

SYSTEM 7 LARP



- Character's Attributes**
The character's attributes are listed here. The character's name is [Name] and the character's class is [Class]. The character's level is [Level]. The character's stats are [Stats].
- Fire Cook**
The character's fire cook is listed here. The character's name is [Name] and the character's class is [Class]. The character's level is [Level]. The character's stats are [Stats].
- Way**
The character's way is listed here. The character's name is [Name] and the character's class is [Class]. The character's level is [Level]. The character's stats are [Stats].
- Mage Arm**
The character's mage arm is listed here. The character's name is [Name] and the character's class is [Class]. The character's level is [Level]. The character's stats are [Stats].
- Trammel**
The character's trammel is listed here. The character's name is [Name] and the character's class is [Class]. The character's level is [Level]. The character's stats are [Stats].
- Weapon Mastery**
The character's weapon mastery is listed here. The character's name is [Name] and the character's class is [Class]. The character's level is [Level]. The character's stats are [Stats].

Thanks

Beta Rules Version 2

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Table of Contents



4	General Overview	30	Crafting
5	Character Creation	31	Table Top Rules
13	Combat and Character Damage	33	Parlor LARP Rules
14	Resources	34	Boffer LARP Rules
15	Card Tiers	35	Preparing the Game
15	Learning New Cards	36	Roleplaying in System 7
17	Power and Gaming	37	Playing an NPC
17	F.A.Q.	38	Making NPCs
19	Skills	41	How Many Cards Are There?
22	flaws	42	Keeping Costs Down
24	Market Place	43	Sample Cards
25	Market Place Items	43	Index
29	Safety	44	See the Cards!

Make the system simple so you can concentrate on the story. - Phil Shuttlewood



What is System 7 LARP?

System 7 LARP was designed as a Boffer LARP system which uses Cards instead of rulebooks. The rules have been extended to make it playable as theater LARP and as a Table Top Role Playing Game.

There are three roles in LARP. There is usually one Storyteller, who writes and runs a story by creating a series of Encounters. Unlike a movie, they don't know exactly how it's going to turn out. The Storyteller picks out cards appropriate for the NPCs for each encounter. These cards go to the Crew who play all the NPCs; the back ground people, the bad guys and the monsters. Crew earn more Cards to use for their Characters. Finally there are Players who create and play Characters by selecting cards they have learned. They are the main characters of the story and try to achieve, or subvert, a goal that is presented to them. Unlike the Crew, the Players don't know what is going to happen.

You could make a Nordic/Theater LARP (costumes, no dice, agreement based roleplay) game using System 7 LARP. These rules are more complicated than are needed for this style but you could use it as a basis for what is possible.

General Overview

Roleplaying Games

In a Roleplaying game, a the **NPC** cards for all the people in such as bar tenders, local guards, also bandits, a tyrannical King the dark. There is usually a goal or problem to overcome.

There is repetition here!

The Players are the main characters of the story. They don't get to read the story but find out by playing the game. They are the ones who will try to achieve the goal or overcome the problem. Players use **Shard** Cards which define what special abilities they have. They can be heroic fighters, sneaky rogues, noble paladins, educated spellcasters among other roles.

If the Storyteller wants to change things up, they can give NPCs Shards to make them more powerful and different, meaning every NPC can be changed in hundreds of different ways.

Storyteller writes a story. They use the story, the background people someone working on a farm, but and horrible monsters lurking in

Getting Ready to Play: Storyteller

The Storyteller needs to know the most about the game. They need to write the game in advance. Generally they need to be ready for anything. It's a good idea to bring pens, paper and extra dice and tell everyone when and where the game is taking place. They should have all the cards needed for the game. If the game uses Crew, the Storyteller should have the costuming, LARP weapons and cards ready for the crew to use.

Getting Ready to Play: Crew

In the LARP version, the NPCs will be played by Crew. These are people who dress up as an NPC as long as that NPC is present. Later the Crew member will go change and become a different NPC. Crew should wear dark colors but generally should have everything they need to play provided by the Storyteller.

Getting Ready to Play: Players

The Players at Tabletop should bring their cards, pen, paper and dice. At LARP they should bring



"No tears in the writer, no tears in the reader. No surprise in the writer, no surprise in the reader." --Robert Frost

Character Creation

- Choose and get 4 Tier 1 Shards.
- Get a Character Card and a Rules Card.
- Choose your name and 1 flaw
- Choose species and gender
- Choose your alignment
- Write your background.
- You get 100gp to buy equipment.



Choose 4 Tier 1 Shards: Shards are the Cards that Players use. They are ranked from Tier 1, with a white expansion symbol, to Tier 7 with a blue expansion symbol. You start the game knowing 4 Tier 1 Shards. The maximum you can use at a time is 7.

Get a Character Card and a Rules Card: The Character Card represents you. This card grants 6 Hit Points and gives you the Adrenaline ability which increases your damage if you have Sword Cards. The Character Card does not count towards your 7 Card limit. You can only have 1 Character Card. You can't burn or otherwise unready a Character card. You should write your character information; Name, Species, Alignment and Flaw on this card. There is room on the back for additional notes you might wish to make.

The rules card is simply a double sided card that comes with each set and contains a compressed version of the rules to remind you how to play the game.

Choose your Name and 1 Flaw: Pick a name for your character and choose 1 flaw you will always have from the Flaws section later in the rulebook. Flaws make characters interesting. They give you something to do while roleplaying and keep you from being the same as everyone else. Flaws keep you humble. A Character with no flaws is like a blank piece of paper, boring and many people can forgive a Character that is very powerful, because they still retain the humanity of fighting with their imperfection.

Choose your Species and Gender: These are very personal choices. In fact, they are so personal that we decided they have no business influencing what you can do in the game. There is no advantage or disadvantage inherent with any choice. Species and Gender do not give you any abilities or flaws. Everyone has the same opportunity to get game abilities regardless of who they are.

Each LARP club should decide what species exist within their game. Some common classical fantasy species include; humans, elves, dwarves, gnomes, halflings, beastkin, orcs, goblins, hobgoblins, trolls, glomes, elementals, promethians, angels, demons and devils. There is no reason not to let someone play a race that isn't native to your game but it means they probably won't encounter other members of their species. If your species normally has wings, horns, claws, the ability to see in the dark or not sleep, you do not get these abilities unless you have a Shard or Magic Item that gives them to you.

Games give you a chance to excel, and if you're playing in good company you don't even mind if you lose because you had the enjoyment of the company during the course of the game. - Gary Gygax 2004

Choose your Alignment: Are you good, bad or inbetween. There are three alignments for that; Good, Neutral and Evil. Some cards require you have one of these alignments to learn and use. **Write your Background:** This can be as long or short as you wish and basically describes what your Character is like and what they did before starting adventuring. Remember that your Character is just starting out, so you shouldn't be a king or a queen, a famous hero, or a terrible villain. Not yet anyway.

Think about, where did your Character come from? Why are they trying to learn Shards, gather the power of lost gods and become an adventurer? Do they have any family or friends? What food does your Character like? Are they a nice person or a mean person? What problems are in their life that they want to solve? What do they like to eat for breakfast? Do they have any hobbies?

You get 100gp to buy equipment: This is basically to let you buy a weapon and possibly armor. You are going to get more money during the game and buy more items. Essentials, like food and water, are free for adventurers in System 7. You have incredible abilities, even with just 4 Shards, that most people don't have. You should always be able to translate that into a warm meal and a bed. This game only focuses on purchasing more significant things, like better armor, houses, a business, potions and so forth.



Opposed Elements

The first time you learn a card with an opposed element you are making an important decision. Afterwards you may not learn cards of the opposed element unless you learn a duality card for that element. When readied, a duality card lets you ready opposed element cards at the same time. There are 5 duality cards in the core set.



"If you want to be happy, be." -Leo Tolstoy

Example Characters

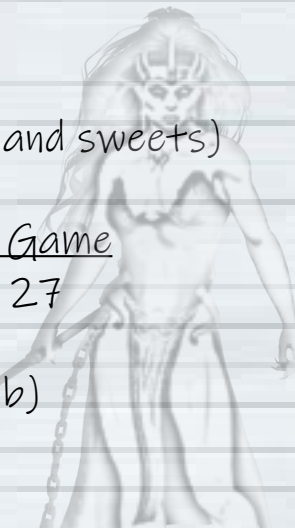
7 Cards (Shards) plus your Character Card make your character each game.



Name: Gelv
Species: Orc
Flaw: Addiction (candy and sweets)
Alignment: Neutral

Notes for this Game

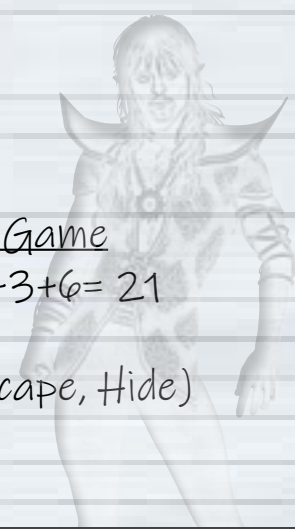
Hit Points : $(3 \times 6) + 6 = 27$
Mana: $6 + 6 = 12$
Stamina: $1 + 1 = 2$ (Climb)
Willpower: $1 + 1 = 2$
Sword Symbols: 2



Name: Liss
Species: Elf
Flaw: Phobia (Dirt)
Alignment: Good

Notes for this Game

Hit Points : $3 + 3 + 3 + 3 + 3 + 6 = 21$
Mana: $6 + 6 + 6 + 6 = 24$
Stamina: $1 + 1 + 1 = 3$ (Escape, Hide)
Willpower: $1 + 1 + 1 + 1 = 4$
Sword Symbols: 0



Shards

Some abilities count the **Special Symbols** you have.



The **Sword** symbol adds to damage.

Shards have **7 Tiers**



Your four **Resources**
Blue (positive), Black/White (zero), Red (negative)

Abilities, Spells, Songs and other card information.



Elemental Cards

This card is tied to an element. If there is a banned symbol you can't ready a card with the opposite element.

	Earth		Banned Air
	Air		Banned Earth
	Fire		Banned Water
	Water		Banned Fire
	Life		Banned Death
	Death		Banned Life

Shards have existed for as long as recorded history. They are a tiny piece of a god's power or some other fragment of the divine that has fallen to Earth. This power resides within a physical object, sleeping. People figured out how to use that power ages ago, but there is a catch. A mortal can learn to use a Shard but it becomes bonded to them permanently and their eventual death takes that fragment back to the heavens or where ever they go to their afterlife. This makes unbonded shards rare.

It is common for groups of Shards are found, so when a Shard is found, it is almost certain to attract Shard hunters. From time to time large quantities of Shards are discovered. Theologians guess that this happens shortly after a god dies or a divine power falls. This results in a flush of heroes and villains who result in important chapters in history, rewriting borders, smashing the established orders and creating new empires.

What is a Shard: Physically, in the real world, a Shard is a card. It lists what power(s) it grants. These cards don't exist in the game. In the game, a prop represents the Shard. It may be any prop, a ring, a weapon, a suit of armor, a book, etc. You should have one prop for each Shard you are using at the game and it's handy if the prop is associated with the powers of the Shard but it's not required. (Your character card is not a Shard. It's you and does not need a prop.) You should carry your cards with you at a game, but because they don't exist within the game the card's can never be stolen. If you lose them, you should arrange to have them replaced.

Transfer Shard Essence: You can transfer the essence of a Shard you have learned from one object to another by meditating for a few minutes with the new item the essence will go into. Only the person who has learned that Shard can do it and it doesn't matter how far away the Shard has moved. This makes Shards virtually impossible to lose permanently but it does allow people to temporarily take your abilities and spells away by taking the physical items the Shards are imbued into, until you transfer the essence into a new object.

A roleplaying game is the literary medium where the author and the audience are the same person. - Robin Law



Unlearned Shards: A mortal may only ever pick up and carry one Shard that isn't learned. This is why you can only learn one Shard after each game.

Beginning of the Day: At the beginning of the day you choose up to 7 Shards you have learned and Ready them. You should write down the total the resources from these cards (Hit Points, Mana, Stamina and Willpower). Those are your resources for the day and do not change until the next day even if you burn cards or have them stolen. Those numbers can go up and down normally. Damage can lower your Hit Points, Stamina and Willpower and healing can restore them. Mana can be spent and replenished but you can't change the totals.

Burning a Card: To burn a Card you must have an effect, usually as a cost, that burns a Card. Most burn effects burn only Shards. (Some Shards can not be burned but it says so on the card.) When you burn a Shard, you can no longer use the abilities, spells or songs on that card until the next game. Effects on the card that are always active, stop when it is burned.

Burning a Shard doesn't harm the Shard, the card or the prop. It just drains it's power turning it off for a while. Your resource totals do NOT change, (Hit Points, Mana, Stamina and Willpower) but all other benefits of the card are lost such as abilities, spells, damage and special symbols. You can't cast spells or use abilities on a card you have burned. Flaws on burned cards end.

Burn Death: If you find a way to burn all your cards and your Hit Points become zero, your Character is dead. Further, they can not be raised from the dead until a new game starts when they can Ready cards again. For this reason NPC Monsters usually can not burn your Character Card.

Opposing Element: If a Shard has an opposed element you can't learn or ready Shards with that element. For example, if you choose the Fire Combat Shard at the Beginning of the Day, you can't ready any water Shards (unless you ready a card that lifts that elemental restriction). Fire and Water oppose each other. Earth and Air oppose each other. Life and Death oppose each other. Opposed elements are denoted by a smaller symbol with a red circle and strike through over it. Not all elemental cards have an opposed symbol. A few cards have more than one element symbol on them, full sized and without a red strike through. These cards count as more than one element. These cards are more difficult to use as they are twice as likely to conflict.

Effect (☉☞⚡🎵): An effect is anything on a card that has to be activated or turned on to use. This includes Abilities (☉), Spells (☞⚡) and Songs (🎵).

☉ Ability: The Power Icon indicates an ability. They are non-magical. Following is the ability's name in **Bold**. After the colon: there may be a cost to activate it. This could be Hit Points, Mana, Stamina, Willpower, burning a card or something else. Some abilities have a limited number of uses per time period in brackets at the end. Abilities technically activate immediately, however time spent explaining what the ability does to others delays the activation until you are done explaining.

☞ ⚡ Spells: Spells are magical Abilities. If the book symbol appears (☞) that spell requires 10 seconds of uninterrupted incanting. If the lightning symbol appears (⚡) the spell can be activated instantly. Spells usually have a cost in Mana. Spells use the book icon to the far left. If you take damage, or stop casting before 10 seconds, the spell fails and the mana is lost. Characters who know casting may call themselves wizards, sorcerers, clerics and so forth or not. Most Characters will get some casting. (The Spellbook symbol tells you it's a spell. Many Abilities cost Mana but they are not spells.)

"You know, I guess one person can make a difference." - Stan Lee

♪ **Songs:** Songs are spells made by Bards. If you Learn such a card, you may call yourself a Bard. They may be sung, played on an instrument, done with spoken word or even hummed. You need to say the name and effect of the song so your audience knows what it does, possibly more than once. Songs usually cost Mana. There are two kinds of songs. One type song has an effect after a 10 second performance and acts very much like a spell. The other type has an effect that starts when you start performing and continues until you stop. You may continue a performance until you take damage or stop performing for more than a few seconds. (Songs appear in an expansion sets of System 7.)

Duration: Spells, Songs and Abilities often have a duration such as ‘this encounter’ or “until end of encounter” meaning the benefit ends when the encounter is over.

Encounter: An encounter is intended to be normally between 10 minutes to half an hour. The Storyteller may extend or shorten that and may even call for all encounter abilities to end, during an encounter. If you are not sure if an encounter has ended, simply ask the Crew or Storyteller. If the crew leave, change costumes and roles, or move to a new location, you can assume the encounter has ended. It’s like when a scene changes in a movie. In a more roleplay environment such as a tavern, party, wedding or meeting it may be less clear when an encounter has ended. It will normally be when a discussion has ended or switched topics. If you talk about who will be invited to the wedding for 10 minutes and then the topic switches to which people will sit on which side during the ceremony, that is a change of scene. If topics keep switching, then the encounter lasts until a long topic takes hold, something dramatic happens, or something else changes. At the end of the day, you may have to simply try your best to choose reasonable point.

Limited Use: Some abilities, spells and songs can only be used a certain number of times. The most common is 1/hour indicating it can only be used once each hour and 1/game, which indicates it can only be used once during a game. If you have an ability, spell or song that is 1/hour on one Ready card, and you have the same ability on another Ready card, then you can activate that ability two times each hour. The same is true for 1/game limits. Having a 1/game on two cards lets you use that effect twice within one game.

Stacking: Effects are not intended to stack with themselves. Bonus Hit Points, for example, do not stack. You only get the Hit Points from the single effect that gave you the most Hit Points. The Adrenaline ability on the most Character Cards does not stack. It sets your damage to 1 + the number of sword symbols on cards you have Ready. Activating it twice does not add more damage.

Banked: If you don’t use this ability during it’s time limit, you get an extra use of the ability that is ‘banked’ for later. Banked always has a limit, such as 4, and all banked effects are lost at the end of the game. Banked was created for the Adrenaline ability to make combatant players more powerful near the end of the game when greater challenges are more likely.

Shard Toughness and Destruction: Any object housing a shard becomes harder to destroy. You must declare that you are trying to destroy such an object. It ignores the first 2 points of damage done to it with each attack and the item has twice the hit points a normal item of that type would have. If a shard is destroyed, it stops working. 24 hours later, the shard’s energies naturally bind with a new object nearby and it starts working again.

Resist (Willpower Resists, Stamina Resists)

Effects (⚡📖🎵) can often be resisted usually by Stamina (your physical strength) or Willpower (your mental strength). If you use the shard Detect to see one card a person has ready they can resist with willpower. Ties go to the defender. You are the attacker in this situation. Your Willpower must be higher than theirs to see that card.

Resisting Afflictions and Spells: If you are resisting an affliction or spell, the Stamina or Willpower is from the person who created the affliction or spell, not necessarily the person the affliction or spell is affecting. When you cast a spell or use an affliction on someone else, you should tell them your Stamina and Willpower.

I am the sort of person who relentlessly tries to poke holes in what I believe, and to see the other side of the issue.

- Richard Garfield

Time and again Magic Items are created when mortals tinker with Shards. Usually it’s in an attempt to duplicate Shard, which has always failed. However, Magic Items have proved to be quite useful. They aren’t as powerful as Shards but they offer greater versatility.

Activate: Magic Items have to be activated. To activate a Magic Item you must burn a number of Shards, indicated on the Magic Item. Most burn a single Shard, but some exceptionally powerful Magic Items require burning up to even 7 Shards. Your resource totals do not change when you activate a Magic Item and burn Shards but you lose the abilities and spells on the burnt Shards as well as any special symbols and damage but you gain the abilities on the Magic Item.

Identifying Magic Items: Magic Items must be found within the game world, or made from Shards. When you find a Magic Item it can not be used until you do two things; Someone must use the Identify spell on the Detect Shard to determine what it does. Then someone must use Lore to determine how it is activated. A Lore rank equal to the tier (1 to 5) is required to do this. It is recommended that Crew and Storytellers put Magic Items inside envelopes which may not be opened until Identify is used and then the item can not be activated until examined by someone with high enough Lore.

Familiar: You get an animal companion when you learn the Familiar card. It can be a bird, dog, cat, bat, rat or other traditional familiar or any unintelligent farm animal you can phys-rep somehow. You can always communicate, verbally, with your familiar. You can always send your familiar “away”. They vanish and cease to exist until you call them back. Each Familiar card you learn gives you a familiar. Each card is locked to that specific familiar. The other abilities on the familiar card are only available while that card is ready.

Changing Cards During a Game

System 7 creates very flexible characters that can change depending on how the Player wishes to play each game or in reaction to what they have been told will happen during the game. However, we discourage changing cards during the game. We want the Player to have time with the set of cards they have selected to get to know that play style for a while before changing it. There are higher Tier cards that allows slightly more change but they are intended for Players who have already had a chance to explore the system.

Resource Totals: Your resource totals (Hit Points, Mana, Stamina and Willpower) never change after the start of the game, regardless of card changes. Every card that does allow any kind of card changing adheres to this rule. You memorize your resource totals for a game and while the current amount may go up and down for Hit Points and Mana, your totals are fixed.

Changing cards during a game is intended to be rare to make it easier to learn and remember your character. Most cards do not allow or need to be changed to be completely effective. Burning cards allows you to reduce the number of cards you have and make the game simpler. In expansions; Magic Items allow you to replace shards. Certain RED cards will allow you to select Shards after the start of the game which have the same resource bonus. Modular cards will allow you a limited ability to swap Shards with the same resource bonus. Again all of these changes maintain the resource totals.

The Storyteller can make exceptions by introducing a special event, NPC, magic item or place that allows cards to be changed. The time to do this is if the Players are stuck and the game is not progressing but the introduction of a Magic Item, helpful NPC or other solution is recommended as the better choice.

If you’re walking down the right path and you’re willing to keep walking, eventually you’ll make progress.

- Barack Obama

Magic Items



Combat and Character Damage

Hitting: Determining if an attack hits in Tabletop and Parlor LARP is done with Dice. In Boffer LARP, it is done by successfully striking with a foam weapon or a packet for spells.

Applying Damage: In boffer combat, damage can be blocked by a shield if the shield actually blocks the attack. This causes the shield to lose 1 hit. (See Shields in Market Place.) In Table Top and Parlor LARP Shields increase the number required to hit the target.

In all versions of the game, armor increases Hit Points which come off first. Any further damage is applied to Temporary Hit Points and finally to Hit Points.

Damage: Weapons in System 7 deal 1 damage. The Adrenaline ability on most Character Cards and on the Brutal Strike Card temporarily changes that damage to 1 +1 per sword symbol on Ready cards. (Activating this ability multiple times does not increase damage further.) Some abilities let you temporarily do damage based on another factor such as your Stamina. These do not stack with each other. If you have more than one damage modifier at the same time, you may choose which to use with each attack.

Most Cards add only 1 damage. Some Magic Items have between two and seven swords, but also require the same number of Shards be burned to activate them. The Fighter Shard has two swords and therefore increases damage by 2 while using the Adrenaline ability. The Maximum damage, using 7 copies of the Fighter Shard is 15, including the 1 damage from the weapon itself. A handful of spells can increase damage

"You know you're in love when you can't fall asleep because reality is finally better than your dreams."

- Dr. Suess

slightly higher. However this build would leave your Character with very few Hit Points and no Mana, Stamina or Willpower or any abilities or spells so builds like this should be very unusual.

Semi-Permanent Damage: This damage type is very rare. It can not be healed during the same encounter it was received. If the you sustain an amount of Semi-Permanent damage equal to your Hit Points, you Bleed Out and die because no healing can save you and if you are raised from the dead during the same encounter, you would Bleed Out and die again. You can't even use Dead cards because you have to be at positive Hit Points to act.

Permanent Damage: This damage type is exceedingly rare because it ruins games. This damage can not be healed until after the end of the game. Like Semi-Permanent Damage you can get stuck being dead.

Non-Lethal: You must have a Card or item that gives you Non-Lethal to be able to use it. Non-Lethal damage works like normal damage but goes away after 10 minutes. It also doesn't start Bleeding Out if you take someone to 0 Hit Points. If you excessively damage someone at 0 Hit Points the Crew or Storyteller may rule that you have converted the target's non-lethal damage into lethal and they start Bleeding Out.

Non-Leathal can also be considered 'temporary damage'.

Falling: For every 10 feet you fall (up to 200 ft), you take 1 point of damage (Max 20). So a 30 foot fall would cause 3 damage. To deliberately land on someone you move away the same falling distance and throw a packet. (In Tabletop it's an attack against their defense with a -1 penalty for every 10ft beyond 30ft.)

Afflictions: Disease, poison, curses and other elements function in a similar fashion. They have a negative effect. Sometimes it re-occurs over time. They may be contagious; airborne, contact, injected into the blood or ingested with food or even magically contagious based on other conditions. Afflictions are normally permanent until removed with a Remove Affliction ability available as a life spell or Chirurgeon ability.

I always have been optimistic about humanity's future. Always. Even at the most dismaying of times.

- Patrick Stewart

Limited Card Trading

Mortals can't just scoop up the power of the gods in handfuls. It's a slow process of learning and acceptance.

Shards: You can not trade Shards. They become bonded to you and stay with you even after you die. Since you can choose any Shard, trading is simply not needed, unless you've run out of a card in which case you might make an exception.

Magic Items: Magic Items may be freely traded back and forth and used by multiple people during a game but anyone wishing to use that item must burn the prerequisite number of cards to activate it. You may activate a Magic Item, loan it to someone else and get it back later and keep using it without activating it again. After 24 hours or whenever you get the Burned cards back, that Magic Item must be activated again for you to use it. Only one person can use, or benefit from, the same magic item at a time unless the item specifically affects multiple people. If the item has a limited use ability, such as 1/hour or 1/game, giving it to someone else does not allow it to be used extra times.

Consumables and Rare Elements: Both of these items may be freely traded as you see fit. They are never ready and never come back if lost, so bartering them away is simple.

Resources

The Four Resources (Hit Points, Mana, Stamina and Willpower): When you Ready your cards, at the Beginning of the Day, add the resources granted from each card and write down the four totals from each of your Shards plus your Character card.

Hit Points: This is your ability to survive injury. They will go down as you are injured and back up as you are healed. You can not heal above the number of Hit Points you started with at the beginning of the Day.

Your 'real' Hit Points are provided by your Character card. Anything above that is a magically provided by Cards. You might choose to think of these extra Hit Points as minor wounds, or bruising injuries and that damage to these Hit Points isn't serious, life threatening or exceptional painful but it's just a choice of how you Roleplay injury. There are no rules that differentiate Hit Points but your LARP Club may decide to establish a theme. If it ever matters, the Hit Points provided by your Character card come off last.

Bleeding Out: If you are damaged to 0 Hit Points you become unconscious and start Bleeding Out. If you Bleed Out for 5 minutes, your Character dies. Healing 1, or more, Hit Point stops Bleeding Out. Once you are at 1 or more Hit Points, you become conscious again. Some effects will let you stop Bleeding Out without healing, in which case you remain at 0 Hit Points and unconscious but no longer at risk of dying. Any further damage re-starts Bleeding Out again with a full 5 minute countdown.

Death: Dead Characters can be Raised from the Dead, if someone has that Spell, Song or Ability but you must take one extra flaw that lasts 6 Months.

Mana: Mana powers casting spells (📖) and songs (🎵). If you are at 0 Mana, you can not cast spells that cost Mana but you are otherwise unaffected.

Stamina: Stamina determines the strength of your physical skills. If you are damaged down to 0 Stamina, you can not run. (You may flee combat, but you'll have to walk.) If you started the day with 0 Stamina, you can still run but if you take any Stamina damage you can't run. If you receive any type of healing, it removes that condition.

Willpower: Willpower determines the strength of your mental skills. If you are damaged down to 0 Willpower,

Be kind whenever possible. It is always possible. - 14th Dalai Lama

you tend to do what anyone asks you to do. If you started the day with 0 Willpower, this doesn't happen but if you take any Willpower you tend to do as asked until you receive any kind of healing.

Card Tiers



Card Tiers: There are seven Tiers; White 1, Silver 2, Gold 3, Amethyst 4, RED 5, Black 6 and Blue 7. The Core Set uses Tiers 1 to 4. Tier 5 is introduced in the Artifact Expansion. Tier 6 and 7 are introduced in the Epic Expansion. Sets beyond that may use all 7 Tiers.

Tiers are most important for Shards but Magic Items and Monsters also use tiers to describe how powerful they are. System 7 is not a CCG, a Collectible Card Game, it is a Roleplaying Game, so there are no packs with limited quantities of higher Tier cards. If you purchase the Printed cards from DriveThruCards, you will get 1 of every card in the set you purchase.

Learning New Cards

Learning New Shards: For Boffer and Parlor LARP, at the end of each game that you Crew at, you earn 1 new Shard for any one Character of yours. For Tabletop. If you are not also LARPing at the same event, you get a new Shard each game. (Every now and then, at special events, one additional card should be handed out. This means the Players would get 1 card and the crew would get 2 cards.)

To learn a Shard above Tier 1, you must know an equal number of lower level Tier Shards. For example, To learn your second card any tier you must know 2 Shards of each Tier below it. It doesn't matter which Shards you know.

You can learn as many Tier 1 cards as you wish (within the limit of 1 per game). The number of higher tier Shards you know, doesn't limit the lower tiers you know. You could know 10 Tier one, 8 Tier two, 5 Tier three, 1 Tier four, 0 Tier five, 0 Tier Six, 0 Tier 7.

If you wanted to learn your 3rd Tier seven, you would have to know at least 3 Tier one, 3 Tier two, 3 Tier three, 3 Tier four, 3 Tier five, 3 Tier Six, 3 Tier 7 total.

The game is designed so that to get a full set of 7 Tier seven cards, you need to learn 49 cards. Starting with the 4 you start with, this would require crewing 45 games.

Unlearning Cards: Some few cards have a cost, or allow you, to unlearn a Shard. In this case, it no longer counts towards the Shards you know. If this means you no longer know the pre-requisite number of Shards to know higher level Shards, you can not ready those higher level Shards until learn the pre-requisite again. If you know multiple higher level Shards but not all of them would be affected, you must choose which ones are affected. This choice can not change. Unlearning cards is fairly rare because it can be a little confusing and is considered a high cost to pay.

For example, Lets say you know four Tier 1 Shards, four Tier 2 Shards, and four Tier 3 Shards. You unlearn

Job one is to get out of that cave... - Robert Downey Jr.

one Tier 2 Shard. You must choose one of your Tier 3 Shards which you can not ready anymore. Any time you learn a new Shard you may learn a Tier 2 Shard (you have the prerequisites) and it could be the same Tier 2 Shard or a different one.

If you unlearn a Shard, you may simply relearn the same one, or a different Shard of the same tier, the next time you are allowed to learn a Shard, usually after each game.

Magic Items and Tiers: Magic Items use Tiers to describe, generally, how powerful they are. Tier does not affect whether you can take a Magic Item are not. The only limit is that you can only get one per game normally.

Cash: During the game you can also collect gold, which can be coins, paper money, gems or other valuable items.

Magic Items: You can collect Magic Items. Each Player can only take one Magic Item from each game. If everyone has one, the Storyteller may allow additional items to be taken. At the end of the game, any excess items must be turned in and any player who isn't at their limit can then choose to take up to their limit from them. The loss of extra items is the fault of "karma" in-game and can not be resisted. It's simply a fair play rule.

Duality Cards

Opposed Elements: When you learn a card with a banned element, you can not learn cards of the banned element, unless you first learn a duality card, a card that lets you use that banned elements. The following cards are from the Core Set and allow you to use certain banned elements.

- **Dust Caster** allows ignoring Earth and Air restrictions.
- **Steamcaster** and **Stuart's Magic** both allow ignoring Fire and Water restrictions.
- **Wonderous Rainbow** allows ignoring all Elemental restrictions.
- **Worldy Necromancer** allows ignoring Life and Death as well as Good and Evil restrictions and lets you learn undead cards without being undead.

Duality Explained: When you learn a duality card, you need to update your character background and explain why you can learn the opposed elements and submit it to the Storyteller for approval. If you've always been a good person, taking Worldy Necromancer and suddenly taking evil cards needs to be explained. For the other elements the most important thing is to explain why and how you made peace with the opposite element. The Storyteller might even ask you to attend a special game to earn a Duality card.

Restricted or Banned: If, as the Storyteller, you are finding that the Duality Cards allow Players to flip/flop their abilities from one type to it's opposite to easily, you might even restrict or ban Duality Cards For example, you may only allow Players to have 1 such card and/or you might require a special quest be achieved to get one. Alternatively, you might not allow the cards in your game at all.



Power and Gaming

I don't like that man. I must get to know him better. - Abraham Lincoln

System 7 was designed from the start to address power gaming. Was this to shut power gaming down? No. Well, yes but also no. The most powerful build for each resource uses the double cards but results in a Character unable to do anything else. 7 Fighter Shards result in 15 damage but no extra Hit Points, Mana, Stamina or Willpower. 7 Willpower cards give you Willpower 14 but nothing special to use it on. The best builds will be a compromise of giving up the highest possible numbers to get a more rounded Character able to do many things. Hopefully exactly how to do that will be a debate that does not end. (Each different Storyteller should also influence what the best build is, for that game.)

Double Cards: The double Shards offer double the normal amount of one resource but no other resources and few, if any, abilities. They are the most attractive cards for power gaming, but they were made to help Player fix not having enough resources in one area.

If you are a spellcaster and you've got 6 spell cards, it's very likely that you don't have a lot of Hit Points. So a card with double hit points, but nothing else, was introduced so that you could "catch up" and have a reasonable number of Hit Points. This was done for Mana, Stamina, Willpower and Damage.

Unfortunately if you Ready nothing but a double card, you can get resource totals much higher than normal. So each of the double cards grants you nothing but the double resource. If you want to be able to do 15 damage, you won't have very many Hit Points and no Mana, Stamina or Willpower.

The best build, as a result, won't be one with 7 copies of a double card. It will actually be somewhere around 4 or 5 copies.

F.A.Q.

Well, what is a Good amount of damage?

Honestly? Two. Two is my favorite amount of damage. When you Ready one Sword and go from 1 to 2 damage, you have basically reduced the number of Hit Points the enemy has by half (50%). No other amount of damage will have as great an impact on the game. Seven damage is a lot. Fourteen and above is massive damage and you've almost certainly sacrificed the ability to do anything else and you probably have 3 Hit Points and nothing else for resources.

Let's say an NPC has 100 Hit Points.

At 1 damage (0 swords) you will have to hit that NPC 100 times. That's a lot.

At 2 damage (1 sword) you have to hit them 50 times. (That's 50 less hits than 0 swords. But it's still a lot.)

At 4 damage (3 swords) 25 hits.

At 8 damage (7 swords) 13 hits.

At 15 damage (14 swords) 7 hits. (At this point you are really deadly but probably have 3 or 6 Hit Points.)

So I should only ever have 1 Sword?

Heck no. More damage will take down an opponent faster. Having 1 to 7 swords is really good. You should just balance it with having other abilities too. Getting over 7 swords is very possible but the sacrifice starts getting really high to achieve it.

So I should always have at least 1 Sword?

Keep calm and carry on. -Winston Churchill

Yes, pretty much. I would always have at least 1 sword if I could. It's the biggest, most effective upgrade that makes you worth two people in a combat scenario. While 7 swords makes you worth more, 15 doesn't because you'll be defeated faster.

But I want to do 15 damage, have 24 Hit Points, 7 Stamina and 7 Willpower plus many effects!

Unfortunately when balancing a game there always comes a point where you have to say no and this is it. If you want the highest possible high Hit Points, Mana, Stamina, Willpower or Damage, you only get one and the rest are 0. It's better to have some of each or to focus on two or three stats.

Bonus Hit Points: The maximum number of Bonus Hit Points someone should ever have is 6. This is because Bonus Hit Points do not stack and 6 is the most you can get from one source (for now).

For example, if you have 4 remaining Bonus Hit Points and someone uses *Less-Buff* from Buffer Spawn on you, giving you 3 Bonus Hit Points, it would have no effect. You would still have 4 Bonus Hit Points.

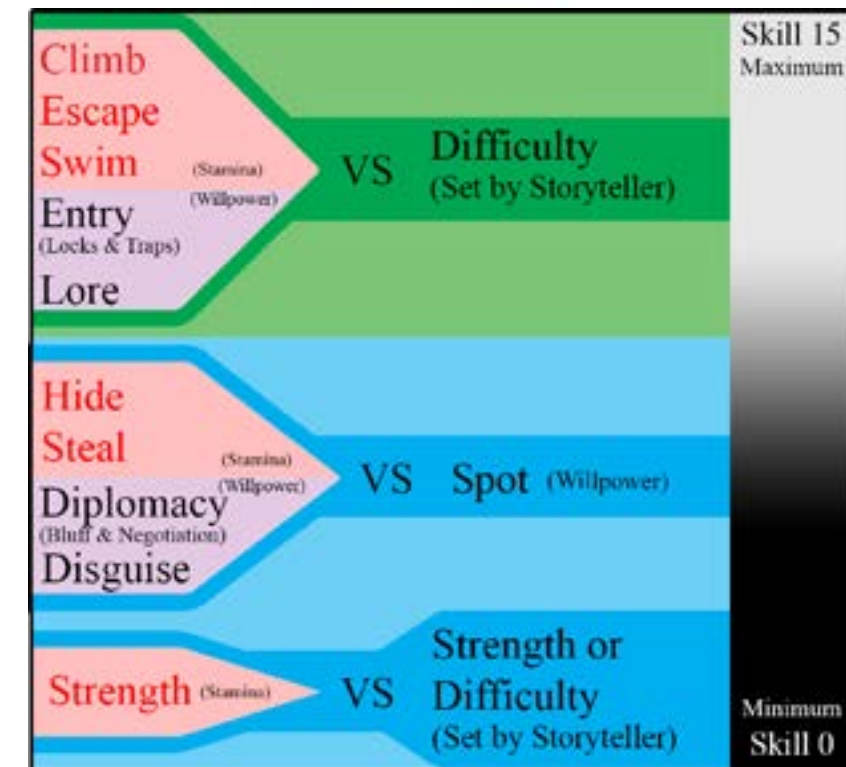
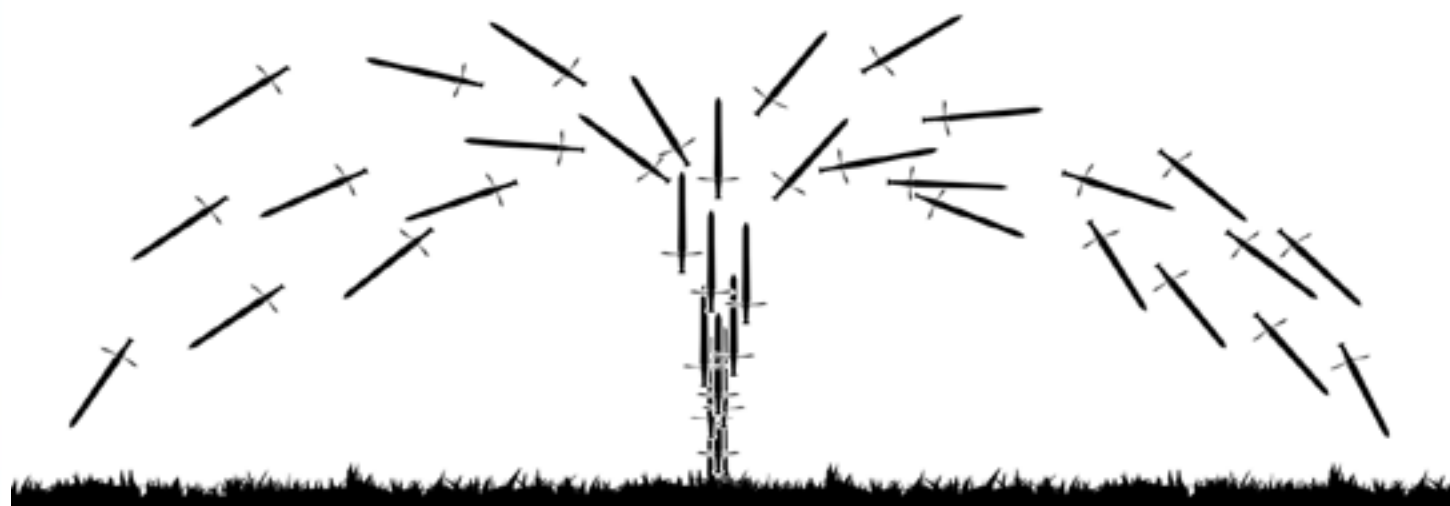
However if they used *Buff* from Buffer Spawn on you, giving you 6 Bonus Hit Points, you would now have 6 Bonus Hit Points since that's the highest amount from a single source.

But I don't Want to do that in my LARP club!

So, don't. System 7 is very deliberately offered in several parts so you can choose which you want and how much to get of each part. You can leave whole expansions out. Maybe you don't like Magic Items or Vampires and you explain to your members that those cards won't be used at your LARP club. You can also ban individual cards that you feel are adversely affecting your game.

If I burn a card with a flaw, do I keep the flaw?

The flaw goes away. Any effect you activate on a card with a duration, lasts for the duration, even if the card is burned. Effects that do not require activation, are lost right away. For example; If you burned *Abscond*, your *Escape* would immediately stop being equal to your Stamina. However, if you activated Skills on *Tough Rogue* and then burned the card, you would lose the skill until the end of the encounter. After burning the card you would also no longer be able to activate the Skills ability so you would not be able to have the skills in future encounters. **Skills**



There are 11 skills in System 7. Six are associated with Stamina and the other five are associated with Willpower. To use a skill you must get it from a card which indicates that skill is equal to its associated resource. If your Stamina or Willpower are damaged, your skill levels are equally reduced until the damage is healed. The Storyteller is encouraged to invent creative ways to use these skills.

Tied Opposed Skills: In the event of a tie, victory goes to the defender. If you are hiding to escape from attackers looking for you and you have the same rank in Hide and Spot, you would win. If you are sneaking up to stab someone from behind and you both have the same rank in Hide and Spot, you would lose.

Losing Skills: If you burn or lose a card that gave you a skill, the skill is gone. If you happen to be currently using the skill, you can keep using it until you stop and then you are unable to use it again.

Skill Modifiers: The Storyteller can apply a bonus or penalty to skills depending on the situation. Overusing a skill can incur a penalty; Repeatedly hiding and getting caught. The fourth disguise at a party. Bluffing that your last two Bluffs were a joke and this time you are telling the truth. Using a helpful tool or situation can incur a bonus; Using a ladder to climb. Paying someone handsomely to agree with your lie. Increasing the amount of light to see someone hiding.

Stamina Skills

(Climb, Escape, Hide, Steal, Swim, Strength)

Climb: This lets you go up walls, climb trees, possibly catch yourself while falling, use ropes and navigate uneven terrain. Climb is based on Stamina. The difficulty is set by the storyteller and can range from 1, which would be Climbing a ladder in a rainstorm to 7 which would be climbing a smooth wall with almost no hand holds to 14 which would be climbing a glass surface in the rain. Your acting should let people know you are climbing.

Escape: After spending 1 minute unobserved by your captors you can attempt to use Escape to get out of one restraint. The difficulty is set either by the Storyteller or it is the Entry (locks and traps) level of the person who created the restraint. Escape is the skill of getting out of a restraint. Cutting or damaging the restraint remains and unskilled and much nosier alternative. You should roleplaying getting out of your restraints because this gives any guards a fair chance to see you doing it.

Hide: This skill lets you go unseen. You must leave sight of anyone who might be looking for you to begin hiding and then remain at least 50% covered to continue hiding. Running, casting, combat, shouting and similar activities ends hiding. Hide is opposed by Spot. Put a hand up over your face and hold up a number of fingers equal to your level in Hide to indicate to others that you are hiding.

Steal: This lets you take things from others without being noticed. You must touch someone for 20 seconds without being noticed (for real). Then tell a Storyteller or Crew that you are trying to Steal, your Rank in Steal and what you are stealing. You can steal a specific item you can see or you can steal 25gp.

The Storyteller or Crew member talks to the target. If the Target's Spot is equal or higher than your Steal, they TELL the Target you tried to Steal from them. If it's lower, they DON'T tell the target who is stealing from them and collect the prop (or make a card representing the prop) or inform the target they have 25gp debt. Then they give you the prop or 25gp later when it's not obvious they are doing so.

Each time you use Steal you take a -1 cumulative penalty that resets at the end of the game. People simply start becoming suspicious around you as things go missing. This makes it easier for Spot to discover you are trying to steal. Someone can also use Spot to "guard" people near them, once they are aware that theft is happening.

Swim: This lets you move through water without drowning. The difficulty is set by the Storyteller and ranges from 1 being flat smooth water to 7 being tidal currents and large waves to 14 being a tsunami or 100ft wave. (You can hold your breath for 1 minute plus 1 minute per Stamina and after that you take 1 damage per 10 seconds until your reach 0 Hit Points and start Bleeding Out.) If there are damaging elements in the water, the Storyteller may allow you to avoid them if you have high enough ranks in Swim. You must walk while swimming and should roleplay a swimming motion with your arms. You can not swim and fight.



Strength: Strength is used to hold or restrain others, in which case it is opposed by their Escape or Strength rank. It can also be used to lift very heavy objects, around 100 KG per rank of Strength.

Willpower Skills

(Diplomacy [bluff and negotiation], Disguise, Entry [Locks and traps], Spot, Lore)

Diplomacy (bluff and negotiation): This is the social skill. If you are lying to someone, trying to manipulate someone or just trying to be friendly, this is the skill to use. The skill can be used Opposed to someone else's Diplomacy or against a difficulty set by the Storyteller. For difficult or important goals, the Storyteller may ask you to perform multiple checks and use convincing roleplay which can earn bonuses or penalties. Each success gets you slightly closer to your goal.

For example, if you wanted to convince a wealthy merchant to loan you money, you might need to make a formal introduction (one check and roleplay), talk about something they are interested in for a while (another check and roleplay), explain your loan proposal, how you are going to pay it back and let them think about it (another check and roleplay) and finally get the paperwork done properly (a final check).

The point of the Diplomacy skill is not that you "win" the discussion but that your Roleplay has a little extra weight behind it. Perhaps you can't pull off acting like a royal, but act your best and put your hand up and remind everyone "Diplomacy rank 4" which should smooth over any gaffs you made in your acting. Now someone could still talk down your efforts or they could pull "Diplomacy rank 5" out and gain weight for their Roleplay but it should never be an instant win. The actual Roleplay should always be considered.

Disguise: This is your ability to look like someone else. It is opposed by Spot and allows you to pretend to be someone else. If you are pretending to be another species or a specific person, the Storyteller may impose a penalty because this is a more difficult task. When using the Shapechange card, no penalty is incurred to disguise yourself as the species you become. Disguise can also be used to change the appearance of an object on your person. You can use Disguise on others, but you must have time to set up and it uses their Willpower score and it only lasts until the End of the Encounter or until someone sees through it. You must remain present, close by, as well.

Entry (locks and traps): This is the ability to open locks as well as find and disarm traps. The difficulty is set by the Storyteller or the Entry rank of the person who set the trap.

Lore: This skill is used to gain general information about any topic. At rank 1 you can tell how to activate White Magic Items, rank 2 Silver, rank 3 Gold, rank 4 Amethyst and rank 5 RED. When it comes to puzzles this skill is intended to let you ask for hints, not directly answer the question. Storytellers are encourage to keep offering hints, perhaps as many as one per rank in Lore but not directly give away answers. Where is the fun in that?

Lore is the ideal excuse for the Storyteller to provide the Player with much-needed information about the game world, NPCs, magic items, strange artifacts and so forth. The Player may ask for the information privately and then decide if they are going to share or just get it publicly, indicating that they would share the information immediately anyways.

Spot: This is the ability to see, hear, smell, feel, taste, touch or otherwise detect things really well. (It tends to be visual most often and listening as a close second.) Spot opposes Hide, Steal and Disguise. It can also

"Many of life's failures are people who did not realize how close they were to success when they gave up."

-Thomas A. Edison

oppose Diplomacy especially if they are bluffing about something that can be seen. It can oppose Escape when the subject is trying not to be observed. This skill is used to detect traps. Spot can be used to track footprints and hiding those footprints uses the Hide skill. If there is reason to suspect a Trap is in the area, Spot can be used to search a specific location to find it but this reveals nothing about how it works and does not disarm it. Entry (locks and traps) is the skill required to find and disable traps.

You miss 100 percent of the shots you never take. - Wayne Gretzky

flaws

Absent Mana: Your mana is always 0. You can't activate songs, spells or abilities that cost mana.

Addiction: You must roleplay a constant addiction to something.

Allergies: Choose something common that causes you to sneeze and have difficulty breathing around.

Amnesia: You don't remember some or all of your past.

Black Mantle: Spells that heal don't work on you.

Black Thumb: Plants you take care of usually die. You have a poor sense of taste.

Blind: You can not see. This flaw goes away if your Spot is 7 or higher.

Cannot Dream: You can't dream. You can not enter the Dreaming.

Cannot Lie: You generally never lie.

Cannot Tell the Truth: You lie whenever you think you can get away with it.

Cannot Strike Men/Women/Other: Choose one. You won't attack them.

Chivalry: You may not attack someone from behind, by surprise or gang up on an equal or inferior opponent.

Compelled to Rage: You must rage, if you can, when you take damage. If you don't have the rage ability, you attack anyone non-submission for 5 minutes without any benefit. This rage can not be ended by choice.

Dark Fate: This character won't survive very long and usually knows it.

Day Dreamer: You tend to get distracted, thinking.

Deaf: You can not hear, in-game.

Deep Sleeper: You must take damage to wake up early.

Disgust: Choose a creature or type of creatures or an organization; They don't like you and will attack you on-sight, preferring to attack you over anyone else.

Disfigured: You have a disfigurement that must be shown with prosthetics or makeup.

Elemental Ban: Choose Earth, Air, Fire, Water, Life or Death. You can not learn or know Shards or activate magic items of this type.

Food Conscious: You must always carry extra real food.

Healing Addition: You always want more healing magic and often bother healers for extra healing.

Hero Complex: You are always the good guy and try to do what is right.

Holy: You are blessed by the divine. Undead don't like you and attack you first. You can not become undead. The process simply kills you.

Iconic Dependency: You won't cast spells without a specific, non-shard, item.

Iconic Item: You have an item that is very important to you and you will struggle to regain if lost.

Illiterate: You can't read.

Impatient: You don't like to wait. You suffer a -2 penalty to Stealth.

Innumerate: You can not count past 3.

Insatiable Curiosity: You are very curious about things and wander into the dangerous unknown.

Lack of Common Sense: You tend to blunder through things carelessly sometimes.

Lame: One of your arms or legs does not work. If it is an arm, it can't hold a weapon or use tools. If it is a leg, you walk with a limp and can't run.

Low Mental Pain Tolerance: Each time you take damage, you take 1 Willpower damage.

Low Physical Pain Tolerance: Each time you take damage you take 1 Stamina damage.

Mute: You can't speak.

Night Blindness: You can't see at all at night and have trouble in dark rooms.

No Casting: You can not cast songs or spells. (You can still activate Abilities that cost mana.)

No Refection: You have no reflection.

No Shadow: You have no shadow.

Little by little, one travels far. - J.R.R. Tolkien

Offensive to Animals: You can not use Nature-Kin Shards. Animals don't like you.

One-Eye: You are blind in one eye.

Overactive Imagination: You are extremely flighty and jump at shadows either in wonder or fear.

Pacifist, Minor: You only deal lethal damage to undead, and constructs, no one else.

Permanent Wound: You have 3 less Hit Points (minimum 1)

Phobia: You are scared of something; An element, a specific animal or plant, object, food, liquid or so forth.

Unfit: You take 1 Stamina damage every 10 minutes.

Unwise: You take 1 Willpower damage every 10 minutes.

Vulnerability: Choose Earth, Air, Fire or Water. It does double damage to you.

Wanted: There is a price on your head and some people may come to claim it.

Weak Immune System: The Willpower required to remove afflictions from you is increased by 1. You tend to get sick a lot.

Word Flaw: Once per month, you may ask the ST for a new Word. If your Character hears this word, they pass out until awoken.



"I Wear A Mask. And That Mask, It's Not To Hide Who I Am, But To Create What I Am." - Batman

Market Place

Combat

Armor

- 1 Bonus Hit Point: 50gp
- 2 Bonus Hit Points: 100gp
- 3 Bonus Hit Points: 150gp
- 4 Bonus Hit Points: 200gp
- 5 Bonus Hit Points: 250gp
- 6 Bonus Hit Points: 300gp (Max)

Shields

- 1 Hit: 50gp
- 2 Hits: 100gp
- 3 Hits: 150gp
- 4 Hits: 200gp
- 5 Hits: 250gp
- 6 Hits: 300gp (Max)

Weapons

- Small: 25gp
- 1 Handed: 50gp
- 2 Handed: 100gp
- Firearm: 200gp

Potions

Healing Potions

- 6 Hit Points Healing: 50gp
- 12 Hit Points Healing: 150gp
- 18 Hit Points Healing: 300gp
- 24 Hit Points Healing: 600gp

Mending Potions

- 6 Hit Points Repaired: 25gp
- 12 Hit Points Repaired: 75gp
- 18 Hit Points Repaired: 150gp
- 24 Hit Points Repaired: 300gp

- Mana NAgp
- Adrenaline 50gp
- Arrowport 100gp
- Detect Magic: 50gp

- Remove Affliction: 50gp
- Water Breathing: 100gp

Traps

- 1 Damage: 25gp
- 2 Damage: 50gp
- 3 Damage: 75gp
- 4 Damage: 100gp
- 5 Damage: 125gp
- 6 Damage: 150gp
- 7 Damage: 175gp

House

Basic House and 5 acres

Entry Upgrade		
Rank	Cost	Total Cost
1	0gp	0gp
2	+50gp	50gp
3	+50gp	100gp
4	+50gp	150gp
5	+50gp	200gp
6	+50gp	250gp
7	+50gp	300gp
8	+100gp	400gp
9	+100gp	500gp
10	+100gp	600gp
11	+100gp	700gp
12	+100gp	800gp
13	+100gp	900gp
14	+100gp	1000gp
15	+200gp	1200gp
16	+200gp	1400gp
17	+200gp	1600gp
18	+200gp	1800gp
19	+200gp	2000gp
20	+200gp	2200gp
21	+200gp	2400gp

- Traps Upgrade
- Hidden Upgrade
- Alarm Upgrade

Business

- 50gp per 1 gp income
- Max 50gp income

100gp Items

- Basic House and 5 acres
- Carriage
- Clock
- Exotic Animal
- Hourglass
- Row Boat
- Scale
- Wagon

200gp Items

- Small Ship, 10 people

500gp Items

- Manor House and 100 acres
- Large Ship, 100 people

1000gp Items

- Castle, medium size
- Galley, 300 people

"A friend is someone who gives you total freedom to be yourself." - Jim Morrison

Bonus Hit Points

Bonus Hit Points are a magic force field or armor protecting you. Damage is applied to Bonus Hit Points before regular Hit Points. Bonus Hit Points can not be healed. (They are not alive.)

Armor: In the case of armor (real armor, not a spell that mimics armor) you can regain Bonus Hit Points by mending the armor. Armor has the SAME number of hit points as the Bonus Hit Points it provides. Each point of damage repaired restores 1 Bonus Hit Point provided by the armor.

Damaging Items

- Small items have 1 Hit Points. (1ft)
- Medium items have 6 Hit Points. (3ft)
- Large Items have 12 Hit Points (6ft)

Metal, stone and other hard materials reduce each source of damage done to them by 1. Shards reduce damage by an additional 2.

Very large items such as buildings have as many hit points and hardness as the storyteller sees fit. Often destroying a building would blunt and ruin your weapon long before breaking.

Market Place Items

Free Items: Adventurers are exceptional people. Some can cast spells to heal, grow crops, mend broken item and others can defeat monsters, deal with brigands or out talk local politicians. Generally an adventurer can get any common item for free as payment for services they provide, off camera or between games. This includes all their basic needs such as food, clothing, and lodging. From a practical view point, roleplaying is about heroic adventures and keeping track of how many loaves of bread and socks you have isn't. A Storyteller may still ask for a list of what Players are carrying and Players should only carry a reasonable weight of goods.

Armor: Armor provides Bonus Hit Points. They come off first and can not be healed. However, armor can be repaired with spells such as Mending. For each point of damage repaired, a Bonus Hit Point is regained. Bonus Hit Points do not stack with other Bonus Hit Points. Armor doesn't use Hit Points like other objects. Even if it is not being worn, if it is damaged, the Bonus Hit Points are removed. At 0 Bonus Hit Points, the armor is non-functional until repaired. (The prop can still be worn but provides no benefit in the game.) It does not matter if the wearer is struck on the armor or not, the Bonus Hit Points apply regardless.

Shields: Tabletop and Parlor LARP: In Tabletop and Parlor LARP each time you are attacked you may choose to block with your shield, for free, and it adds to your defense value by it's number of hits, 1 to 6. The shield can block once per hit it has and then it no longer functions. Each point of repairs, restores one hit.

Shields: Boffer LARP: In Boffer LARP shields have hits. One hit absorbs all the damage from a single attack. Shields can take between 1 and 6 hits. When a shield is repaired, each point of repair restores 1 hit. Like armor, a Shield doesn't use hit points. Even if it is unattended, damage to it is applied as hits. At 0 hits, it no longer functions and further damage is applied to Hit Points.

"Not all those who wander are lost." - J.R.R. Tolkien

Shields ignore hits when the damage is equal or lower than it's maximum hits. So a starting shield with 1 hit doesn't lose hits when the attacks do 1 damage. A shield with 6 hits doesn't lose hits unless the damage is 7 or higher. Damage to a shield doesn't reduce this number. So a shield with 6 hits, that only has 1 hit left, won't lose that last hit until it takes an attack that does 7 or more damage.

Weapons: A small weapon is any weapon the size of a knife that can be held with one hand, such as a dagger, a hand axe or a kali stick. A 1 handed weapon is anything bigger than that which can still be wielded with a single hand such as a sword, axe, short spear, bat, mace and so forth. A two handed weapon is any weapon that requires two hands to use properly such as a spear, a staff, a halberd or a great sword.

At Boffer LARP melee weapons can be used to block. At parlor LARP and at Tabletop, they do not have this feature. Range weapons, like a bow, or musket, can never be used to block or make melee attacks because it is not safe.

Weapons: Firearms: Check with your Storyteller as these items may or may not be available. A Firearm is in its own category. It requires two hands to reload and this takes 1 minute. Smaller ones can be fired with one hand. Firearms the size of a rifle must be fired using two hands.

In a Boffer LARP there are several ways to use Firearm props. Cap-guns can be used. In this case they always hit, if they fire. A misfire doesn't deal damage and must be reloaded. Nerf Guns can be used. Misfires count and the Nerf projectile must strike the target for the weapon to deal damage. Firearm props with no working parts may also be used and just automatically hit all the time, or may require a packet to be thrown to confirm striking. Regardless of what system is used, all weapons should have an orange tip to indicate they are fake.

Potions

Potion: This is a single use item. They usually replicate the ability found on a Shard but only work the once. If they have a duration it's only until the end of the encounter. Having a prop to drink, such as a bottle of water or soda is a great phys-rep for a potion and also limits the number a person can consume. It also encourages participants at LARP to carry water so they don't get dehydrated. Fruit may be substituted for potions, especially if the seller is a Nature-Kin. This doesn't change the price.

Healing Potions: These single use potions heal an amount of damage which can be applied to Hit Points, Stamina and/or Willpower as desired.

Mending Potion: These single use potions repair an amount of damage to an object, including armor and shields. (They can NOT heal Hit Points, Stamina or Willpower.)

Adrenaline Potion: The drinker's weapons do 1 damage, +1 per sword you have ready until the end of the encounter.

Potion: Arrowport: The drinker teleports to the last projectile you fired.

Potion: Detect Magic: When someone drinks this they can tell what is magical near them until the end of the current encounter. They can tell what spells are active if they have lore equal to the tier of the spell; 1 to 7.

Potion: Remove Affliction: This removes 1 affliction from the drinker. The Willpower associated with this effect is the Willpower of the person who drank the potion.

Potion: Water Breathing: The drinker can breath underwater until end of encounter.

Traps (Damaging): Traps cost 25gp per damage they inflict, up to a maximum of 7 damage, which is 175gp. The damage is dealt to one person at a time but can be triggered once a minute. For 25gp each, it can affect more people. If a trap is not used, it can be disarmed and kept for later. Once someone triggers a trap, it remains active for the rest of the encounter and can injure multiple people. If anyone survives the trap, or

"We are what we repeatedly do; excellence, then, is not an act but a habit." - Aristotle

when there are bodies strewn all about, people will start avoiding the trap and it will stop being as effective at the Storyteller's discretion. The difficulty to find and disarm the trap using Entry (locks and traps) is equal to your Entry (locks and traps) skill rank when you place the trap. A trap left unattended will deteriorate. The difficulty of the trap will decrease by 1 every day until it no longer functions at 0.

Trap (Grapple): This trap costs 25gp per rank in Entry (locks and traps). This is also the difficulty to use Escape or Strength to get out of the trap. It affects 1 person, although if they escape, after 1 minute it can restrain another person. For 25gp each, it can affect more people. You can not increase the rank of the trap. When you set the trap, if your Entry is lower than the rank of the trap, you use the lower difficulty. Like the other traps, once activated, it remains effective until end of encounter, If anyone escapes,

Mana Potion: Mana powers many System 7 Songs, Spells and Abilities. Players should start with enough to last an entire game but we can't anticipate how each LARP will go. The Storyteller should place Mana Potions into their game if the Players are running out. Players may also request Mana Potions, in character, by asking NPCs if they have any available. Mana potions are easy to make so they should be free, given to help out friends or allies. They only last until the end of a given game.

To make a Mana Potion you need a Lab. You must have a Ready Shard that provides Mana and you must have Mana. You burn the Shard and spend the amount of mana provided by that Shard. This produces a Mana Potion with the same amount of Mana that the Shard provided. Characters are not intended to make Mana Potions although a Storyteller could make exceptions. Characters not at a game, are busy doing other things, and may not assist Characters at a game.

Houses

Entry Upgrade: The first upgrade in this category is free and makes breaking in require Entry rank 1. Every upgrade after that makes it harder to get into your house. The cost is 50gp per tier from 2 to 7, then 100gp per tier from 7-14 and 200gp per tier from 15 to 21. You can't reach these tiers in the Core Set but in expansions there will be cards with the potential to go that high. Further, some really powerful NPCs could reach that high but in general, after Tier 7, your house shouldn't really ever get broken into.

How this upgrade appears is up to you. It could be packs of trained watch dogs, or golems, or just really solid locks and so forth. Be creative. Whatever it is, it doesn't apply to other upgrades unless you purchase them as well. Then you could tie them all together.

Entry Upgrade

Traps Upgrade

Hidden Upgrade

Alarm Upgrade

A place you can store stuff that requires a certain rank of Steal to get into.
50gp/rank of Steal required to get in.

Weapon: Weapons cost 50gp and deal 1 damage. Shards and Magic Items can increase weapons damage, usually temporarily, such as with the Adrenaline ability, or, rarely, permanent.

Business

This represents some activity that your Character does themselves between games. It could be running a shop, working as a laborer, crafting any manor of item or anything else you can think of. For every 50gp you invest in your business, it provides 1gp income after each game to a maximum of 50gp.

Time: For each 1gp your business gives you, it takes up 1% of your time between games.

Don't worry, it's going to get worse. - William Charke

Laboratory

Phys Reps

A 'Phys Rep' is the physical representation of the in-game item. If a Phys Rep breaks or is lost, it should be replaced with a reasonably close facsimile. When you get a magic item card some leeway is granted for choosing your phys rep. This is why weapons say 'weapons' instead of a specific weapon type. Once chosen, however, you should try not to change the item.

Safety: Real weapons should never be used or even carried during a game. The most common excuse to break this rule is because "it looks cool". Don't let real weapons into your game. Accidents happen, people trip and fall down and a harmless device suddenly falls out of a pocket and becomes a real threat. Even if the safe version of a prop has to be larger, or doesn't look as good use safe version.

Safety



Get busy living or get busy dying. - Stephen King

Safety trumps costuming. If it's pouring rain, wear rain coats even if it hurts immersion. It would be nice if everyone had waterproof capes, cloaks and other appropriate clothes for in-game but that is rarely the case and you don't want anyone going home sick.

Hiking Boots: The more common injury in LARP is twisted ankles. The number one method of prevention is good footwear with ankle support. Hiking boots are the best. They are usually highly water resistant and designed for outdoor use.

"Footing": This call is made if someone you are fighting or talking with is going to trip over something you see but they don't. This warns the other person they are about to trip with a single word because when you realize there is a problem you might only have a second to warn them before they trip.

"Man Down" or "Stop Stop Stop!": This call is made if anyone is hurt. The game stops. The first aid attendant is called to take care of the injury. Once it is safe to continue play you should "lay on". You should decide on the specific call for your LARP club and let everyone know before the game begins. When you get new members, they have to be taught these calls as well.

"Either write something worth reading or do something worth writing." --Benjamin Franklin

Crafting

Cost: Consumables cost 10gp per tier to craft. This pays for miscellaneous components that are used up during the process.

Flakes: A flake is smallest piece of a lost deities' power that can be found or used for anything. They do not have to be divine in nature and can simply be especially rare or valuable examples of an element or source of life or death. Fire started from the breath of the oldest dragon in the campaign, water from a Dryad's pond, the last breath of an ancient air elf, the horn from a minotaur, the pinion feather from an angel or the bone of a lich could have a flake of power in them. Experiments with flakes produced consumables; potions, wands, pastes and similar items with a very short shelf life and limited or single use abilities. The process has become standardized.

Crafting Components: Choose an ability or spell on one of your Shards or Magic Items. You must use a number of flakes equal to the Tier of the card to make a single-use consumable that duplicates ONE ability or spell on that card. If the card has an elemental symbol you must use at least one flake of that type.

Opposed Consumables: You can't make or use consumables whose ability comes from card with an opposed element. (If you are using a water card that bans fire, you can make or use fire based consumables.) With the exception of opposed consumables, anyone can craft and use consumables.

Duration: If the consumable has an ability or spell with a duration longer than one encounter, it is shortened. It ends at the end of the encounter it was used. Consumables do not go bad and remain good until used.

Application: You must decide how the consumable is used. Wands are pointed. Pastes are applied. Potions are drunk, etc. This is a purely roleplay based decision and is not intended to change how effective the consumable is.

Activation: The activation cost of the spell or ability is removed. However if its an ability, 10 seconds of incanting is still required to activate it.

Permission: There are a lot of abilities and spells to choose from so there are bound to be some that are too powerful. Before you can make a consumable, you must check with the Storyteller or System Administrator and see if it's okay. Even then, if the consumable later proves to be a problem, making more of it can be restricted or not allowed in the future. Most abilities should be okay, giving you hundreds of potential consumables you can make.

Multiple Use: You may add multiple uses to the consumable by paying the flake cost multiple times and spending 10 minutes per use.

Phys-Rep: The physical representation of the a consumable, the prop, can be whatever you like. You could make a wand, or use a food product or even have a cream that is safe to use. (If the prop spoils before the consumable is used, the prop can be replaced without affecting the consumable. You can eat your food prop before it goes bad, without using up the consumable.)

You must be the change you wish to see in the world. - Gandhi

Table Top Rules

You will need one Storyteller and Players, but there are no Crew required. This version of the game is great because you can do things that would be impossible or uninteresting in a live game, such as commanding a large army or organizing the construction of a castle.

Turns: Combat becomes turn based. Each turn is 1 minute. Each turn, roll a d20 to see who goes first. The highest number goes first, then next highest and so forth. The actions of ties happen at the same time.

(1 Minute may feel like a long time for a turn, but actually, it's based on the amount of time it usually takes to describe what you do in that turn, roll the dice and hear the result from the Storyteller. If you want to say that a turn takes 10 seconds, within the game, that is fine.)

Actions: Each turn you get 2 actions. Actions include using one ability (☺), casting one spell (📖), performing one song (🎵), using one skill, attacking once with a weapon or moving 30 feet. You can use the same action twice if you want.

Weapon Attack Roll: When you try to hit something with a weapon you will make an attack roll. You roll 1d20 and add your Stamina. If the total is equal or higher than the target's defense value, the attack hits and you apply damage, or possibly some other result.

Spell Attack Rolls: When you try to touch someone or hit them with a packet, you will make an attack roll. You roll 1d20 and add your Willpower. If the total is equal or higher than the target's defense value, the attack hits and the spell affects them, although they might be able to resist the spell.

Defense: Your defense number is 10 plus your Willpower, plus your current Armor Points, if you have any left. When you are attacked you may add the number of hits left on your shield but if you do, reduce the number of hits left whether or not they hit.

Skills: When you want to use a skill, you roll a d20 and add your level in the skill. (If a Card made a skill equal to your Stamina or Willpower, then that number is your level.) With opposed skills both parties roll and the highest total wins. In a tie, the defender wins. Obstacles in the LARP have a difficulty decided upon by the Storyteller. This can range from 0 for something anyone can do, up to 7 for a very difficult task and up to 13 for an almost impossible task.

Odds of success for odd Actions: In general, if someone wants to do something not covered by the rules and it seems reasonable, give them a straight die roll with a 50% chance of success (11 to 20). If you feel that it is really likely to succeed give them a 75% chance of success (6-20). If you feel it is most likely to fail, give them a 25% chance of success (16-20). Also don't be afraid to just allow an action to succeed without a check or even tell a Player that an action is impossible without any check.

Range Attacks: These attacks have a range in feet. Every 10 feet further away than that, add a -1 penalty on the attack roll.

Ranged Spells: Spells have a range of 30ft.

Range Weapons: Bows, Crossbows and guns have a range of 60 feet. Weapons intended for throwing have a range of 30 feet such as daggers and spears. Other weapons can be thrown with a range of 0ft.



Better to have loved and lost, than to have never loved at all. - St. Augustine



We are still reviewing the Defense Number and Attack Bonus for Spellcasters.



Whether you think you can or you think you can't, you're right. - Henry Ford

Parlor LARP Rules

The difference between Table-Top System 7 and Parlor LARP is the increased use of props and costuming and greater social interaction, since you can have multiple conversations at the same time with a larger number of people, without slowing the game down. Parlor LARP is typically run indoors, but there is no reason it has to be.

A great compromise between Table-Top and Boffer LARP, Parlor LARP lets you get the immersive experience of putting on a costume and really acting out the part, without the risk of tripping and falling or getting a bruise from someone swinging a foam sword too hard.

Not quite as one-on-one as Table Top, in a Parlor LARP the Storyteller describes what is happening and then you play out the reaction. You can get away with very few crew members at a Parlor LARP and it's entirely possible for a single Storyteller to run the whole game, but it allows multiple zones of activity if there are other crew members acting as mini-Storytellers running other events.

Dice: Everyone should have a d20, pen and paper for notes. To attack or use a skill, you roll a d20 to determine success or failure. You are encouraged to act out the results, but never to actually strike or touch someone else without permission. It's all stage acting and training in theater and acting can greatly enhance your Parlor LARP experience.

Movement: Depending on the size of your play area, you may tell the Storyteller you are moving, or actually move. Your location is important because if you are too far away, you won't be able to participate in certain events but if it's a fight, the opponents won't be able to attack you either. If you use one of your two actions on your turn to move, for each action you move, you can move 10 steps.

Weapons: Weapons are generally not used at a Parlor LARP. You might have prop weapons, the same as a boffer LARP or even plastic weapons, since they will never actually be used to strike anyone. The Storyteller may require you be within actual striking distance before you roll any dice to attack. In this case you can reach out with a weapon simply to demonstrate that you are in range of your target, but you are never to actually strike anyone with it.

Imagination: Parlor LARP depends a lot on imagination. This is again an ideal blending of Boffer LARP which tends to be limited by its location, props and costuming and Table Top which has virtually no limit besides the imagination and ability to describe what you are thinking.



My Best Friend is a person who will give me a book I have not read. - Abraham Lincoln

Boffer LARP Rules

The only version to use live combat, in Boffer Combat to hit someone you must actually strike them with a LARP-Safe foam weapon. If you hit, you call damage. If you miss because they got out of the way, the target blocked your attack, something else got in the way, or your aim happened to be off, then the strike was not successful.

In Boffer Combat you are encourage to adopt the following rules; Do not strike the head or groin deliberately. Accidentally hits count but avoid it. Hands and feet do not count because it leads to anti-dramatic combat. Blow may only be slashing. Do not thrust. Thrusting has the highest chance of creating a real injury. The weapon's entire striking surface must be well padded. Pull your blows. If someone says you are hitting them too hard, you are.

No metal, glass or wood may be present anywhere in the Boffer. Members will ask for exceptions and we highly recommended you never grant an exception. Cores should be plastic, such as PVC piping or plastic rods or fiberglass. The weapon should be open-cell foam that can collapse and expand. Duct tape, latex, cloth and certain rubbers are acceptable for the outer layer. Test every weapon out and see what it's like. Weapons wear out with use and should be re-examined periodically. Staffs are particularly bad. Their ends tend to become damaged, leaving the core without padding.

Any martial training you can provide to your LARP club can make it a safer and more fun experience. If you know how to block combat tends to last longer, be safer and more interesting.

Cap guns are a noisy but relatively safe way to use guns in LARP. Make an effort to find quieter caps if you use them indoors. Cap guns should always hit, but if a cap does not fire, the round is wasted and the weapon must be reloaded. Nerf guns are an alternative to cap guns but create a minor risk to eyes. With these weapons, they must hit to deal damage.

Non-Combatants (Orange Sash): Anyone who, for medical or other serious reasons, does not want to, or can not, participate in boffer combat may wear an orange sash. These persons may not be struck with Boffer weapons, including arrows, but may not themselves attack others with boffers either. If there is anyone within 5ft of a non-combatant, both may attack each other but do so by calling the damage they would normally deal. This is limited to one damage call every 5 seconds. Ranged attacks against a non-combatant must be within 30 feet and, again, the attacker just calls out their damage without actually attacking. Non-combatants are perfectly allowed to attack others this way as well, calling out their damage.

Darkness: In situations where others can not see the sash, everyone must be warned ahead of time about the non-combatant and they should remind people regularly that they are a non-combatant. A worn orange light would be an excellent idea at night.

Point Blank Archery: For safety reasons, when you are too close to shoot someone safely, you may only point the bow at them and say "Point Blank" and call damage instead of shooting. You may only do this once per minute. For the rest of the minute you may not shoot at them unless you move back to a safe distance. The safe distance is based on the strength of your bow.



Preparing the Game

The Adventure: The Storyteller needs to write an adventure ahead of time. The more adventures you write, the easier it is going to be to know how much work to do. Too much and you've wasted time but too little and you'll run out of things to do. Tabletop is the most forgiving since you can work on-the-fly without having to explain yourself to crew members but a well prepared adventure is always better than an one that is off-the-cuff. Plan how many games your story should take, who the villain is, why the Players should care, what NPCs, Villains and Monsters they should encounter and what tricks and plot twists you want to include. It's like writing a script for a movie, except you aren't sure what the actors are going to do.

Table Top: This is the most classic way to roleplay, sitting at a single table strewn with maps, dice, pencils, mountain dew and Cheetos in a dark room with good friends. Props are minimal although some tables include a large collection of miniatures and even model dungeons and buildings to enhance the play experience. Some tables have digital maps on touch pads or projected onto a wall. This is the most relaxing way to roleplay.

Static Adventure: In this mode of play, you may only have one room or a small area to play. It's ideal if you can split this into two zones allowing Players to stay in an old zone when a new zone is introduced. The Storyteller normally describes what the location is, and may include some props to help such as chairs and a table or a moving wall. This is ideal for Parlor LARP and could be used for a larger Table-Top game with more than one map.

Linear Adventures: In this mode of play, the Players travel down a usually fixed path and the adventure occurs in front of them as they journey. This requires a lot of space and there aren't a lot of options for the Players to choose what they want to do, but it does provide the most content fastest. It's an effective way to play with small LARP groups outdoors. You should plan to have 5 encounters for each hour of play. This is most commonly used for Boffer LARPs but can be used by Parlor LARPs.

Sandbox Adventures: In this mode of Play the Players know the boundaries of the play area and events go on around them. They can choose to participate by traveling to the event going on, or they can continue whatever they are currently doing. This requires a moderate sized group. In really large groups, you can multiple events going on at the same time. Sandbox generally has 1 major encounter, often combat, every one or two hours and perhaps a smaller non-combat social event in that same time. This provides choices for Players. This is a common system for both Boffer and Parlor LARP, used both indoors and outdoors.

Rewards: You will have to place rewards into your adventurers. Magic Items can be place on NPCs, be available for trade or purchase, be the goal of a quest or be randomly found with a good - check! Likewise there should be gold on the adventures as well as rare element fragments. Even mundane gear such as armor and deeds to property can be found.

Mana Potions: System 7 is designed not to have mana potions. Be careful about allowing them because they can unbalance spellcasting. It is highly recommended that if you do allow mana potions that they have an expiry date to prevent them from being hoarded. If you are running a game and the spellcasters are complaining about having run out of Mana, one solution is to have an NPC sell or give away Mana potions with a 24 hour duration to fix the problem.

A hero is only as good as their villain. - Inspired by Friedrich Nietzsche

Roleplaying in System 7

Roleplaying works similar to any other roleplaying you may have done. Assume the role of your Character using voice, mannerisms and actions you have decided upon and think about the history and personality of the Character while interacting in the world. You want to decide why your character is present at the game, what motivates the Character to go on adventures.

Roleplay can be entirely free-form. You act it out, with others, without any planning, using only your Character as a guide to how you should be acting. When a contest or conflict happens, you have the option of using the rules to determine the outcome. This is especially useful if both parties want to succeed at the activity and neither side will agree to fail, or have the outcome they don't want. If the activity is combat, damage, dice or boffer weapons may be used to resolve it. If one of the 11 skills can be used then employ them. If two players are arguing over which who has to pay the tavern bill, whoever has the highest level of Diplomacy should win that argument. The Storyteller, or a Crew member can be called over to adjudicate such events. In this case, they may apply modifiers where they see fit.

There is also theater roleplay. This is slightly different. You have, usually a short discussion with the other persons present about what is going to happen. You all agree to the roleplay and then you carry it out. While not everything will be planned, you should have a good idea about what is going to happen. The goal isn't to win or overcome a challenge but to experience the roleplay. This is one of the greatest forms of immersion and persons who are really good at it can resolve contests just through acting. However, if they want to free-form elements of it, they are welcome to use the rules to determine an outcome.



Roleplaying isn't a job, it's an opportunity. - MC

Playing an NPC

Showing Up: If you are Crewing at a LARP, you should show up to the game in dark, non-descript clothing, unless they ask for something else. You don't want any logos showing on your clothes. Bringing a bag to carry costuming around is always appreciated. If you have a few costuming odds and ends, a scarf, some gloves, a different colored shirt, makeup, a few masks etc, that can give you the ability to really change your appearance as you transition from role to role. Remember to bring something to eat and drink, and protection against the weather. Finally, as always, footwear is very important and a good set of hiking boots are best.

What Alignment is the NPC: Alignment is not on NPC cards. It is up to the Storyteller and the Crew to decide what the alignment is for an NPC. Sometimes a bandit is an evil cold hearted killer. Sometimes they are just desperate to put some food on the table for a starving family. Sometimes a dragon is angry and spoiling for a fight and sometimes that same dragon is in a good mood and just doesn't feel like slaughtering would-be heroes. People, Monster and situations change. There is no species that is entirely one alignment. Every species has members of every alignment. Some few species are mostly one alignment. Angels are almost all good. Demons are almost all evil.

Some occupations, such as Paladin, requires you to be good. A non-good person might lie and say they are a Paladin, but anyone who is actually a Paladin must be good.

What is Your Job?: You have two jobs as an NPC but they are both the same. You should have fun and you should allow the Players to have fun. If only the Players are having fun, or only you are having fun and one group isn't, there is a problem. The best way to solve this problem is to pause the game and have a short discussion about what is making the game not-fun for one group. This is something the Storyteller should lead, but if you see it happening, you should bring it to the Storyteller's attention.

Go Ahead, Be Slightly Annoying: There is a reason why many villains are annoying. It is a subtle signal that it is okay to defeat them. It is also okay to have a silly quirk, such as twisting your mustache or laughing maniacally. Just don't overdo it. Not every bad guy has to be memorable or interesting, just every now and then. It is very much the same as the art of comedy. Read the room, see what people are enjoying and watch for when you've done too much. Combat is the same. Knowing when to die is an art. It doesn't have to be exactly when you run out of Hit Points although it should be near then.

Dying: This is the cherry on the cake for the player who defeated you. It is the last interaction you will have and it is important. You can go for a long slow moaning, groaning satisfying death, but understand that Players won't want that every single time, just every now and then. It doesn't necessarily need to be just for important villains. Sometimes a random NPC will have a glorious death. Alternatively you can die and leave quickly. This is appropriate if you are part of a respawning mob of creatures that are getting mowed down quickly. Sometimes players want to gloat over their kill, or reanimate it from the dead and sticking around is useful for that purpose. Don't let players gloat too long or do anything to a defeated Crew member that is either humiliating or unsafe. There is a difference between letting a Player shine and allowing abuse. Like everyone participating, the Crew must be respected.

Any product that needs a manual to work is broken. - Elon Musk

For the Storytellers

Making NPCs

The NPC cards are meant to give a Storyteller a good selection of typical NPCs, monsters and animals to use in their game but can not cover the entire range of creatures a creative Storyteller might want to use. Here are some guidelines for making new NPCs to add to your game.

NPC Resources: NPCs should have between 0 and 7 Stamina and Willpower but 2 to 5 should be the most common. Low scores make them too vulnerable to Player abilities and high numbers will make them generally able to resist anything a Player can do. An NPC should have enough Mana to use any spells or abilities plenty of times during the encounter. If they don't use Mana, they don't need any.

Hit Points are the biggest variable on an NPC. 1 to 10 Hit Points generally represents an average person. Up to 20 to 30 Hit Points presents a tough NPC that should be able to take on more than one Player. NPCs with 30 to 60 hit points should be fighting several Players and NPCs with 100 or more hit points should be confronting the all the players practically by themselves. These numbers vary depending on your Players. If a lot of Players have high damage, such as 5 to 7, you may want to give NPCs fighting the Players more hit points to make the game more challenging. If your Players do very low damage, you may want to reduce NPCs' hit points. This is true for the printed NPC cards.

NPC Damage: For combat, the 'safest', most rewarding, NPC does low damage and has high hit points. The fight takes a long time but the Players are not at high risk. High damage, high hit point NPCs are much more dangerous and cost the Players the most resources to overcome. High damage, low hit point NPCs lead to short but dangerous combat situations. NPCs should do between 1 and 7 damage with only special NPCs going above this number and never above 14.

Abilities/Spells: The average monster should have 0 to 3 abilities. This makes it easy for the crew member to remember it all.

Shards: Giving NPCs Shards is the ideal way to spice up encounters and give well known opponents an interesting new ability. Remember that shards can not be looted. Avoid giving NPCs more than two Shards. It makes them too complicated, and possibly too powerful.

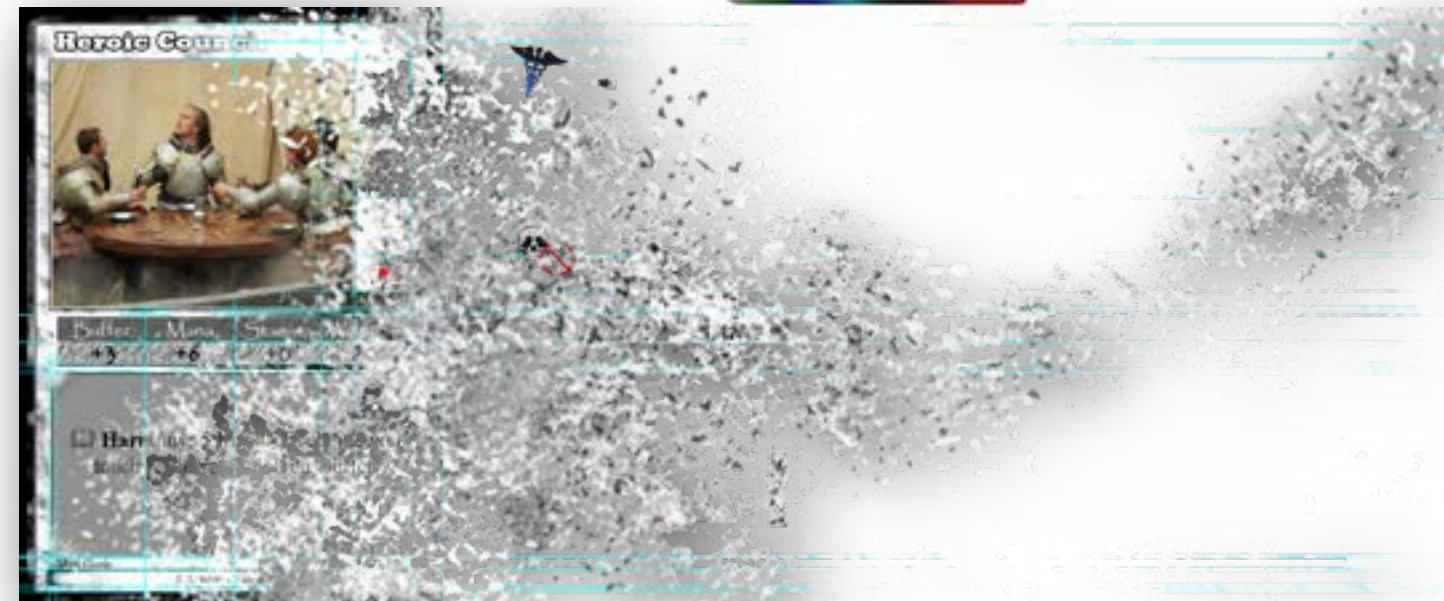
Magic Items: Giving an NPC a magic item is another good way to change them up, and if they are defeated, the Players can loot that item.

Loot: Besides Magic Items, an NPC may also have gold, Consumables, Flakes and other miscellaneous items on their person which the Players can take. If a Player can justify using part of an NPC as a flake, you can reward their creativity by giving them an extra one. A Minotaur's horns, for example, would make a logical Earth Flake. Creature Types

Aberration: Anything really weird is an aberration.

Alien: Anything not from the world can be considered alien.

Angel: Angels are divine creatures that are always good.



Animal: Normal, or giant versions, animals are not especially intelligent but often have heightened senses.

Demons: Demons are infernal creatures that are always evil.

Dragon: These are big, winged lizard-like creatures of high intelligence, which can cast spells, breath fire or some other material and horde treasure.

Elemental: These creatures are made primarily of Earth, Air, Fire and/or Water. They tend to be highly resistant to their element but vulnerable to the opposite.

Horde: The Horde is a culture not a species, so it can have any members but they are Humanoid unless otherwise specified.

Humanoid: This covers most species that are human-like.

Plants: NPC plants have gained some intelligence and ability to move.

Promethean: Any artificial, technologically or magically created species is a promethian. Most eat, drink and are living creatures that can be damaged and healed, despite often being made of artificial materials such as metal and stone.

ShapeChanger: This creature tends to change appearance and shape.

Undead: When any other species is killed and re-animated, it becomes undead. Some undead are mindless, which means they aren't very smart and can not be negotiated with.



Tier 1: These NPCs shouldn't have more than 20 hit points, do more than 3 damage and shouldn't have any special ability to resist damage. There shouldn't be a trick to defeating them. They should be a threat to perhaps one Player but not two or more.

Tier 2: These NPCs are a little tougher and may have upwards of 40 hit points and do up to 6 damage. They are about as tough as a Player should ever get, and should be a threat to one experienced Player or several newer Players.

Tier 3: These NPCs are tougher than a Player can get. They represent a threat to groups of Players and only one of these should appear in a combat encounter typically. (But hey, run your game your way. Just have fun.)

Tier 4: These are immortals and NPCs that are exceptionally powerful. Some can't be defeated in combat and are not meant to be fought. NPCs in this category don't have to be dangerous or evil, no NPC does, but they

Creativity is just connecting things. When you ask creative people how they did something, they feel a little guilty because they didn't really do it, they just saw something. It seemed obvious to them after a while. - Steve Jobs

Those who believe in telekinetics, raise my hand. - Kurt Vonnegut

must have some exceptional ability that makes them beyond normal mortals.



Do something worth remembering. - Elvis Presley



How Many Cards Are There?

A lot, actually. System 7 started as 200 cards but during the pandemic that number increased to 600 with a goal of 900 cards. The Core Set has 200 cards and most expansions will be 25 cards so you don't have to buy huge sets to get specific cards. There are also some utility cards needed to run the game.

How do I choose from so many cards?

Cards are divided up many ways. They are divided into elements; Earth, Air, Fire, Water, Life, Death and non-aligned. The cards are split into Tiers 1 to 7. When you start, you can only select from Tier 1 cards but slowly gain access to higher level cards. Finally the cards are divided into expansions which will each have a theme like Vampires, Robots and Magic.

When you first start, you should probably choose your 4 Tier 1 starting cards from the Core Set. There are only 32 Tier 1 cards you can choose from in that case, giving you a reasonable selection of choices without being overwhelming. You earn a new card every time you participate as a crew member which gives you a chance to play a game with the new card, crew a game and then play another game with another new card.

What are the Utility Cards?

The Utility Cards are a small set of cards that are very useful for running the game. It contains the following cards;

- Blank Monster Card - This card is for making your own monsters.
- Character Card - This card represents YOU in the game. Each Player needs one.
- Ghost - This is a card you give a dead Player. It gives them a few options after death. You can keep playing after death, as long as you have mana.
- Protoshard - This represents an unlearned shard, which can be transformed into a Shard. You could just tell people they have found a Shard that can be learned, or you can hand out this card.
- Style Point - This is a social currency. If you do some good roleplaying or something impressive, a Crew member can give a Player a Style Point which can be used to manipulate NPCs.
- Rules Card - This two sided card has the abbreviated System 7 rules on it.

"One day I will find the right words, and they will be simple." --Jack Kerouac, The Dharma Bums

Keeping Costs Down

As a printed game, System 7 is more expensive than other LARPs where you download the rulebook for free. For that cost, you are getting a game where you can make characters in seconds, or minutes, and create NPCs and modify them with ease. Tracking character is very simple. Just record which cards they know and what they have purchased.

Basic Cost: The Core Set is available in two parts; 100 Shard Cards for 25\$ and 100 NPC Cards for 25\$. For a LARP system with 100 people, you should be thinking of at least 3-5 copies of the NPCs and 25 copies of the Shards. That's about 700\$. If you charge 25\$ per game, you should be bringing in 1250\$ a game. If you charge everyone a 25\$ membership fee, you'll have 2500\$ for cards.

Double Sided Cards: System 7 will be double sided (putting unlikely pairs opposite each other) so one purchase will allow you to get doubles of many cards.

Player Purchases: Especially with the expansion, we recommend encouraging Players to purchase their own cards and setting up places where Players can trade their un-learned cards online and in person. (This doesn't let anyone get cards faster.) Your power gamers are going to be the ones who want many copies of certain cards and may end up buying multiple copies of sets and you want to make it as easy as possible for them to trade off extra cards.

App: We are looking at having an App developed which would end up being much cheaper than the printed cards. Unfortunately the cost to develop the App is going to be higher than the development cost for the rest of the game. The app will be free and come with the demo cards from this book. You will be able to purchase the core sets and other sets but they will be much cheaper than the print versions.

Print Friendly Cards: The print friendly Cards at the end of this rulebook are another cost saving measure. You can print and use these cards to try System 7 without making a large investment, just black and white printing costs. From there you can buy a few sets and slowly expand.

System 7 was not made to make money. However, after years of development, the game has many costs attached to it and it would be nice to get something back for the thousands of hours of work it has entailed.



Sample Cards

On the following pages are a number of NPC Cards and Shard Cards for players. These are sample cards from the Core Set of 200 cards. You can find full color and then black and white Print Friendly versions. These are free for you to use to try System 7 without purchasing anything. If you do decide to purchase System 7 cards, these can act as extra cards if you are short.

Index

A

Ability 8
Afflictions 11
Alignment 4

B

Background 5
Beginning of the Day 7
Bonus Hit Points 14
Burning a Shard 7

D

Damage
Amount of Damage 11
Applying Damage 10
Non-Lethal 11
Double Cards 14
Duration 8

F

Falling 11
Flaws 5
List 19

H

Hitting 10

M

Magic Items 9

N

NPCs
Making 30

O

Opposed Element 8

P

Preparing the Game 28

R

Resources 13
Resource Totals 10
Rules
Table Top 25

S

Shard 7
Learning
Shards
Learning
Skill
Climb 16

Diplomacy (bluff and negotiation) 17
Disguise 17
Entry (locks and traps) 17
Escape 16
Hide 16
Lore 17
Skill Modifiers 16
Spot 18
Steal 17
Strength 17
Swim 17
Song 8
Species 4
Spell 8

T

Trading Cards 11

Archer



Hit Points	Mana	Stamina	Willpower
20	6	0	0

Humanoid. **Damage:** 1 or 6 ranged
Arrowport: 3 Mana - Teleport to the last arrow you fired.
They are not just arrows. They are slivers of my soul.

Assassin



Hit Points	Mana	Stamina	Willpower
10	0	4	0

Humanoid. **Damage:** 3
 If your attack is a surprise, you deal 6 damage instead of 3.
Paralyze: The touched person can not move for 1 minute unless dealt damage. (Stamina resists)
If you look closely over there...

Barbarian



Hit Points	Mana	Stamina	Willpower
15	0	0	0

Humanoid. **Damage:** 3
Rage: (Heal 6 HP. Do +1 dmg and attack anyone non-submissive for 5 min. Ends at will.) (1/hour)
They all think I'm stupid. When did prepared become stupid.

Bear



Hit Points	Mana	Stamina	Willpower
60	0	4	0

Animal, Bear. **Damage:** 4
 Your Climb and Strength are equal to your Stamina.
Bear's Endurance - You can keep fighting for 1 minute after reaching 0 Hit Points.

Commoner



Hit Points	Mana	Stamina	Willpower
10	0	1	0

Humanoid. **Damage:** 1
 Your Strength equals your Stamina.
It's honest work. It's an honest life. You should consider it.

Elemental



Hit Points	Mana	Stamina	Willpower
60	10	0	0

Elemental. **Damage:** 3 or 3 chosen element.
 Choose Earth, Air, Fir or Water.
 You are immune to the choosen element. You take double damage from the opposite element.

Farmer



Hit Points	Mana	Stamina	Willpower
6	0	1	0

Humanoid. **Damage:** 1.
That Can't Be Real: Ignore one effect (☞☞☞☞) which is absurd to your view as a humble farmer this encounter (1/game)
y' see cause I ain't believe n that there.

Gladiator



Hit Points	Mana	Stamina	Willpower
30	0	0	0

Humanoid. **Damage:** 4 or 4 non-lethal.
Stabilize: The touched person stops Bleeding Out. (1/minute)

Zombie



Hit Points	Mana	Stamina	Willpower
20	0	0	0

Undead. **Damage:** 2.
 You may not run.
 Mindless (*You can't be negotiated with*)

Character Card



Hit Points	Mana	Stamina	Willpower
+6	+0	+0	+0

Species: _____
 Alignment: _____
 Flaw: _____
Adrenaline: Your weapons do 1 dmg +1 per sword, this encounter. (1/hour)

Ghost



Hit Points	Mana	Stamina	Willpower
+0	+3	+0	+0

Burn a Shard to activate this card. While dead, you can act, are incorporeal and invisible but can't use cards.
Notice Me: 3 Mana - You heal 6 HP, are visible, corporeal and can use cards (except banned cards) until end of encounter or if you reach 0 HP.

Abscond



Hit Points	Mana	Stamina	Willpower
+3	+0	+1	+0

Your Escape equals your Stamina.
(You can Escape one restraint after one minute of roleplay not observed by your captors.)

Arcane Utility



Hit Points	Mana	Stamina	Willpower
+0	+6	+0	+1

Detect Magic: 1 Mana - You can tell what is magical near you this encounter. You can tell what spells are active if you have Lore equal to the tier of the spell (☞☞ To Cast, speak for 10 seconds, without distraction.)

Armor Specialist



Hit Points	Mana	Stamina	Willpower
+3	+0	+1	+0

Mend: Roleplay repairing for one minute to repair up to 6 damage, to an object.
(Most small objects have 1 hp, medium 6 hp and large 12 hp.)

Athletics



Hit Points	Mana	Stamina	Willpower
+3	+0	+1	+0

Go: Your Climb and Swim equal your Stamina this encounter (1/hour).
(Skills: Difficulty 0 is easy, 7 is very hard.) Stopping is for the dead.

Chirurgery



Hit Points	Mana	Stamina	Willpower
+3	+6	+0	+0

While you are touching people their Bleeding Out pauses.
Diagnose: 10 second exam - Learn everything wrong with one person.
Stitch: 1 Mana. Spend 1 minute roleplaying chirurgery, heal 6 damage. (Usable for 0 Mana 1/encounter/person.)

Dungeoneer



Hit Points	Mana	Stamina	Willpower
+3	+0	+0	+1

Your Entry (locks & traps) equals your Willpower
Step Back: If your last footstep set off a trap, it didn't (1/hour)

Fire Combat



Hit Points	Mana	Stamina	Willpower
+0	+6	+0	+1

Fire Dart: 1 Mana - Throw a packet. Call "X Fire damage". X equals the number of Fire symbols you have Ready. (☞☞ To Cast, speak for 10 seconds, without distraction.)

Healing Magic

Hit Points	Mana	Stamina	Willpower
+3	+6	+0	+0

☐ **Stabilize**: One touched person stops Bleeding Out.
 ☐ **Heal**: 1 Mana - One touched person heals 6 damage.
 (☐ *To Cast, speak for 10 seconds, without distraction.*)

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Heightened

Hit Points	Mana	Stamina	Willpower
+0	+0	+1	+1

Your Spot equals your Willpower. (Spot opposes Bluff, Disguise, Hide, Steal and sometimes Escape.)

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Horde Minion

Hit Points	Mana	Stamina	Willpower
+3	+0	+1	+0

Horde Rank 2 (*I should obey you.*)
 ☉ **Funny Death**: If your death was hilarious, you are at 1 Hit Point instead of being dead. (1/game)

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Raise Dead

Hit Points	Mana	Stamina	Willpower
+3	+6	+0	+0

☐ **Raise Dead**: 3 Mana, Burn this Shard - In one minute, the touched dead person is alive. They get a new flaw for 6 months. (*A burned card can not be used again until the next game.*)

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Shadow

Hit Points	Mana	Stamina	Willpower
+0	+0	+1	+1

Your Hide is equal to your Stamina. (*Hide is opposed by Spot. Leave sight to start hiding. Have 50% cover to stay hidden. Casting, combat, shouting and running end Hide.*)

Mark Charley
Everyday © Charles Publishing 75

Swift Block

Hit Points	Mana	Stamina	Willpower
+3	+0	+1	+0

☉ **Swift Block**: You block one weapon attack that just hit you. (1/encounter)

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Hoy

Hit Points	Mana	Stamina	Willpower
+3	+0	+1	+0

Your Swim equals your Stamina.

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Lore

Hit Points	Mana	Stamina	Willpower
+0	+6	+0	+1

☉ **Lore**: The Storyteller must answer one question you shouldn't know but they may be cryptic. (1/hour) Your Lore is equal to your Willpower. *There is a house. One enters it blind and comes out seeing. What is it?*

Mark Charley
Dana © Charles Publishing 59

Mage Armor

Hit Points	Mana	Stamina	Willpower
+3	+6	+0	+0

☐ **Magic Shirt**: 1 Mana - You gain 3 Bonus Hit Points.
 ☐ **Magic Mail**: 2 Mana - You gain 6 Bonus Hit Points. (*Bonus Hit Points don't stack. They come off first and can not be healed.*)

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Trammel

Hit Points	Mana	Stamina	Willpower
+3	+0	+0	+1

Your Escape and Entry (locks & traps) equals your Willpower. (Spend one minute roleplaying to open a lock, find or disable a trap.)

Mark Charley
Pavelin © Charles Publishing 88

Visionary

Hit Points	Mana	Stamina	Willpower
+0	+0	+1	+1

Your Spot equals your Willpower. Your Strength equals your Stamina. Fire does 2 less damage to you. (Stacks.)
 ☉ **Cauterize Bleeding**: If you deal Fire dmg to a person - They stop bleeding out. *I see fire in your future.*

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Stephanie Warren © Charles Publishing 92

Water Combat

Hit Points	Mana	Stamina	Willpower
+0	+6	+0	+1

☐ **Water Dart**: 1 Mana - Throw a packet. Call "X Water damage." X is the number of Water symbols you have. (☐ *To Cast, speak for 10 seconds, without distraction.*)

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Cell Epson © Charles Publishing 93

Mountaineer

Hit Points	Mana	Stamina	Willpower
+3	+0	+1	+0

Your Climb is equal to your Stamina. Reduce falling damage you take by 10. (*You take 1 damage per 10 feet your fall.*) Up.

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Purloin

Hit Points	Mana	Stamina	Willpower
+0	+0	+1	+1

Your Steal equals your Stamina. (*Steal: Actually touch a target unnoticed for 20s to try steal a prop or take 25gp. Tell St or crew who checks target's Spot and transfers items. You get -1 Steal until end of game. Opposed by Spot.*)

Mark Charley
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Rage

Hit Points	Mana	Stamina	Willpower
+3	+0	+0	+0

☉ **Rage (Rage)**: You heal 6 damage. Then, for the next five minutes, your weapons do 1 dmg +1 per sword but you attack anyone who is not submissive near you. End at will. (1/hour)

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Weapon Mastery

Hit Points	Mana	Stamina	Willpower
+3	+0	+0	+0

This weapon is not part of my body. I can't feel it. It won't heal. But if I pretend and that makes the difference between you or me falling, then that's what I'm going to believe.

Mark Charley
Concept © Charles Publishing 67

Core Set Rules Part 1

Character Creation: Get a Character Card, 4 tier 1 Shards (white symbol) and the rules card. Choose a name, race (ask which are used), choose alignment (good, neutral or evil) and one flaw (see Rulebook). You speak the common tongue and your race's language. Write this on your Character Card.

Healing: Healing can be applied to hit points, stamina or willpower, if they've been damaged. (Mending fixes damage to objects.)
Damage: Damage is to hit points by default but some cards and NPCs can damage Stamina or Willpower.

Ready: At the start of each day ready up to 7 Shards you've learned. Record your total hit points, mana, stamina, willpower and damage for the day. (Totals never change during a day.)

Core Set Rules Part 3

Shard: At the beginning of each day you may ready up to 7 Shards you know.
Magic: At any time you may ready a magic card you know by burning a number of shards indicated on the magic card.
Dead: If you are dead you may ready up to 7 Dead cards but burning 1 shard for each Dead card you wish to ready.
Burning: If a card can not be burned, it can not pay a cost that requires burning. If you have 7 cards that can not be burned, for example, you can't ready Dead cards or Magic cards.

ST Character Sheet

Character Name: _____

Player Name: _____

- | | | |
|---|---|--|
| <input type="checkbox"/> [Number Known]Name | <input type="checkbox"/> Earth Combat | <input type="checkbox"/> Paladin |
| <input type="checkbox"/> Abscond | <input type="checkbox"/> Earth Dominance | <input type="checkbox"/> Peasant |
| <input type="checkbox"/> Air Combat | <input type="checkbox"/> Earth Mastery | <input type="checkbox"/> Physician |
| <input type="checkbox"/> Air Dominance | <input type="checkbox"/> Earth Zenith | <input type="checkbox"/> Purloin |
| <input type="checkbox"/> Air Mastery | <input type="checkbox"/> Fabulist | <input type="checkbox"/> Rage |
| <input type="checkbox"/> Air Zenith | <input type="checkbox"/> Familiar | <input type="checkbox"/> Raise Dead |
| <input type="checkbox"/> Angelic Heritage | <input type="checkbox"/> Favored Enemy | <input type="checkbox"/> Ritual Magic |
| <input type="checkbox"/> Arcane Mastery | <input type="checkbox"/> Fighter | <input type="checkbox"/> Serentiy |
| <input type="checkbox"/> Arcane Utility | <input type="checkbox"/> Fire Combat | <input type="checkbox"/> Shadow Bane |
| <input type="checkbox"/> Arcane Zenith | <input type="checkbox"/> Fire Dominance | <input type="checkbox"/> Shadow |
| <input type="checkbox"/> Archery | <input type="checkbox"/> Fire Mastery | <input type="checkbox"/> Shapechange |
| <input type="checkbox"/> Armor Specialist | <input type="checkbox"/> Fire Zenith | <input type="checkbox"/> Smart Rogue |
| <input type="checkbox"/> Assassin | <input type="checkbox"/> Flight | <input type="checkbox"/> Spellsword |
| <input type="checkbox"/> Athletics | <input type="checkbox"/> Force of Will | <input type="checkbox"/> Stamina |
| <input type="checkbox"/> Base State | <input type="checkbox"/> Gelvcarnosis | <input type="checkbox"/> Steamcaster |
| <input type="checkbox"/> Berserk | <input type="checkbox"/> Healing Magic | <input type="checkbox"/> Storm |
| <input type="checkbox"/> Black Lotus | <input type="checkbox"/> Heightened | <input type="checkbox"/> Stuarts Magic |
| <input type="checkbox"/> Bodyguard | <input type="checkbox"/> Herculean | <input type="checkbox"/> Swift Block |
| <input type="checkbox"/> Brutal Strike | <input type="checkbox"/> Hit Points | <input type="checkbox"/> Teamwork |
| <input type="checkbox"/> Buffer Spawn | <input type="checkbox"/> Horde Alpha | <input type="checkbox"/> Tough Rogue |
| <input type="checkbox"/> Chirurgeon | <input type="checkbox"/> Horde Dedication | <input type="checkbox"/> Toughness |
| <input type="checkbox"/> Chirurgery | <input type="checkbox"/> Horde Minion | <input type="checkbox"/> Trammel |
| <input type="checkbox"/> Chivalry | <input type="checkbox"/> Horde Ultimate | <input type="checkbox"/> Translocation |
| <input type="checkbox"/> Crafting | <input type="checkbox"/> Hoy | <input type="checkbox"/> Tree Guardian |
| <input type="checkbox"/> Dark Knight | <input type="checkbox"/> Invisibility | <input type="checkbox"/> Unnoticed |
| <input type="checkbox"/> Deception | <input type="checkbox"/> Karthshire Honor | <input type="checkbox"/> Visionary |
| <input type="checkbox"/> Detect | <input type="checkbox"/> Lore | <input type="checkbox"/> Water Combat |
| <input type="checkbox"/> Diplomacy | <input type="checkbox"/> Mage Armor | <input type="checkbox"/> Water Dominance |
| <input type="checkbox"/> Diplomat | <input type="checkbox"/> Mage | <input type="checkbox"/> Water Mastery |
| <input type="checkbox"/> Disarming Strike | <input type="checkbox"/> Mana | <input type="checkbox"/> Water Zenith |
| <input type="checkbox"/> Dissimulation | <input type="checkbox"/> Mountaineer | <input type="checkbox"/> Weapon Mastery |
| <input type="checkbox"/> Druid | <input type="checkbox"/> Myth of Myth | <input type="checkbox"/> Willpower |
| <input type="checkbox"/> Dungeoneer | <input type="checkbox"/> Nature's Voice | <input type="checkbox"/> Wonderous Rainbow |
| <input type="checkbox"/> Dust Caster | <input type="checkbox"/> Null | <input type="checkbox"/> Worldly Necromancer |

Possesions



SYSTEM 7

SYSTEM 7

52

53