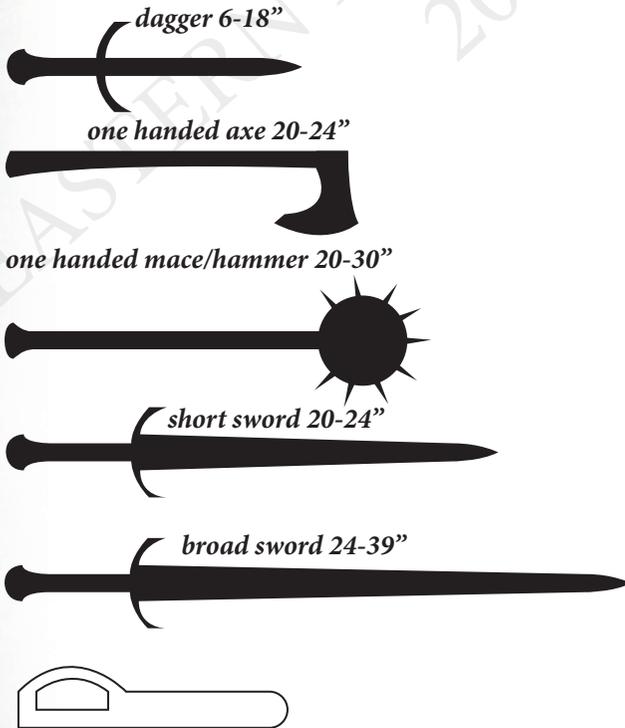
MELEE WEAPON TYPES

All melee weapons do 2 damage (uncalled), unless stated otherwise.

The name of the weapon is based on its length and blade type. Therefore a spear, pike and halberd are all considered “spears” as far as the rule book is concerned. Similarly, a rapier over 42 inches is considered a “bastard sword” for the purposes of skills required to wield such a weapon. If a weapon does not match one of the labels provided please ask staff.

Basic Melee weapons:

Any character can use the following basic melee weapons and they do not require special skills. All weapons must meet staff safety examination. Minimum and maximum lengths for basic weapons are as shown:



Unarmed “Knucks” -12” Must be White in Color,
1 Damage, only torso hits count

Advanced Melee weapons:

The weapons below require special training to wield, a character must have the right skills to use them. All weapons must meet staff safety examination. Minimum and maximum lengths for advanced weapons as well as the special skill required are shown below.

bastard sword 40-47" (req. Two Handed Sword or Baseborn skill)



great axe 36-50" (req. Two Handed Axe skill)



arakh 30-36" (req. Dothraki Bloodline skill)



great hammer 30-48" (req. Great Hammer skill)



great sword 48-60" (req. Two Handed Sword skill)

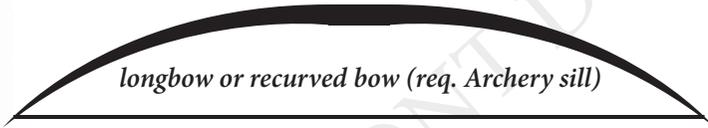


spear 72-96" (req. Pole Weapon skill)



RANGED WEAPONS

Below are all of the ranged weapons in BtW. Ranged weapons vary in the amount and type of damage they do. No “modern” looking ranged weapons are allowed (no compound bows, no modern triggered crossbows).



regular arrow- 3 damage, IDV arrows only



*throwing knife- 2 damage
(req. Thrown Weapon skill) 12” max*



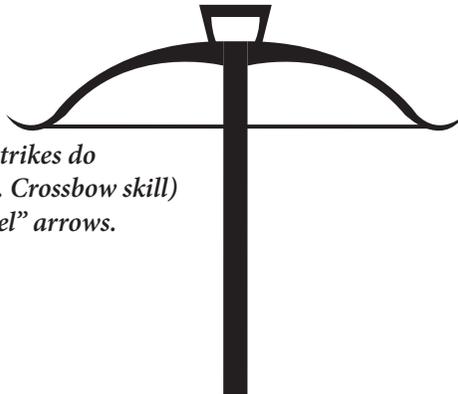
*throwing axe- 2 damage
(req. Thrown Weapon skill) 12” max*



*throwing spear- All strikes do “piercing”
(req. Spear Thrower skill) 48”*



*Crossbow- all strikes do
“piercing” (req. Crossbow skill)
Fires Nerf “Rebel” arrows.*



EXPLOSIVES AND TRAPS

Explosives-Only those with the **Demolitions** skill may use explosives. They are the most powerful weapons in the game. Explosives are rare and hard to make, so use them wisely. Also, explosives have a slightly negative drawback in that they can hurt the user if they are too close or if it bounces back and hits them. Any person hit by a thrown explosive takes damage from it. *When thrown into a room, bombs damage everyone in the room.*

Explosive types:

Fire Bomb- 5 damage. Call "Fire Bomb"

Wildfire Bomb- 10 damage. Call "Wildfire Bomb"

Mining Bomb- Instant death inside a 10 foot blast area (or inside a room/chamber) after 5 second timer. Mining bombs cannot be used offensively.

Traps - Only those with the **Set/Disarm Traps** skill can use traps. Traps can be set off by pressure plate or trip wire and are usually represented by mouse traps. If you hear the "snap" then you have set off the trap and must take its effect. *Trap damage is unblockable and does not count as a called attack.* If the trap doesn't have a specific effect written on a tag then it falls into one of these two categories:

Spike trap-6 damage (represented by yarn trip wire and mouse traps)

Metal trap-10 damage (represented by pressure plate and mouse trap)

You must bring your own phys-reps for traps, and just like weapons they must be inspected by staff.

ARMOR

All characters can wear some amount of armor. The amount of armor is restricted by the character's **Armor Points** (AP). This can be improved upon by adding levels to your character's **Armor Point** skill.

Beyond the Wall strives for realism and immersion, therefore armor worn in game should either be real armor or look realistic. Plastic Halloween armor, knitted chainmail, or other unrealistic looking costume armor is not appropriate. Exotic fantasy armor, while not against the rules, is strongly discouraged as it would not be the sort worn by members of the Night's Watch.

Armor works by reducing damage from weapon strikes. *Armor only protects you if the strike actually hits the area that is protected.* The amount of damage reduced depends on the type of armor. There are three basic types of armor: **Heavy Armor, Medium Armor, and Light Armor.**

Heavy Armor:

- Must have the **Heavy Armor** skill to use.
- Examples: Brigandine (leather with metal plates), scalemail, plate armor.
- Certain skills cannot be performed while wearing heavy armor, such as: **Archery, Stealth Attack, Thrown Weapon.**
- Heavy armor blocks up to 3 damage.
- Heavy Helms (full head and face) +3 HP.

Medium Armor:

- Anyone can wear Medium Armor.
- Examples: Any kind of rigid leather armor or chainmail.

- Medium armor blocks up to 2 damage.
- Medium Helms (head only) +2 HP.

Light Armor:

- Anyone can wear Light Armor
- Examples: Soft leather, composite materials (polymers), quilted arming coat, gambisons, leather boots .
- Anyone can wear light armor.
- Light armor blocks up to 1 weapon damage.
- Light Helm +1 HP.

Pieces of armor don't "stack". Wearing two layers of leather does not reduce damage. However you may wear different armors on top of each other to maximize your body coverage (though each still counts against your max AP) such as a chainmail shirt to cover gaps left by plate armor.



Armor Points:

Armor points (AP) represent the wearer's strength, training and their ability to operate effectively with the amount of encumbrance that comes with wearing armor.

For **light and medium armor**, 1 AP is needed to wear armor per area of the body, there are 7 areas of the body: head, front torso, back torso, upper arms, lower arms, thighs, Shins.

For **heavy armor** each piece costs about 2 AP.

If a piece of armor isn't covered here, ask staff for clarification.

Armor type	Area:	Med/ Light AP Cost	Heavy AP Cost
Bracers (set)	Forearm	1	2
Chainmail shirt	Torso, front and back	2	NA
Brigadine	Torso (front and back)	2	4
Jerkin (vest)	Torso (front and back)	2	NA
Jerkin (tunic)	Torso (front and back), Thighs	3	NA
Backplate	Torso (back)	1	2
Breastplate	Torso (front)	1	2
Tassests	Thighs (front and back)	1	2
Gorget	Torso (front)	1	2
Greaves (set)	Shin	1	2
Helm	Head	1	2
Great Helm	head	NA	3
Gambeson	Torso (front and back)	2	NA

LOOT/ITEMS

Items are represented by both an item card and a prop. You might find a one handed ax in game, the item and card are bound together but the card can be later transferred to another prop of the same type. Cards can be transferred only by someone with the crafting skill indicated on the item card. Item cards can be stored on your person in a pouch or pocket, they do not need to be physically attached to the prop. **ITEM CARDS MAY NOT BE SOLD OUT OF GAME FOR REAL CURRENCY, THIS IS CONSIDERED CHEATING AND IS GROUNDS FOR SUSPENSION. While it is discouraged, Props that you win in games can be sold out of game, but they can not include the item card.**

Some loot items include a prop such as a LARP weapon, piece of clothing, armor, jewelry. You can generally keep these items, double check with staff before taking it home. In-game items can be stolen from the living or looted from the dead or unconscious. If you steal from another member of the Night's Watch (players included) it may have severe in-game consequences if you are caught. If an item is looted from a player, only the item card is removed. Items that can't fit in a pocket (such as a sword) cannot be stolen through pickpocketing. They can only be stolen from looting a corpse or unconscious person.

Item Expiration and Maintenance:

Most items require routine or yearly maintenance or they "expire" and no longer retain the effects on the item cards. Maintenance cost is equal to 2 times the cost to repair the item. Items that cannot be repaired expire after 1 year unless stated otherwise.

Food Components expire after 1 event unless preserved. Preserved food lasts 6 months.

CHARACTER CREATION

As a new Beyond the Wall player, you must create a character. To do this choose a **class and subclass, skills, disadvantages** and create a **history** for your character.

Skill Points (SP) are acquired by attending events, bringing new players, showing up ready to play (costume and weapon), volunteering for additional NPC shifts, and completing bounties in game. Additional SP can be awarded by officers of the Night's Watch at their discretion.

1. Choose your class:

Ranger, Builder, or Steward. Each class is very different, but fairly equal in their own right. Classes are just a starting point because you can customize your character so much. You get the **class skills** for free.

2. Choose your subclass:

This is your character's specialty. Each subclass comes with **subclass skills** that are free.

3. Choose your skills:

You have 13 Skill Points (SP) to use to build a character (with an option of adding up to 3 more with disadvantages). *You must use all of your starting SP.* All characters have the ability to use basic weapons (including unarmed) and shields 24" or smaller in diameter. **Weapon Specialization (optional)** - Each class has a different weapon that they can specialize in, allowing for a more powerful attack with the specific weapon. But unlike class/subclass skills you must purchase this skill with SP (3 less than other subclasses can purchase it for). You

are free to purchase or upgrade it at a later time as well.

Regular Skills - These skills are purchased a single time. (page 58)

Upgradeable skills - Players can also use their SP to upgrade some skills (page 57). Upgradeable skills costs the amount listed on the skill sheet.

Heritage Skills (optional) - Only cost 1 SP but you can only take one of them (page 55). Use them to enhance your character history.

4. Choose Disadvantages (optional):

Disadvantages have a two fold purpose. When creating a character they can give you up to 3 additional SP. They also provide an interesting element for your character, something you can explain in your character history and engage other players in role playing.

5. Character History:

Here is where the “role playing” part of LARP comes in. Character histories are important because they set the stage for how the character is supposed to act, what their goals are, personal weaknesses etc. A good character history has enough detail to give the game’s director something to work with. Details such as a place of origin and reasons for joining The Watch. In order to create an immersive experience for yourself and others keep the following in mind:

- **Originality** - if your character concept goes something like “it’s just like a version of [insert character’s name from popular film/show/book” then it’s probably not a very original idea. Also your character has not met Tyrion Lannister, Ned Stark, etc. You are encouraged to pull inspiration from the books when you create your character, just don’t build a carbon copy of a character from a

book, movie, or TV show.

- **Genre**- consider the setting and genre of the game, don't make a samurai warrior, ninja, cowboy, or other archetype that doesn't exist in the *A Song of Ice and Fire* universe.
- **Keep it respectful** - don't make a character that is a rapist or is an extremely violent murderer. You might have a character falsely accused of rape or murder, but realize that some players may have been affected by rape or violence in real life and it can be a sensitive subject. Please be respectful. *Play a character that will be fun to be around.*
- **Act like your character, not you**- All of your character's actions, desires, fears, etc are just that, *the character's*. Before you purchase a skill, make an in-game decision, or choose a piece of costuming ask yourself "*would my character do that?*" This is where you have to avoid "power gaming". Just because a skill is really handy or powerful does it make sense for your character to know it? Always keep in mind your character's objectives, even if they are at odds with what you personally might want.
- **Real life skills/weaknesses** - If you want to play the greatest swordsman North of the Wall but in real life you are a novice swordsmen, that may not be the best character to play. Play off your real strengths, but don't let them overrule your portrayal of your character; for instance, if you are an excellent swordsman in real life, but your character is a cook with absolutely no background in fighting, you may want to hold back a bit when you fight. Conversely, don't feel restricted by your real life weaknesses, there are opportunities in-game to train in various skills just as you would if you were a new recruit to the Night's Watch.

RANGERS



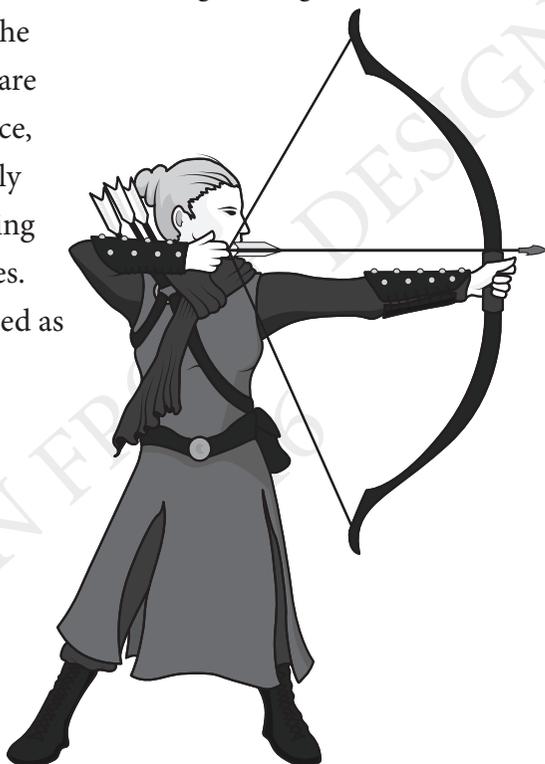
All members of The Watch are trained in the ways of combat, but the rangers are the true warriors. A Ranger's primary duty is to execute missions north of The Wall. Rangers train for combat every day, learning how to fight as both as a team and individual. Rangers are often told to escort builders or stewards to dangerous areas. Rangers can specialize as Trackers, Men-at-Arms, or Knights.

Class skills:

- The Black Cloak** *Resist* a called attack (x) times per day. You must be wearing a black or dark grey cloak.
- Field Medicine** Ability to use Bandages and Medical Kits.

TRACKER

Trackers are skilled hunters and woodsmen. They notice signs in the forest that others do not. Trackers are often convicted poachers, so they are skilled at taking down game animals and help to provide meat for the Night's Watch. They are deadly from a distance, and capable of quickly and quietly dispatching unsuspecting enemies. Trackers are often used as scouts.



Subclass Skills:

AP (2)

Use bows

Use bows and arrows. *Unavailable while wearing Heavy Armor.*

Hunting

Harvest the meat of animals. By looting an animal you can sometimes receive meat components. Quietly say “hunting” when doing this.

Stealth Attack

You have the ability to silently kill an unsuspecting player or NPC. They must not be engaged in combat. Strikes must be in the torso, areas not armored by heavy armor. Call “Death” when doing this. *Unavailable while wearing Heavy Armor.*

Tracking

You can tell which path someone or something has taken by reading “tracking” tags.

(6 SP) Weapon Specialization (1): Bows

MAN-AT-ARMS

The muscle of the Rangers and skilled in the use of spear and shield, they can form a wall of spikes that will keep out even the deadliest of enemies. Men-At-Arms, like knights, are specialized warriors with little use for skills not related to combat.

Subclass Skills:

AP: 3

Pole Weapons Use pole weapons (cannot use a shield at the same time) such as a spear or halberd.

Spear and Shield You can use spears and shields at the same time. *Requires the Pole Weapon skill to purchase.*

Horn Blower (x) times per event you may blow a horn during a battle and shout “area effect, regain one hit point to allies”. This also effects fallen allies.

Stand Your Ground While using a spear and shield you can *resist trample*. *Requires Spear and Shield skill.*

Heavy Armor You can wear heavy armor.

(6 SP) Weapon Specialization (1): Spear



KNIGHT

Knighthood is not a landed title, and thus not forsaken when someone takes the black. They are rare in the Night's Watch as they must have been anointed before taking the black. They are generally younger sons of lords. Knights are often picked to be the officers in the Night's Watch. They lead their brothers and sisters to victory by leading from the front.

Subclass Skills:

AP: 4

Two Handed Swords You can use greatswords or bastard swords.

Leadership (1) Grant allies a (x) *morale boost*. Call "area effect, (x) Leadership to allies". This can only be done 1 time per event. Maximum of level 2.

Large Shields Use shields up to 48" in any dimension.

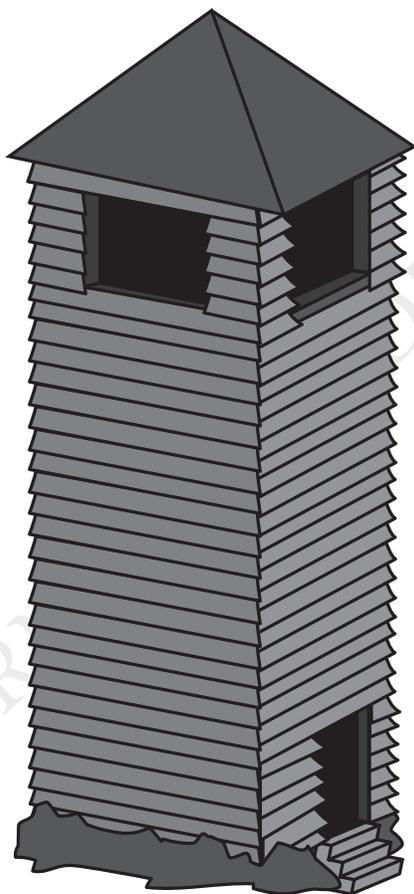
Heavy Armor You can wear heavy armor.

Literacy You can read and write.

(6 SP) Weapon Specialization (1): Two Handed Sword



BUILDERS



Builders maintain the defenses of the keep. They are skilled craftsmen and provide invaluable service to the Night's Watch. When necessary, builders can take up arms in defense of the outpost and use of the tools of their trades as deadly weapons. Builders can specialize as **Blacksmiths, Carpenters, or Engineers.**

Class skills:

Resource Gathering (1) Choose wood OR metal. Once per event you may gather 1 component.

Crossbowmen You can use crossbows.

BLACKSMITH

Blacksmiths repair the weapons and armor of the Night's Watch and aid the Quartermaster in maintaining other supplies and equipment. They tend to be very strong men and women and while not rangers, they can be a formidable enemy for the unprepared.

Subclass Skills:

AP 2

Blacksmithing (1) See Crafting page 68

Smash (1) Call *smash*, (x) times per day while using a greathammer. If you miss the attack is expended.

Greathammer You can wield greathammers.

(6 SP) Weapon Specialization (1): Hammer



CARPENTER

Carpenters repair the walls and structures of the keeps and fortifications of the Night's Watch. They also repair and replace shields, bows and some hand weapons. Carpenters are also tasked with clearing trees from the forest and picking the best for lumber.

Subclass Skills:

AP 1

Carpentry (1) See Crafting page 68

Spear thrower Use throwing spears that do **Piercing**.
Unavailable while wearing heavy armor.

Two Handed Axe Use two handed axes.

(6 SP) Weapon Specialization (1) : Axe



ENGINEER

Engineers use the skills of the blacksmiths and carpenters to make machinery and explosives. They are also tasked with some of the most dangerous work in The Watch, explosives. The most skilled engineers can even employ wildfire, though they cannot create it. Some say the engineers are what makes the Night's Watch different from the Wildlings.

Subclass Skills

AP 1

Disarm traps You know how traps are built and can disarm them, but they could still kill you (and those around you) if you fail.

Set Traps You can set traps. Once it's set up, it can kill anyone that sets it off.

Demolitions (1) See Crafting page 68

(6 SP) Weapon Specialization (1) : Mace



STEWARDS



Stewards handle the day-to-day tasks of feeding, supplying, and clothing the Night's Watch. Without the logistical support of the stewards, the rest of the Night's Watch would fall apart. Stewards can specialize as Cooks, Quartermasters, or Maesters.

Class skills:

Medicinal Plants, Basic - You can identify medicinal and poisonous plants.

COOK

Soldiers need two things to stay happy: enough food and enough sleep. Cooks provide one of those necessary services. Cooks range in skill level; some haven't graduated past boiling cauldrons of brown, while others are skilled enough to be the master chef in a lord's keep.

Subclass Skills:

AP: 1

Cooking (1) See Crafting page 68.

Thrown Weapon Carry unlimited small thrown weapons that do 2 damage each. *Unavailable while wearing Heavy Armor*

Meat Cleaver (1) You can call "3 damage" with throwing weapons.

(6 SP) Weapon Specialization (1): Dagger



QUARTERMASTER

Responsible for issuing out and maintaining the equipment of the Night's Watch. With the help of the builders and cooks, they make sure that the Night's Watch has enough food, water, arrows, functional weapons, and armor.

Subclass Skills

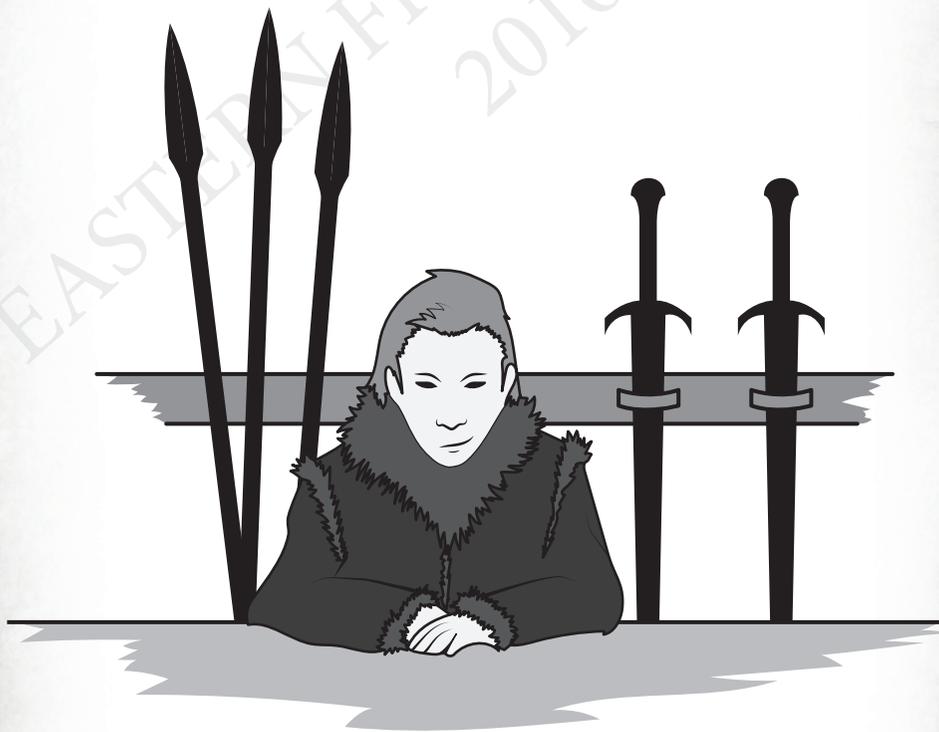
AP: 1

Logistics (1) See Crafting page 68.

Crossbowmen You can use crossbows.

Literacy You can read and write.

(9 SP) Weapon Specialization (1): Crossbow



MAESTER

As rare as Knights, Maesters are scholars trained in the Citadel. They are skilled in a variety of crafts, but usually they specialize in just one or two related crafts. They wear a great chain around their neck symbolizing the areas they have trained in. Maesters are usually the healers and advisors in The Kingdoms.

Subclass Skills:

AP: 1

Scholar (1) You can add (x) new rings to your maester's chain every event where (x) is the level of scholar (Maximum level 2). Increase this skill by adding a ring of Platinum when you create your character.

Literacy You can read and write.

Flails You can use flails.

(Iron Ring) Weapon Specialization (1): Flail

Maesters improve their skills in a different way than everyone else. Maesters have the **Scholar** skill. Their knowledge in each area is signified by their collar of different metal rings called **Maester's Chain**. You may also choose up to 4 points of Disadvantages, every 2 points equals one maester ring, and each must be of the same one.

MAESTER'S CHAIN

As a new player you may choose up to 6 links to start your chain. To add links to the chain after your first event you must do research or practice the skill during an event and get a new link by the next event. *Choose wisely*, the rings you start with are the only ones you can ever upgrade so it's best to choose a variety.

Costume Requirement: As a Maester you must wear a chain of rings to signify your areas of knowledge, create this out of the actual materials or materials that look similar.

Some of the Maester skills have a number in parenthesis, these skills get an additional instance every level after they are unlocked. Example: you get (5) Heal 4 at level 5 medicine.

RING	CRAFT	EFFECT
Black Iron	Ravenry	Send letters by raven to ask for supplies, reinforcements, etc. These usually get an answer within 4-6 hours (much faster than sending letters by runner). Higher levels yield a higher likelihood of requests being answered.
Brass	Music	Gain the Musician (1) skill. Upgradeable.
Bronze	Astronomy	Use this skill to research matters of Astronomy (send requests by letter), the higher the Astronomy skill, the more detailed research. You can also read books marked "Astronomy".
Copper	History	Between events research the history of a place or person that you encountered and gain special knowledge to use in the next event. The higher the History skill, the more detailed research.

Electrum	Astrology	(1) per day tell someone's fortune for 5 minutes and give them a +1 <i>morale boost</i> .
Yellow gold	Economics	Request supply shipments for the outpost, this can be combined in a letter. With this skill you are far more likely to get a timely response. Higher levels yeild a higher likelihood of requests being answered.
Iron	Warcraft	Increases your Weapon Specialization: Flail skill. Each level you may call <i>crushing</i> once per renew.
Pale Steel	Smithing	Gain the one level of Carpentry, Blacksmith or Demolition skill. Upgradeable.
Silver	Medicine	<p>Level 1</p> <ul style="list-style-type: none"> • Field Medicine skill • (1) Heal 4 per renew (you don't need bandages) <p>Level 2</p> <ul style="list-style-type: none"> • Medicinal Plants (basic) skill • Diagnose skill <p>Level 3</p> <ul style="list-style-type: none"> • Medicinal Plants (advanced) skill • (1) Full Heal per day <p>Level 8</p> <ul style="list-style-type: none"> • Back from the Brink skill
Platinum	Scholar	Improve your Scholar skill by 1 point, so you can gain 2 links per event. Maximum of 2.
Pewter	Cooking	Gain a level of the Cooking or Quatermastery skill. Upgradeable.
Valyrian Steel	Magic and the Occult	No specific skill gained, but may be crucial to deciphering certain texts, puzzles, or runes.

Maesters (and really all players) should carry a small book to keep track of their skills, as you will acquire a lot very quickly. It would also be best to write down pertinent information as it comes up.

HERITAGE SKILLS

Choose only one of these skills when creating your character. Have your heritage skill directly tied to your character backstory and use it to enhance your character. *Each heritage skill costs 1 SP. You may only choose one, and only when you create a character (not available later).*

SKILL		EFFECT
Blood of the Dragon	You are a distant cousin to the royal family. Their ancestors conquered the seven kingdoms with dragonfire. Some royal blood still flows in your veins. Their words are "Fire and Blood".	Once per day you may call <i>resist</i> against any <i>fire</i> attack.
Dothraki Bloodline	You are either from, or a decedent of the Dothraki in Essos far to the Southeast. War is in your blood. They are the horselords of grassy plains of Essos.	You can use the sickle-shaped swords of the Dothraki called Arakhs.
Ironborn	You come from the Iron Islands. Your liege lords are the Greyjoys. Their words are "we do not sow". No one is a farmer, you were raised take what you want from others.	When you loot bodies you have the chance to find slightly more treasure. When you loot say "I pay the iron price".
Blood of the First Men	You hail from the North, a region larger than the other 6 kingdoms combined. While the other kingdoms follow the new gods or "the seven", you and your family still hold the old gods. In the North the winters are long and hard and the threat of Wildling attacks is very real.	You can do a special "4 damage" attack once per enemy against animals such as wolves, bears or spiders.
Mountain Man	You are from the Vale, the ancient home of the Arryns. A vast mountainous country known for its nearly impassable terrain. The words of the Arryns are "as high as honor".	Once per day, if you are on ground higher than your opponent, you may call "6 damage" with a melee weapon.

SKILL		EFFECT
Baseborn	<p>Either you are the bastard child of a minor lord or you are a peasant of no notable heritage. Your upbringing was difficult and this challenge has made you strong. Bastard children of Lords generally take the natural born name dictated by their region:</p> <p><i>Snow</i> (The North) <i>Pyke</i> (Iron Islands) <i>Hill</i> (Westerlands) <i>Stone</i> (The Vale) <i>Flowers</i> (Reach) <i>Waters</i> (Crownlands) <i>Sand</i> (Dorn) <i>Rivers</i> (Riverlands) <i>Storm</i> (Stormlands)</p>	You can use Bastard Swords.
Yours is the Fury	<p>Cousins of the Targaryen, you are more closely related to the Baratheons of Storm's End. A strong family with close ties to many of the great houses of the kingdoms. Thier words are "ours is the fury".</p>	<i>Smash</i> (1) with great hammers only. Stacks with regular <i>smash</i> skill.
Desert Snake	<p>You come from the southern land of Dorne, and arid desert country with a few pockets of land that are lush and green, yielding exotic fruits. The Dornish are know for their knowledge of poison, due to the venomous snakes that lives in the desert. Your liege lords are the Martells and thier words are "unbowed, unbent, unbroken".</p>	<i>Resist poison</i> once per event.
Lion's Roar	<p>You hail from the westerlands and your liege lords are the Lannisters of Casterly Rock. The Lanisters are known for their wealth and their cunning. Thier words are "hear me roar". Though unofficially, their motto is "a lanister always pays their debts".</p>	Once per event you may call <i>trample</i> , making your enemies cower in fear.

UPGRADABLE SKILLS

Some skills have a set number of uses, or effectiveness based on the level of the skill. Each time the skill is upgraded the level of the skill, represented by (x) goes up to that level. Upgrading a skill costs the amount listed unless stated otherwise.

SP	SKILL	EFFECT
X	Armor Point (x)	Wear (x) pieces of armor. The cost of this skill is equal to the current level of your AP skill.
NA	Back from the Brink (1)	Chance to save a dead character who has been in the dead state for less than 10 minutes (x) times per event. Roleplay surgery or healing for 10 minutes. Starting the surgery pauses the dead players count. Roll a 6 sided die: -Rolls of 1-4 may call "life" on the dead character. -Roll of 5 call "life" and dead player must choose a disadvantage randomly. -Roll of 6 No Effect.
6	The Black Cloak (1)	<i>Resist</i> a called attack (x) times per day. You must be wearing a black or dark grey cloak.
12	Blacksmithing 1	See Crafting, page 68
12	Carpentry 1	See Crafting, page 68
12	Cooking	See Crafting, page 68
12	Demolitions	See Crafting, page 68
12	Horn Blower(1)	(x) times per event you may blow a horn during a battle giving your allies "regain one hit point"(even fallen ones).
6	Leadership (1)	Grant allies a (x) <i>morale boost</i> . Call "area effect, Leadership (x) to allies". This can only be done 1 time per event (Maximum of level 2).
6	Last Line of Defense (1)	While in town, you gain (x) hit points. Maximum level 3, and maximum HP of 8.

SP	SKILL	EFFECT
6	Musician(1)	By singing a song or playing an instrument for 15 minutes you may reset all “per day” skills for everyone that listens (x) times per day.
12	Quartermastery	See Crafting, page 68.
6	Resource Gathering Metal	Once per day you may gather (x) metal components while on patrol missions. (x) is the level of resource gathering.
6	Resource Gathering Wood	Once per day you may gather (x) wood components while on patrol missions. (x) is the level of resource gathering.
6	Resources Gathering Leather	Once per day you may gather (x) leather components while on patrol missions. (x) is the level of resource gathering.
NA	Scholar (1)	Once per event you may research a craft from the Maesters skill list to add another link to your Maester chain. Maximum level 2.
3	Smash(1)	Call <i>Smash</i> , (x) times per day while using a two handed axe or greathammer. If you miss the attack is expended.
6	Supply request (1)	You may send a letter by runner to ask for (x) supply shipments once per event. Letters by runners usually take at least one day (12 hours) to get a response. Maximum level 2.
6	Piety (1)	Lead a religious ceremony (x) times per day to honor the Old Gods or The Seven, reset all “per day” skills for all those in attendance. They must follow the same religion as you (The Seven, The Old Gods, The Drowned God, The Lord of Light).
6	Use Bows	You can use bows.
9	Weapon Specialization: Axe (1)	Do (x) <i>piercing</i> attacks per renew, where (x) is the level of the weapon specialization.

SP	SKILL	EFFECT
9	Weapon Specialization: Bow (1)	Do (x) <i>piercing</i> attacks per renew, where (x) is the level of the weapon specialization. Unavailable while wearing heavy armor.
12	Weapon Specialization: Crossbow (1)	Do (x) <i>smash</i> attacks per renew, where (x) is the level of the weapon specialization.
9	Weapon Specialization: Dagger (1)	Do (x) <i>piercing</i> attacks per renew, where (x) is the level of the weapon specialization.
NA	Weapon Specialization: Flail (1)	Do (x) <i>crushing</i> attacks per renew, where (x) is the level of the weapon specialization. Can only be purchased by Maesters by use of Black Iron rings.
9	Weapon Specialization: Hammer (1)	Do (x) <i>crushing</i> attacks per renew, where (x) is the level of the weapon specialization.
9	Weapon Specialization: Mace (1)	Do (x) <i>crushing</i> attacks per renew, where (x) is the level of the weapon specialization.
9	Weapon Specialization: Two Handed Sword (1)	Do (x) <i>piercing</i> attacks per renew, where (x) is the level of the weapon specialization.
12	Weapon Specialization: Spear (1)	Do (x) <i>piercing</i> attacks per renew, where (x) is the level of the weapon specialization.

REGULAR SKILLS

These skills are purchased a single time. Some skills require prerequisites.

SP	SKILL	EFFECT
NA	Back From the Brink	Fully Heal someone who is dead.
3	Berserker	You can dual wield two handed swords or axes, but you can't wear medium or heavy armor at the same time.
3	Bolas	Carry 1 Bola (represented by a thrown seed packet), which causes <i>paralyze</i> to an enemy hit with it.
3	Crossbowmen	You can use crossbows.
1	Detect health	Say <i>detect health</i> to an enemy and they have to tell you their current HP.
3	Diagnose	Say <i>diagnose</i> to an injured character, they can tell you their current and maximum HP. They can also tell you any symptoms they have.
6	Disarm Traps	You know how traps are built and can disarm them, but they could still kill you (and those around you) if you fail.
6	Dual Wield	You can dual wield any set of one handed weapons. (36 inches or less).
6	Field Medicine	Ability to use Bandages and Medical Kits.
6	Greathammer	You can use great hammers.
6	Heavy Armor	You can wear heavy armor.
6	Hunting	Harvest the meat of animals. By looting an animal you can sometimes receive meat components. Quietly say "hunting" when doing this.
9	Knockout	Strike must be from behind, the affected character is knocked unconscious for 10 minutes or until awakened by another player. <i>Unavailable while wearing Heavy Armor.</i>

SP	SKILL	EFFECT
6	Large Shields	Use shields up to 48" in any dimension.
3	Literacy	You are able to read and write.
6	Lock picking	You may unlock standard or puzzle locks.
12	Make/use fire bombs	Allows you to make and use firebombs, see crafting sheet for components (page 68).
NA	Meat Cleaver	You can use throwing knives that do 3 damage each.
3	Medicinal plants, basic	You can use plants for the effect they say on their tag. If you do not have this skill you may still find out what the plant does, but you must "try" the plant first and take whatever effect is on the tag.
3	Medicinal plants, advanced	You can combine plants to make potions and poultices. <i>Requires Medicinal Plants Basic.</i>
6	Pick Pockets	You may use "thieves clips" to pick pockets or pouches, ask a staff member for a tutorial before the event starts.
6	Pole weapons	Use pole weapons (cannot use a shield at the same time) such as a spear or halberd.
6	Repair armor	You can fix armor that has been effected by <i>smash</i> . You may use this skill an unlimited amount of times as long as you have the resources to do so (page 68).
6	Repair axe	You can fix axes that are effected by <i>smash</i> . You may use this skill an unlimited amount of times as long as you have the resources to do so (page 68).
6	Repair bow	You can fix bows that are effected by <i>smash</i> . You may use this skill an unlimited amount of times as long as you have the resources to do so (page 68).

SP	SKILL	EFFECT
6	Repair shield	You can fix shields effected by <i>smash</i> . You may use this skill an unlimited amount of times as long as you have the resources to do so (page 68).
6	Repair spear	You can fix spears effected by <i>smash</i> . You may use this skill an unlimited amount of times as long as you have the resources to do so (page 68)
6	Repair sword	You can fix sword effected by <i>smash</i> . You may use this skill an unlimited amount of times as long as you have the resources to do so (page 68).
6	Spear and Shield	You can use spears and shields at the same time. <i>Requires the Pole Weapon skill to purchase.</i>
3	Spear Thrower	You can use throwing spears.
3	Stand your ground	While using a spear and shield you can <i>resist trample</i> . <i>Requires Spear and Shield skill.</i>
9	Stealth Attack	You have the ability to silently kill an unsuspecting player or NPC. They must not be engaged in combat. Strikes must be in the torso, in an area not armored by heavy armor. Strikes can be with melee or ranged weapons. Call "Death" when doing this. <i>Unavailable while wearing Heavy Armor.</i>
NA	Strengthen defenses	Strengthen gates and walls against enemy attack (shown by white marking tape) so they will be temporarily impenetrable (1 hour). <i>You must have the help of at least one carpenter or blacksmith.</i>
6	Strong Arm	You can use a two handed weapon with one hand.
3	Thrown weapon	Carry unlimited small thrown weapons that do 2 damage each. <i>Unavailable while wearing Heavy Armor.</i>

SP	SKILL	EFFECT
3	Tracking	You can tell which path someone or something has taken by reading “tracking” tags.
6	Two Handed Sword	You can use greatswords or bastard swords.
6	Two Handed Axe	You can use two handed axes.

EASTERN FRONT DESIGNS
2016

CRAFTING

Crafting in BtW requires three things:

1. Crafting Skill - Items can be made by those with the proper crafting skill level, or ability to create the specific item. Sometimes a book or diagram is also required.

2. Components - These are represented by small pieces of the actual item; blocks of wood, small rectangles of leather, etc. All component types are as follows:

Bone	Cloth
Grain	Leather
Meat	Metal
Oil	Salt
Vegetables	Wildfire
Wood	

Fine Components - These are components of a higher quality, and are required for certain items to be crafted.

3. Time - As in the real world, creating or repairing things takes time. Every item has a guideline for the amount of time that should be spent roleplaying the creation of the item. If an item is a recipe, or something that could be made in a batch, the time required is the same as it would be for one item at a time.

More items can be crafted in the game, but you will need in-game books or recipes to do so, therefore they are not all items are listed here. The ones listed are considered items you would already know how to make.

BLACKSMITHING

Items can be improved a maximum of 4 times.

ITEM	LVL	COMP.	EFFECT
Repair Mace/ Axe/spear	1	2 Metal 2 Wood 5 Minutes	Removes <i>smash</i> effect.
Repair 1 Handed Sword/ Dagger	1	2 Metal 5 Minutes	Removes <i>smash</i> effect.
Repair 2 handed Sword	1	3 Metal 5 Minutes	Removes <i>smash</i> effect.
Metal Trap	1	3 Metal 5 Minutes	Create a metal trap. See Weapons page 32.
Reinforce Mace/ Axe/ Spear	2	3 Metal 2 Wood 5 Minutes	1 <i>resist</i> vs <i>smash</i> per day. Maximum level 2.
Reinforce 1 Handed Sword/ Dagger	2	3 Metal 10 Minutes	1 <i>resist</i> vs <i>smash</i> per day. Maximum level 2.
Reinforce 2 Handed Sword	2	4 Metal 10 Minutes	1 <i>resist</i> vs <i>smash</i> per day. Maximum level 2.
Repair Armor	2	2 Metal 2 Leather 5 Minutes	Removes <i>smash</i> effect.
Improve Axe/ Spear	3	3 Metal 3 Wood 10 Minutes	Permanently allow a weapon to do "4 damage" (x) times per renew where (x) is the number of times it has been improved. Weapons can be improved a maximum of 4 times.
Reinforce Armor	3	3 Metal 3 Leather	1 <i>resist</i> vs <i>smash</i> per day. Maximum level 2.

ITEM	LVL	COMP.	EFFECT
Improve one handed hammer/mace	3	4 Metal 3 Wood 10 Minutes	Permanently allow a weapon to do "4 damage" (x) times per renew where (x) is the number of times it has been improved. <i>Weapons can be improved a maximum of 4 times.</i>
Improve 1 Handed Sword/Dagger	3	4 Metal 10 Minutes	Permanently allow a weapon to do "4 damage" (x) times per renew where (x) is the number of times it has been improved. <i>Weapons can be improved a maximum of 4 times.</i>
Improve 2 Handed Sword	3	6 Metal 10 Minutes	Permanently allow a weapon to do "4 damage" (x) times per renew where (x) is the number of times it has been improved. <i>Weapons can be improved a maximum of 4 times.</i>
Improve Armor	4	6 Metal 6 Leather 15 Minutes	Permanently allow the user to call resist against any called attack that hits the armor (x) times per day where (x) is the number of times the armor has been improved. <i>Armor can be improved a maximum of 2 times.</i>

CARPENTRY

Weapons, Shields, and Armor can be improved a maximum of 4 times.

ITEM	LVL	COMP.	EFFECT
Repair Shield	1	3 Wood 5 Minutes	Removes <i>smash</i> effect.
Wooden Spike Trap	1	3 Wood 5 Minutes	Create spike trap, see Weapons page 32.
Reinforce Shield	2	2 Wood 10 Minutes	1 <i>resist vs smash</i> per day. Maximum level 2.
Repair Bow	2	4 Wood 2 Leather 5 Minutes	Removes <i>smash</i> effect. Any bow hit by a weapon automatically gets the <i>smash</i> effect.
Fire Arrows	2	1 Wood 1 Oil 5 Minutes	Creates 6 Fire arrows that are expended upon use. You may call <i>fire</i> when you use the arrows.
Repair Crossbow	3	2 Wood 2 Metal 5 Minutes	Removes <i>smash</i> effect. Any crossbow hit by a weapon automatically gets the <i>smash</i> effect.
Improve Shield	3	4 Wood 1 Metal 10 Minutes	Permanently allow the user to call <i>resist</i> against any called attack that hits the armor (x) times per day where (x) is the number of times the shield has been improved. Can be improved a maximum of 2 times.
Reinforce Bow	3	3 Wood 1 Leather 1 Bone 10 Minutes	1 <i>resist vs smash</i> per day. Maximum level 2
Improve Bow	4	4 Wood 3 Leather 2 Bone	Permanently allow a bow to do "6 damage" (x) times per renew, where (x) is the number of times it has been improved. Weapons can be improved a maximum of 4 times.

DEMOLITIONS

ITEM	LVL	COMP.	EFFECT
Mining Bomb	1	4 Oil 4 Metal 5 Minutes	Create a mining bomb used for destroying walls or other structures. This bomb can't be used offensively as a thrown bomb. They have a 10 second fuse. Players within a 10 foot radius automatically are dealt the "Death" effect if the bomb goes off.
Fire Bomb	2	2 Oil 1 Metal 1 Leather 1 Wood 5 Minutes	Create a fire bomb, see weapons (page 32).
Wildfire bomb	3	1 Wildfire 2 Metal 2 Leather 2 Wood 10 Minutes	Create a wildfire bomb, see weapons (page 32)

COOKING

Real food/recipes can be provided based on what the cook makes.

All cooking will be supervised and assisted by staff.

Food can't be used in combat or on players who are Fallen.

ITEM	LVL	COMP.	EFFECT
Bowl of Brown	1	Choose 2: 1 Grain 1 Meat 1 Vegetable 20 Minutes	Serve up to 5 people. Gives (1) <i>morale boost</i> to each person who eats.
Bread	1	1 Grain 15 Minutes	Serve up to 5 people. Bestow 1 <i>resist vs</i> called attack. Expires in 6 hours of game time.
Boiled Potatoes	1	2 Vegetable 15 Minutes	Serve up to 5 people, reset all "per day" abilities for each person who partakes.
Hearty Stew	2	Choose 2: 2 Grain 2 Meat 2 Vegetable 30 Minutes	Serve up to 12 people. Gives (1) <i>morale boost</i> to each person who eats.
Bread, Butter, and Cheese	2	2 Grain 15 Minutes	Serve up to 12 people. Heal up to 3 to each person who eats. Can't be used in combat or on players who are in the Fallen state.
Kidney Pie	2	1 Vegetable 2 Meat 20 Minutes	Serve up to 12 people, reset all "per day" abilities for each person who partakes.
Lemon Cakes	3	3 Grain 15 Minutes	Serve up to 12 people. Heal up to 4 to each person who eats.

QUARTERMASTERY

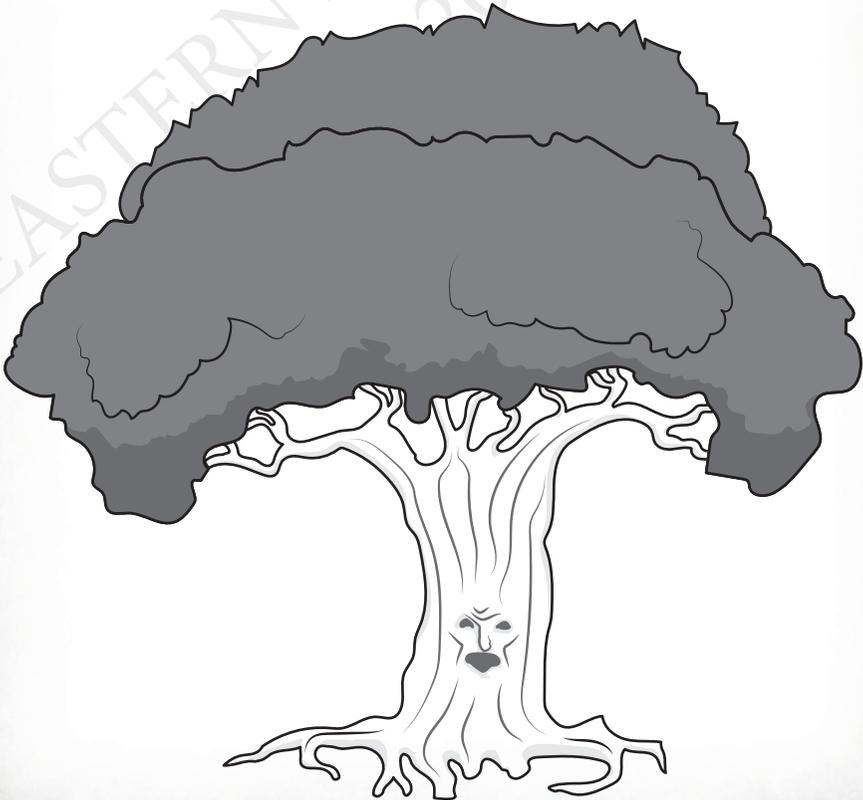
Quartermastery is the skill of keeping the Night's Watch supplied with their various consumables.

ITEM	LVL	COMP.	EFFECT
Clean Bandages	1	1 Used Bandages 1 Cloth 5 Minutes	When finished, the bandage can be used as a new one. <i>You must</i> refold and tie a ribbon around the bandage to indicate it is clean. You do not need an item card.
Repair Cloth Armor	1	2 Cloth 15 Minutes	Removes <i>smash</i> effect.
Salted Meat	2	2 Meat 1 Salt 10 Minutes	Creates 2 Salted Meat that can be used as a "Meat" component. Expires in 6 months of creation date.
Dried vegetables	2	2 Vegetable 10 Minutes	Creates 1 Dried vegetable that can be used as a "Vegetable" component. Expires in 6 months of creation date.
Repair Leather Armor	2	2 Leather 15 Minutes	Removes <i>smash</i> effect.
Field Rations	3	2 Grain 2 Meat 1 Salt 10 Minutes	Creates 3 field rations that can each grant "renew" while not in the village. Cannot be used while in or near combat. Expires in 1 year.

DISADVANTAGES

Use up to 3 points (Maesters get up to 4 points) of disadvantages when creating a character to give you the equivalent amount of bonus SP. If you choose to take the second effect then it counts for double the amount of bonus points. The number to the far left indicates the amount of bonus SP you receive by taking the disadvantage. Many of these disadvantages have a makeup or costume requirement.

When you die in game, refer to this list for what disadvantage to gain when you are revived. The number in the far right column corresponds to the number rolled on a 10 sided die. See page 30 for more about death.



SP	NAME	EFFECT.	
1	Scarred	1st You have a large scar from a sword, axe, or whip that goes across your face. 2nd One of your limbs (entire arm or entire leg) is severely scarred; take double damage when hit there (if unarmored).	1
2	Thief's Hand	1st The fingers of your left hand have been cut off, you can't use bows. 2nd Your entire hand has been cut off at the wrist and you can't use two handed weapons, bows, or crossbows.	2
2	Crippled Leg	1st You have a limp and you can't run. 2nd Your limp is more severe and you can't walk at all without a cane, staff, spear, or long axe to lean on.	3
1	Scarred Throat	1st You have a large scar across your throat and your voice is hoarse. 2nd The cut in your throat was deeper, you can't speak.	4
2	One Eyed	1st You are missing one eye. 2nd You are completely blind.	5
1	Stutter	1st You speak with a stutter. 2nd The only word you can say is your name.	6
1	Forgetful	1st Every once in a while you forget something very important, like your weapons. 2nd You forget things much more often.	7
1	Craven	1st When a fight looks like it is going bad, you are the first to run. 2nd When fighting with the group, you cower in the back and don't help except to defend yourself (includes 1st Level Disadvantage as well).	8
2	Sickly	1st You permanently have 1 less hit point. And a maximum HP of 7 2nd You permanently have 2 less hit points. And a maximum HP of 6	9
1	Burned	1st You have a large burn somewhere visible and you scream and flee when hit with any <i>fire</i> attack. 2nd (includes 1st level) You take double damage from fire.	10

RUNES OF POWER

Runes of power are given in exchange for Burgundar bucks (more information about these on the website). They give you a temporary advantage or “buff” during a game. The all cost 25 Burgundar Bucks. You can only buy each one once per season. Buy them at checkin.

Additional Runes of Power and uses for Burgundar Bucks may be found on the website. Ways to earn Burgundar Bucks can also be found on the website. www.easternfrontdesigns.com

NAME	EFFECT
Rune of Strength	Double your current HP for 1 hour, you have no maximum HP during that time.
Rune of Wisdom	Gain a link from the Measter chain list, it can be used only once per event. Maesters may use this to upgrade a ring once.
Rune of Dexterity	Gain any weapon related skill for one hour.
Rune of Peace	Show the rune of peace to an enemy and they will not attack you. Usable once. Say “clarify, rune of peace” to make it clear what you are doing.
Rune of Heroes	if you are outnumbered, you may call double damage for 1 hour.
Rune of Fire	Resist all fire attacks for 5 minutes.
Rune of Beasts	For 5 minutes, call double damage against animals. You may say “detect animal” quietly to the target to ensure it is an animal first.

EASTERN FRONT DESIGNS
2016