Introduction

I am firmly convinced that, at its heart, Live-Action Roleplay is about community: the kind that rallies behind its own, welcomes newcomers without hesitation, and works to lift one another rather than tear each other down. It is a world of camaraderie, collaboration, and shared imagination unlike any other—and it is the foundation upon which Bloodroot Requiem has been built.

Over the past year, Bloodroot has grown beyond anything I could have imagined when we first invited players into Greenmarch. Our community has welcomed new faces, pursued stories in directions we never anticipated, and left permanent marks upon the world. Alongside that growth, the game itself has continued to evolve. Its rules have become stronger, its systems deeper, and its setting richer because of the enthusiasm, creativity, and honest feedback of the people who play it.

That growth would not have been possible without our extraordinary Storytellers and Staff. They have given their time, energy, and imagination to bring Greenmarch to life—writing stories, building encounters, portraying its people and monsters, answering questions, solving problems, and working tirelessly behind the scenes. Their care for this world and its players can be felt in every corner of the game, and I am deeply grateful to each of them.

Most importantly, I want to thank our players. You have built a community that is warm, welcoming, and eager to make room for others. You have embraced new players, supported one another both in and out of character, and approached this world with a spirit of collaboration that makes Bloodroot something truly special. The stories we create may begin with Staff, but they only become real when you step into them—and they become unforgettable through the choices you make together.

Every decision you make in Bloodroot Requiem may have lasting consequences. You may forge alliances, awaken old dangers, challenge powers greater than yourself, or change the course of nations. Yet beneath every conflict and consequence remains the same promise: this is a world we are building together, where every player should have the opportunity to leave their mark and form bonds that endure long after Sunday morning checkout.

Welcome to Greenmarch: a land newly liberated from centuries of tyranny, where forgotten gods fade, new divinities rise, and its people struggle to decide what will come next. Its future has not yet been written.

I can’t wait to adventure with you.
Meagan

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Common Terminology

Active Combat

Some effects or items found through adventuring may mention the phrase **Active Combat.** You are considered to be in active combat if you are either engaged with another character or NPC in physical combat, or have been within the last 15 seconds.

Allow Me to Clarify

Allow Me to Clarify is a calibration phrase used when a player needs to correct a misunderstanding or communicate out-of-game information without fully interrupting a scene. When a player says “Allow me to clarify,” treat the factual explanation that follows as true, even if your character had reason to doubt or misunderstand the original statement.

This phrase establishes the shared reality of the scene; it does not control how your character feels about that information or what they choose to do with it.

Challenge

At any point, you may call a Challenge against another character. When issuing a Challenge, your in-game call must be loud, clear, and unmistakeable. It should be a two-part phrase, ending in the word “Challenge!” This ensures it is recognizable in play, properly witnessed, and cannot be mistaken for casual speech. It should be something tailored to your character, or the situation which has necessitated the Challenge!

A few ideas for Challenge calls:

- “In the sight of gods forgotten — **Challenge!**”
- “Bloodroot bears witness — **Challenge!**”
- “Stand and face me — **Challenge!**”

Once your challenge has been declared, you may then agree upon Terms - what you both are wagering for the challenge, up to and including gold, goods, and Death. The Challenged may appoint a Champion - either within the room, or via the Message Spell. Challenges must be witnessed by a third party to be valid. Unless agreed upon by both parties, Challenges cannot result in Death; the loser will drop at 0 Hit Points. While you may refuse any Challenge, a refusal must always be discussed with Staff. This is to help mitigate bad behavior on either side of the Challenge in question.

Charm Effect

A **Charm Effect** is a supernatural effect that changes how a character perceives, feels about, or responds to another character. The source of the charm will explain the behavior it requires and how long it lasts.

A character under a charm must follow the effect to the best of their ability, but cannot be compelled to perform an action that the player considers unsafe. Unless otherwise stated, a character knows they were charmed after the effect ends.

A character may only be under the effect of one charm at a time. If a character is already under a charm effect, any new charm attempt fails. The existing charm remains in effect.
Non-damaging charm effects do not require a Challenge when used on another player's character. Follow the normal rules and requirements of the effect.

Daily Ability Reset

Abilities usable once per day refresh at sunrise. Returning to play after Death's Door also refreshes these uses; see Death's Door and Healing.

Damage Types

For the vast majority of combat encounters, any damage type called is strictly flavor. If a specific damage type is more or less effective on a mod, either the Marshal on the field or the NPC you are interacting with will make this clear.

Dead Rep

Resource or Item Tags that have been used up or expired should go to the "Dead Rep" chest located in Tavern and clearly labeled. These items are considered out of game and are not lootable/interactable.

Encounter

An encounter is a distinct scene or mod. Abilities usable once per encounter refresh at the start of a new encounter. The marshal determines when encounters are separate. Returning to play after Death's Door also refreshes these uses; see Death's Door and Healing.

Headbands

An orange headband represents a player who is **Moop!**. This individual may not be struck for any reason. Refer to the heading under Moop! in this section for further information.
A white headband represents a spirit. Individuals wearing a white headband can be seen, but may not be interacted with except through specific skills. A spirit may not be forced to resurrect and may stay in this form for as long as the player desires. To return to play, a player who is a spirit must visit **Death's Door**.

Hold

At Bloodroot Requiem we require that a **Hold!** is called in an echoing fashion. Individuals must immediately stop play and look at the ground to avoid ruining potential surprises.

Hold is a term used to address these situations:

- **Safety**: Holds often are called to address safety concerns such as checking for injuries, resolving hazardous situations, or handling emergencies.
- **Communication**: Holds provide an opportunity for players and staff to communicate important information. This may include clarifying rules, conveying plot developments, or resolving disputes.
- **Immobility**: Sometimes, a hold may serve to freeze or immobilize all participants. This is often done to allow staff to make changes to the environment, set up props, or introduce new elements into the game without disrupting the flow of gameplay.
- **OOC (Out of Character) Interaction**: During a hold, participants may be encouraged to engage in out-of-character interactions. This allows players to discuss concerns, strategize, or ask questions that are not part of the in-game role-play.
- **Respect and Cooperation**: Participants are typically expected to follow the instructions given during a hold and cooperate with staff. This ensures a smooth and safe experience for all involved. Failure to do so may result in your removal from the mod.

If I Recall Correctly

If I Recall Correctly is an in-game mechanic used to invite other players into your backstory. You may state “If I recall correctly, you-” followed by any story or event you wish to have the player speaking with involved in. This player may respond with a yes, or a “You must be mistaken.”

In Game vs. Out of Game

Players are out of the game. If a player is out of game, characters should treat players who are out of game as though they are not there. The commonly accepted sign for being OOC is crossed fingers held to the top of your head.

Characters are in game.

Lairs

Lairs are specific game instances marked on the field by oversized foam D20s. These encounters are enshrouded in temporal magic; once it is touched, the player who touches it and anyone travelling with them are immediately transported to the lair itself. A player who finds a lair (and their adventuring party) must immediately report to Monster Camp to complete their encounter before returning to play.

Legal Strike Area

Areas where weapon hits may deal damage. See Other Notes on Combat under Rules of Arms and Armor for the excluded areas.

Medic vs Healer

Medic is an out of game call that is used only in case of a medical emergency. This will always be called as part of a Hold! call. Medical response personnel will deal with the situation from that point forward. **MEDIC! SHOULD NEVER BE USED TO ASK FOR CHARACTER HELP.**

Healer is used as an in game call to ask for someone to help another character or your character.

Machine Gunning

Repeated strikes beyond the second consecutive hit to the same area do not count. Call "Machine Gunning - no effect." See Other Notes on Combat under Rules of Arms and Armor for the full rule.

Mods

A **Mod** is an in-character encounter that is staged by staff as part of gameplay. While you may have encounters in the game that are not considered mods (normally player interactions), most mods will share a few similarities:

- Direct Staff involvement in the form of NPCs, puzzles, unique mechanics, or a specific, planned environment for the encounter.
- Rewards in the form of loot or story development (often both).
- Mods will often include combat or the opportunity for combat, but this is not a requirement.

Monster Camp

Monster Camp is our out-of-game base of operations. At Camp Caney, Monster Camp is located in the Dining Hall. This is where you will report for your NPC shift or **Death's Door** (see **Death's Door and Healing**), and where you will likely be able to find a staff member or shift lead if needed.

Moop!

Moop! stands for Medically Out Of Play; these players are indicated by an orange headband. Moop! characters may not participate in combat, but can still contribute in other meaningful ways - by applying buffs to allies before a combat begins, providing healing in a dedicated triage area, or other methods that do not occur in the middle of a combat mod. Additionally, Moop! players may not be targeted by any combat skills or damage. If you feel that your character has been wronged by a character whose player is Moop!, or otherwise wish to accost that character - you may at any time call for a Challenge. Challenges that are levied against Moop! characters will always result in the Moop! character dropping to 0 Hit Points in the event of a loss. If a Moop! character fails to find a champion, their Challenge is considered a loss. If a Moop! character chooses not to respond to a Challenge, they must immediately report to Death's Door.

No Effect

No Effect is called when an attack, spell, or other ability does not affect its target. This may be because the target is immune, the attack struck an invalid location, or another rule prevented the effect from applying.

“No Effect” communicates the result of the action; it does not necessarily reveal why the action failed. Players should not call “No Effect” simply because they did not hear or understand an ability.

On the Wall

On the Wall is the in-game explanation for a character whose player is currently serving an NPC shift. While a player is on their shift, their character is considered to be away from Bloodroot patrolling or otherwise tending to the town’s defenses. A character who is On the Wall is not present in play and cannot be interacted with until their shift is complete.

OOG

In common areas of the game, please refrain from loud out of game conversations that may adversely affect those in the area. Please move out of game conversations to small, out of the way areas to prevent impacting other players. Players who have repeatedly been asked to quieten OOG conversations may face in-game repercussions.

Physical Roleplay

Physical Roleplay is a pre-agreement between consenting players that may remove certain combat restrictions and allow for more dynamic, cinematic combat. Physical Roleplay never permits an action or prop prohibited by the game’s safety rules.

Always obtain explicit consent from other participants before initiating physical contact or engaging in any form of roleplay that may affect them. Respect personal boundaries and be mindful of the comfort levels of others. The commonly accepted and widely-used phrase is “Do you accept my physical roleplay?”

Physrep

A **Physrep**, or physical representation, is a real-world prop used to represent an in-game item. The physrep should reasonably resemble the item it represents and must follow all applicable safety and costuming rules.

Some mundane items may exist only as tags, but every magic item must have an appropriate physrep before it can be used. When an item has both a tag and a physrep, they must remain together for the item to provide its effects.

Pit

Pit is an out-of-game safety call used to warn others about a hole, drop, exposed root, or similar tripping hazard. This term is used to avoid confusion with the similar sounding “**Hold**”, and is

usually called in a similar echoing fashion to communicate a localized terrain hazard without stopping play for the entire area.

When you hear “Pit,” watch your footing, alert others approaching the hazard, and move around it safely. Call a Hold if the hazard presents an immediate danger that requires play to stop (for example, in the middle of combat).

Proper Shield Use

Shield edging and shield bashing are prohibited. See Other Notes on Combat under Rules of Arms and Armor for the full safety rules.

Resist

Resist is called when a character is targeted by an effect but uses a skill, item, or ability to ignore it. Calling “Resist” acknowledges that the effect successfully reached the character but did not affect them.

A character may only call “Resist” when a rule or recorded ability specifically allows them to resist that type of effect.

Responding to Unfamiliar Calls

If you hear a game call and are not certain what it does, use your best-faith understanding of the intended effect so play can continue. Listen to the full call, observe how others are responding, and err on the side of honoring another player’s action.

Ask a Marshal for clarification as soon as it is safe and practical to do so. Do not ignore an effect solely because you do not recognize its exact wording.

Searching

Searching is a mechanic used to attempt to find/loot other entities within the game. With the exception of certain skills, it takes 15 seconds to complete a search. You must verbally tell the target you are searching them and count out the search: “Searching 1, Searching 2, Searching 3…” until reaching 15. **Under no circumstances are you to attempt to physically search another player.**

Tagged Item

A **Tagged Item** is an out of game representation of an in-game item. A tagged item may or may not have a prop, and in-game props may or may not have a tag associated with them - most commonly, in the case of armor reps brought to game by players. While repped armor without a tag will still convey Armor Points and can be repaired, it cannot be augmented by a Smith without a tag. Many mundane items may exist only as Tags; magical items must always have an appropriate physrep. All items put into game by Plot will have a tag associated with that item.

The Wind

Sometimes, a person who is not currently in play must pass through an in-game area. This may include Staff traveling to the kitchen, NPCs moving to a mod site, or a player retrieving something from their vehicle. These individuals are referred to as **the Wind**.

Someone moving as the Wind should indicate that they are out of game by holding crossed fingers over their head, move directly and quietly through the area, and avoid interrupting ongoing scenes. Characters should ignore the Wind's presence and actions. They cannot be seen, followed, overheard, searched, or otherwise interacted with in game.

Triage

Triage is the only skill that will both stop a character's death count (see Death's Door and Healing) and return them to a stabilized condition. All other healing effects in-game require that a character be above 0 HP.

Unavoidable Damage

Unavoidable Damage bypasses armor, shields, and ordinary defensive effects and is dealt directly to the target's Hit Points. It may only be ignored or reduced by an ability that specifically states it can affect unavoidable damage.

Verily

Verily is a calibration phrase used to describe what characters can perceive within a scene when the physical environment, available props, or practical limitations cannot communicate it clearly. A player or Staff member may say "Verily, you see—" followed by a description of what the characters present can observe.

Treat the description that follows as an accurate part of the shared scene, even if it differs from what is physically represented. Verily establishes what your character perceives; it does not determine how they interpret, feel about, or respond to that information.

Week of Joy

The Week of Joy is a period of rest and reflection for our staff at the end of every event. Event feedback, Between Game Actions, and other post-game activities will become available after the Week of Joy. We also ask that any game-related questions wait until the end of this period.

Wandering Monsters

Occasionally, you may encounter monsters, NPCs, or other interactive game mechanics out in the wild. These are different from lairs in that they are not in one static location and can be easily fled/avoided. Contrary to what the name would suggest, wandering monsters are not strictly combat encounters.

Character vs Character Interactions

As we delve into the complexities of dramatic role-playing, we have designed systems to mitigate emotional bleed while prioritizing the principle of "playing to lift" each other's experiences.

Thumbs Up/Down

This system utilizes out-of-game actions to check in with other players during particularly intense roleplay. To use this system, a player would simply put a thumbs up in the center of their chest towards another player while roleplaying with them. The other player will respond with a thumbs up, horizontal flat hand, a thumbs down, or bowing out by partially covering their face.

A **thumbs up** means the other player is good to continue with the current emotional intensity and even increase it, if that is the direction that the roleplay takes.

A **horizontal, flat hand** means the other player is comfortable with the *current* level of intensity, but not comfortable with any further escalation.

A **thumbs down** means the other player is not ok with this situation, and the intensity of the interaction must be lowered immediately.

A **covered face** indicates that the player needs to bow out and leave the situation, and can immediately. You should find a way to quickly wrap up the situation. It is the responsibility of the remaining player to give a reason for the other's disappearance - "Oh, a great rift has opened in the sky and my opponent has vanished! Surely their power is greater than I imagined!"

Bleed

Bleed in the context of LARP refers to the emotional impact that a character's experiences have on the player, and vice versa. It can manifest in both positive and negative ways, significantly influencing player emotions beyond the game setting.

Positive Bleed: Positive bleed occurs when a character's triumphant moments, bonds formed with other players, or engaging storylines leave players feeling uplifted and fulfilled. These experiences enhance the player's emotional connection to their character, deepening their investment in the world we've created and fostering a sense of camaraderie with fellow participants.

Negative Bleed: Negative bleed arises when a character's traumatic or distressing experiences seep into the player's emotions, leading to feelings of sadness, stress, or anxiety. While exploring intense and emotional storylines can be rewarding, it is crucial to ensure that negative bleed is managed responsibly to maintain a safe and enjoyable environment.

Play To Lift

Playing to lift is a fundamental principle in roleplaying games that encourages participants to support and elevate each other's experiences during the LARP. It revolves around collaborative storytelling and character interactions that foster positive emotions and contribute to the enjoyment of all players. Every interaction you have with another player should have a core of “How do I improve their game right now?”

Sometimes this is simple kindness, sometimes it may be helping them with a storyline or ritual they’re pursuing or otherwise engaging in immersive roleplay with that player. Fostering a community where everyone helps one another means that when you need help, the community will also be there for you.

Sometimes playing to lift means losing - and that’s okay. That might look like letting a newer player beat you to an objective, or stepping out of the spotlight so that someone else can step in. In situations like these, you can always **Break Immersion to Enhance Immersion**. Pull that player to the side and have a quick out-of-game conversation. “Hey bud, I know you really want this thing - let’s make sure you get it, and maybe you can help me out with another objective or make sure to let me know when we’re gonna follow this lead to the bandit camp up the way.” There’s nothing wrong with out of game negotiations to make sure everyone is having a great game!

Player vs. Player Conflict

While we firmly believe that player-versus-player conflict and interaction is a crucial component of a healthy game, it can sometimes be hard to have PVP conflict while mitigating Bleed. For this reason, Bloodroot Requiem requires PVP conflicts to be part of the Challenge system. Theft, pickpocketing, and non-damaging charm effects are exceptions: they do not require a Challenge, provided players follow the rules for the action and the requirements of any skill or effect used.

To issue a Challenge, a player should:

- Issue their Challenge in-game. When issuing a Challenge, at least one party who is not part of the Challenge must be present for the Challenge to be valid.
- Allow the Challenged to appoint a Champion, if desired. This should also be handled in-game. The appointed Champion must be in the room, or reached via the Message spell - unless otherwise agreed upon by both parties involved in the Challenge.
- At this point, the players involved in the Challenge should have a brief Out Of Game negotiation. This is a time for you to discuss terms, what each party is looking to get out of the Challenge, and possible outcomes.
- After the Out Of Game negotiation, players should also discuss terms **In Game.** This is what you both are wagering for the challenge, up to and including gold, goods, and Death.
- After all of this lead up - Let the Challenge commence!

Contributing to an Immersive Environment

Your active participation is vital in crafting an immersive experience. Here's what you can do:

1. **Refrain from Out of Game Conversations:** After Lay-On please refrain from engaging in out-of-game conversations that could break the immersion for yourself and others. Staying in-character and in the game world enhances the overall experience. It is not permitted to have Out of Game conversations about In Character subjects in in-game spaces. Have the conversation in-game, or move the conversation out of in-game spaces.

2. **Dress the part:** We ask that all Bloodroot Requiem players please dress appropriately for their character. We do not allow blue jeans on site after Lay-On on Friday Night. In addition, we ask that you report for your NPC Shift (see below) in dark-colored garb that is not something immediately recognizable as your character. This can be a black t-shirt and dark-colored pants; Monster Camp can provide a tabard to cover.

3. **NPC Shifts:** Every player is required to serve on one 3 hour NPC shift during the event. New players are excluded from this requirement for their first event, though we do suggest that they still take a shift to help familiarize themselves with the mechanics of the game. Any player who does not serve an NPC shift during the event (as long as it is not their first) will not receive a Skill Point for that event. Non-Combat players are still required to work a shift, but will be given a non-combatant role or will help to run the table in Monster Camp - tagging reagents or performing another role to help staff.

4. **Cleanup Duties**: Every player is expected to help clean up the game site before leaving on Sunday morning/Saturday night. Please make sure to check in with a member of staff after doing so. Repeated failure to assist with clean up may result in your Skill Point from the event being redacted.

5. **Storytellers**: Storytellers are players who take a larger role in driving the story of Bloodroot Requiem by helping to develop storylines and taking longer NPC shifts (6 hours instead of 3) in exchange for a discounted ticket. These players are chosen by staff, and will participate in virtual plot meetings between events as well as serve as shift leads for Monster Camp during their NPC shifts.

6. **Weapons**: We do not allow boffer-style weapons without express permission from staff. All weapons must not be covered in cloth or tape, and must look the part - typically, this means a latex weapon. Monster camp will provide a weapon for you to borrow if it is your first event and you do not have one or if yours is broken or deemed dangerous mid-event; otherwise, you must purchase your own. There will often be weapons that can be rented from Monster Camp for a small fee. All weapons that are not professionally made must be cleared by staff before they can be used in combat.

Rules of Arms and Armor

Theatrical Combat

Theatrical combat means that every fight should feel epic. Our combat is focused on looking and feeling cool, not who can get the largest damage numbers.

For this reason, every combat swing in Bloodroot (with very few exceptions) only does one damage. Any special delivery/effect keywords will be explicitly defined on the field. The onus is on the player to make the hits flashy and the impact feel real.

- Swing big - but pull your hits. We want hits to **look** painful, but not actually hurt our fellow players.
- Sell the hit! Even the most well armoured tank should stagger or flinch when a warhammer is coming down on them. Jump back, groan in agony, or otherwise react to every hit. You choose the way that you react, but it should reflect the effort that was put into the attack. This is **especially** true when you're hit with a spell - that caster just spent 30 seconds incanting before they got to make their move, so make sure it's worth it for them!
- If you don't get the reaction you were hoping for, don't sweat it. Sometimes theatrical combat can be hard to maintain in the midst of a large battle. Move on - but feel free to bring it to staff's attention after combat if you feel someone isn't upholding the spirit of the game.

Other Notes on Combat

Hits to the head, groin, hands on weapon, or feet on the ground are not considered to have struck a **Legal Strike Area** and will not deliver damage.

Machine Gunning: Attacks require you to change the location of your strike to hit legal strike areas. A player may hit the same area of an opponent two times in a row before needing to change locations. All strikes beyond the second do not count and the call is "Machine Gunning - no effect".

Edging: Shield Edging is defined as using the edge of a shield as a striking surface. This is not allowed in Bloodroot Requiem.

Bashing (or Shield Bashing): Bashing is defined as using a shield to make contact with an opponent's body. This action is considered unsafe and may result in removal from the mod or worse.

Thrusting Weapons must be specifically built for the purpose of thrusting, and must be approved by staff before use. Use of an unapproved thrusting weapon, or thrusting with a weapon that has not been approved, may result in removal from the mod in question at a minimum.

All other weapons outside of stated parameters (within the Combat Skills section) must be approved by staff.

Players may carry and defend themselves with weapons that they do not have the skill for (as with any other prop), but may not attack with them under any circumstances.

Guns may only be fired once every 10 seconds from the same weapon.

Armor

Armor Points (AP) protect your Hit Points. All qualifying armor contributes to one shared AP pool, subject to the normal AP limits. Damage that does not bypass armor is deducted from this pool regardless of which legal strike area is hit, including areas not physically covered by armor. When the pool reaches 0 AP, armor no longer prevents damage to your Hit Points. Lost AP must be restored by a Smith. Magical attacks (Magic Weapon, Magical Orb, or Spark) ignore armor.

You have 6 **Armor Slots** that you may use to increase your number of **Armor Points**. These slots are each arm, each leg, and 2 for your torso. An area must be a minimum of 80% covered to gain the Armor Points with the exception of Torso — this area may be covered as a whole with a breastplate or similar, and you may gain 1 Armor Point for each shoulder that is covered (as with a pauldron). Your torso can never hold more than 4 AP, regardless of chest armor/pauldron combinations.

Armor must be clearly identifiable as such — thin leather clothing does not qualify as **Non-Metal** armor. The gear must be clearly protective in substance and design. Additionally, **Metal** armor must not be made of fabric. The final decision on what does and does not qualify as armor lies with staff.

- **Non-Metal Armor** gives you 1 point per Armor Slot. This could include padded or leather armor, as examples.
- **Metal Armor** gives you 2 points per Armor Slot. This could include Chain, Studded, Scale, or Plate armor.

Most players can only have a maximum of 6 Armor Points, regardless of number or type of armor pieces worn. The exception to this is the purchase of the **Plate Armor** skill, which increases this cap to 10 as long as you are wearing a metal chest piece. Some in-game effects or items can increase your AP beyond these limits.

Helmets do not convey Armor Points, but do provide 1 additional Hit Point when worn — this is the only way to reach 10 Hit Points. This Hit Point is the first to be lost when taking damage, and taking damage means that your helmet must be repaired by someone with the **Smithing skill** before gaining its effect again. You cannot be killed by removing your helmet, and removing a

helmet when you have already taken damage to your Hit Points will not lower your current Hit Point total.

Summer Armor Rules

If an event is over 80 degrees, then armor does not have to be physically worn to receive the Armor Points. This is a safety measure to protect our players from the Louisiana heat. To take advantage of Summer Armor Rules, you must have your armor loadout in your Ledger verified by staff; this is most easily done by presenting your armor during check-in. Armor approved under Summer Armor Rules is treated as equipped for Armor Points, Helmet HP, Plate Armor, and attached augments.

Rules of Magic

Each spell that a caster knows (except the cantrips Summon a Light and Detect Magic) must be in a spellbook that is kept on their person. If you lose your spellbook, you cannot perform any incantations until it is replaced. Learning a new spell costs a Skill Point (unless otherwise specified by plot). You must additionally either find a teacher for the new spell, or find a spell scroll or grimoire to copy the spell into your spellbook from. This requires 15 minutes of roleplay.

All spells except the cantrips also require an arcane focus in hand to cast. This focus may be your **spellbook**, a **wand**, or a **staff.** The duration of your incantation is determined by your choice of arcane focus. The spell focus options are outlined in the chart below.

Spell Focus		
Spellbook	Using a spellbook as your focus allows you to have your spells, incantations, and effects clearly visible when casting. It is also the easiest of the foci to acquire - a spellbook may be repped with any on-theme journal. This is a great choice for a beginner caster, as a spellbook is required for most spells.	30 second cast
Wand	Using a wand as your focus cuts your casting time in half - allowing you to cast a spell 15 seconds faster than any other focus. A wand must not be used to physically strike an opponent under any circumstance.	15 second cast
Staff	Using a staff as your focus (in conjunction with the Polearm skill) allows you to use your weapon as a focus, removing the need to put your focus away before defending yourself.	30 second cast

Magical Exhaustion

After casting a spell, you will be magically exhausted for an additional 30 seconds. During **magical exhaustion**, you cannot begin a new spell incantation or cast a cantrip. Spells are cast immediately upon ending the incantation unless otherwise specified. Taking damage to your Hit Points while casting a spell or performing a Ritual will end the casting, unless the player has Concentration.

Quick Cast

An ability that allows you to Quick Cast removes only a spell's incantation and its required casting time. It does not teach the spell, grant Spellcasting, or remove the spell's normal focus, spellbook, delivery, prop, target, effect, or duration requirements unless that ability explicitly says otherwise.

Quick Casting still causes the normal 30 seconds of magical exhaustion. It cannot be used while magically exhausted or while another effect prevents you from casting that spell, unless an ability explicitly permits it.

Quick Casting does not shorten a ritual.

Scrolls & Grimoires

Any spellcaster may choose to spend 15 minutes transcribing a **spell scroll**. You can only create a scroll for a spell that you know. To do so, you must spend 15 minutes creating a scroll prop that lists an incantation followed by the spell name. Anyone may cast the spell from this scroll by reading it aloud, with no required casting time, arcane focus, or magical exhaustion; the scroll is destroyed upon completion of the spell's casting. Spellcasting is not required to cast a spell from a spell scroll.

If using a spell scroll (or grimoire, below) to learn a new spell, you must have spellcasting, spend 15 minutes of roleplay inscribing your new spell into your spellbook, and have a Skill Point to spend. The scroll/grimoire is destroyed once the spell is learned.

A **Grimoire** is an upgraded version of a spell scroll; they cannot be crafted through any commonly known means, but allow you to spend one Skill Point to learn two spells.

Cantrips

Cantrips are simple magical effects. Learning Spellcasting grants you Summon a Light and Detect Magic in addition to your two chosen spells.

Both cantrips are cast instantly, require no incantation, arcane focus, or spellbook, and cause no magical exhaustion. You cannot cast either cantrip while magically exhausted.

- **Summon a Light:** Allows you to use a small, filtered flashlight or a lit "magical" prop.
- **Detect Magic:** Allows you to perceive magical effects within your sight.

Spells

Spell	Description	Duration
Blindness	Target becomes blind for the duration and must roleplay accordingly. Please keep safety in mind and do not attempt to participate in combat with your eyes closed. This spell is delivered via packet.	30 seconds
Delay Poison	Target cannot be poisoned for the duration. If already poisoned, its effects and duration are suspended until the spell ends. This spell may be delivered via either packet or touch.	5 minutes
Fear	Target must recoil/run in fear from the caster for the duration. This spell is delivered via packet.	10 seconds
Fog	Target becomes enshrouded in a cloud of fog for the duration. No attacks outside of melee range will hit, and target can no longer make attacks outside of melee range. This spell is delivered via touch, and must be repped with a blue sash.	2 minutes
Friends	Target must accept a gift from the caster. This gift must have been enchanted by the caster no longer than one minute previously. The item being enchanted must be held by the caster throughout the incantation's duration to gain the effect. After doing so, the target treats the caster as if they are platonic best friends for the duration. Upon completion of the spell's duration, the target knows that they have been charmed. That target is immune to being charmed by the caster for one hour after the spell's completion. You can only be under the effect of one charm at a time.	5 minutes
Heal	Heals any target above zero for 1 HP. This spell is delivered via touch.	Instantaneous
Knockback	The target must move 10 feet directly away (or as far as is safe) from the caster. This spell is delivered via packet.	Instantaneous

Magic Weapon	Target melee weapon ignores armor for the duration. Shields can still block attacks made with the enchanted weapon. This spell must be represented on the weapon with a clearly visible red ribbon or sash tied to the hilt or elsewhere on the weapon. When the spell ends, the weapon is damaged and must be repaired before being used to attack again (you may still defend with a damaged weapon). The weapon must be held by the caster throughout the duration of the incantation to gain the effect. This is considered a Combat Skill.	30 seconds
Magical Armor	Willing target gains 3 armor points. These armor points are lost upon taking 3 damage, attacking, going to sleep, or intentionally removing the armor. This effect must be represented by a yellow sash with mystical runes worn by the target. This effect cannot be stacked. This spell is delivered via touch.	Until conditions are met/armor is expended
Magical Orb	Large orb that deals 3 damage to a target, ignoring armor and shields. Must be represented with a larp-safe throwable sphere that is clearly not a weapon, and is a minimum of 4 inches in diameter. This is considered a Combat Skill.	Instantaneous
Message	Caster may send one message up to 10 words via marshal to another player on site. Marshals will take all appropriate measures to ensure this message is delivered swiftly; the recipient of this message may reply with one message up to 10 words.	Instantaneous
Pin Your Leg	Target is rooted in place for the duration. This spell is packet-delivered, but the caster specifies which leg is pinned.	10 seconds
Silence	Target becomes mute for the duration, and cannot cast spells or otherwise communicate, except via Message. This spell is delivered via packet.	1 minute
Spark	You create 3 Sparks that each deal 1 damage, and bypass armor and shields. Must be represented by packets. These sparks last until they have been used or they leave your hand, or until you take damage (The Concentration skill will allow you to maintain any held Sparks). This is considered a Combat Skill. You may cast this spell even if you have not used all Sparks from a previous casting.	Instantaneous

Ritual Magic

Rituals are player-driven events that elevate the roleplay of the game. These may have obvious or subtle effects on the game environment. Rituals can only be performed or participated in by Casters (or Ritualists), including characters who count as casters through Ancestral Rites. There are no specific rules which govern how rituals must be performed or what they are capable of doing — they are meant to be a way to reward creativity and ingenuity.Examples may include divination rituals such as those performed through runes, tarot, or tea leaves. Protection rituals are another popular example, utilizing methods such as protective runes, priestly anointings, or group offerings.

All rituals *should* be approved in advance (though there may be exceptions), and a rules marshal or a staff member must be present for the ritual for it to be effective.

Any Caster or Ritualist may assist or participate in any ritual, without the need for Improved Ritual. The **primary ritualist** of any specific ritual may bring in non-casters with levels of Improved Ritual - one non-caster per level. **Other participants** may also bring in additional non-casters with Improved Ritual II or higher.

Blood Magic

Blood Magic draws power from living vitality. Its practitioners may take that vitality from an enemy, sacrifice their own health to hasten a spell, or share the cost of a ritual among willing participants.

Three skills provide access to these practices:

- **Life Siphon:** Draw vitality from a successful melee strike to restore your health or reduce the cost of an immediate Bloodcasting.
- **Bloodcasting:** Sacrifice your own HP to Quick Cast a spell you know.
- **Blood Rituals:** Learn and lead rituals such as Ritual of the Feast and Ritual of Coven Blood.

Each skill has its own prerequisites. Blood Magic does not grant Spellcasting or knowledge of spells unless an ability explicitly says otherwise.

Blood Tax

Blood Tax is the HP cost of a Blood Magic effect. Each point costs one current HP and cannot be paid with Armor Points, reduced by damage mitigation, or prevented with Resist.

You must be able to pay the full cost. Unless the ability says otherwise, payment may reduce you to exactly 0 HP, but never below it. Resolve the funded effect before following the normal dying rules.

See Blood Magic: Skills and Rituals for complete skill descriptions, activation requirements, Blood Tax rules, and ritual instructions.

Character Creation and Advancement

The Ledger

The Ledger is Bloodroot Requiem's online character-management system and the official record of your character's abilities and advancement. You will use it to create and maintain your character, view their current skills and spells, spend Skill Points, record their backstory and goals, and access other systems as they become relevant during play.

The Ledger is also used to submit Research, manage Relic Fragments and redemptions, record approved armor loadouts, and track Secret Skills or other abilities your character unlocks. Some options will only appear after you have met their prerequisites or received approval from Staff.

Players are responsible for reviewing their character sheet before each event and bringing any errors or missing information to Staff's attention. A skill, spell, or permanent character ability must appear in the Ledger before it can be used. Temporary items, effects, and abilities may instead be represented by an official item tag or other documentation provided by Staff.

Changes made by Staff—including awarded skills, approved purchases, and character adjustments—are recorded in the Ledger to preserve an accurate history of your character's advancement.

Making a character for Bloodroot Requiem involves 4 simple steps, and 1 optional one:

1. **Choose a Race** from the Races section below. Each has different connections to Greenmarch and different subraces available, so read them carefully!
2. **Choose a Subrace**. Each Subrace has a special skill - many that you can't get in any other way.
3. **Choose a Class**. Most classes grant two starting skills, with some offering a choice. The Non-Combatant class instead grants four Non-Combat Skills of your choice. These class skills do not spend your two starting Skill Points.
4. **Spend your Skill Points**. Your character starts with 3 Hit Points (HP) and 2 Skill Points to spend.
5. **(Optional) Submit your Backstory**. This can be done (and edited) through your Ledger at any point, so you don't have to worry about doing it right after character creation.

That's everything that's required to get your character up and running! If you want to continue exploring your character before your first game, we suggest checking out our **Setting Primer** to learn more about Greenmarch and the races that inhabit the continent - you can use this information to help craft your character's backstory!

Every time you attend a Bloodroot event you'll receive one additional Skill Point to advance your character. This Skill Point represents your character's journey, so spend it well! **Note:** Most skills

purchased beyond those you start your journey with will require an in-game teacher before they can be used. Make sure to notify staff at check-in if you require a teacher, and for what skill.

Character Rewrites: Sometimes, after you've played an event or two, you may realize that you don't enjoy the playstyle of the character you've built. You may rebuild your character (or change them completely!) anytime before the end of your 3rd event and retain all of the Skill Points and in-game items you've acquired so far. Any new characters written after this point will require a completely blank slate, with no Skill Points gained from event attendance or in-game items transferring to the new character.

Races

Dryads

Typical Lifespan: Ageless. In Talonwood, Dryads older than 200 years are very rare due to the burning of Talonwood.

Once, the **Dryads** of Talonwood were guardians of an endless green, a thriving civilization bound to the heart of the great forest. Then came the cataclysm. Fire, iron, and sorcery tore through their homeland, leaving little but cinders and silence in its wake. The Dryads were nearly wiped from existence, their connection to the land severed and their people brought to the brink of extinction.

Yet, nature endures. In the wake of the Firstborn's fall, the Dryads have begun to reclaim what was lost. Their resurgence is slow, fragile, and uncertain - but for the first time in centuries, the roots of Talonwood stir once more.

New Growth

- The **New Growth** are the Dryads who embody rebirth, hope, and renewal. They cling to the dream of a restored Talonwood, tending to its few surviving groves and nurturing what little remains of their ancestral homeland. They are healers, caretakers, and preservers of ancient knowledge, determined to see their people thrive again.
- **Take Root** - Once per day while outside, you may call "Take Root" and plant your feet firmly. You heal for one HP every 30 seconds that your feet remain in place. This cannot heal you above your Hit Point maximum.
- New Growth players should integrate flowers, vines, and greenery into their garb, reflecting their deep connection to the land's slow but persistent recovery. Makeup and costuming should reflect springtime theming and colors - bright greens, yellows, and blues, with small traces of browns.

Burned

- The **Burned** are those who remember the fire. Unlike their hopeful kin, they do not dream of renewal; they are haunted by what was lost. The scars of Talonwood's fall are etched into their very being, and they walk the land as echoes of a people all but forgotten. They carry the whispers of old gods, remnants of a time when Talonwood stood untouchable—spirits that answer only to those who have endured the ruin of their world.
- **Call of the Ancients** - Once per day, you may invoke the old deities of Talonwood. You may ask one question regarding current events or concerns, and this deity will answer your questions to the best of their current ability.
- Burned Dryads are stuck in a perpetual fall - makeup and costuming should incorporate colors of fall and flame; oranges, reds, and browns, as well as elements of bare wood and scorched leaves. Elements of smoke and ash can be included in black and gray

fabrics - and while black makeup elements can be included, the player should take care to only use a small amount.

Humans

Typical Lifespan: 60-90 years.

The most widespread and adaptable of Greenmarch's people, **Humans** have endured centuries of suffering, war, and oppression. Whether the battle-hardened survivors of the Dreadmarch or the imperial loyalists of Solaria, they have found ways to persist in a land where the very soil remembers bloodshed. Their resilience is both a blessing and a curse - while their kind has weathered every storm, they carry the scars of a world that has never been kind to them.

Solarians

- Hailing from the great empire of Solaria, the **Solarians** are warriors, nobles, and zealots, utterly devoted to their Emperor. They are taught from birth that faith in their sovereign is the key to strength, discipline, and endurance. Their doctrine is clear: the Emperor's will must be upheld at all costs. Their rigid sense of duty and honor makes them fearsome opponents, but also leaves them bound by an unwavering loyalty that some may see as blind obedience.
- **For the Emperor!** Solarians can call out to their Emperor when reaching 0 HP, and may continue to fight to -5 HP. You cannot be healed while in this state and will immediately report to Death's Door either when reaching -5 HP or when the fight concludes. This is not a Frenzy effect.
- Solarians dress in noble's finery, favoring bright colors, crisp tailoring, and polished footwear - symbols of their status and unwavering belief in order. Solarians should include the colors of the empire in their garb: black, gold, and red. Many extraordinarily devout Solarians will have motifs of either silver flame or red thread in their attire - symbols of the living deities that rule their empire.

Dreadmarchers

- The **Dreadmarchers** are the remnants of Greenmarch's shattered people, those who endured the Firstborn's reign and lived to tell the tale. They have known chains, famine, and torment — but they have also known defiance. Dreadmarchers are survivors above all else, willing to endure any hardship if it means seeing another sunrise. They are fiercely independent and distrustful of authority, having learned the hard way that power often comes at the expense of those beneath it.
- **Stalwart** - Once per day, a Dreadmarcher may call "Resist" and ignore a movement or stun effect.
- Dreadmarchers wear drab, earthen-toned clothing, often tattered and worn, reflecting their harsh existence and the scars of their past struggles. Dreadmarchers should include scars or other clear signs of hardship and struggle in their makeup and costuming. They should avoid red at all costs - it is the primary color of the Allfather.

Dragonkin

Typical Lifespan: 150-250 years.

The Dragonkin are the remnants of a once-proud lineage, their ancestry bound to the great dragons that once soared above Greenmarch. Once hunted or enslaved under Ratcliffe's reign, the Dragonkin now rise again, their heritage both a mark of strength and a target upon their backs.

Dragon's Soul

- Those who bear the **Dragon's Soul** are infused with the raw essence of draconic power, their breath capable of scorching the battlefield or freezing enemies in their tracks. This gift is not just a weapon—it is an undeniable connection to the ancient, forgotten dragons of Greenmarch. Whether seen as a blessing or a curse, the fire in their veins demands to be unleashed.
- **Wyrm's Cry** - Once per day, a player with the soul of a dragon can unleash a breath weapon in the direction of their choosing. You must plant your feet and audibly recite a minimum 3-second incant. Anyone within 10 feet of the direction indicated at the end of the incant takes 2 unavoidable damage.
- Dragon's Soul kin often wear ornate robes or armor adorned with draconic motifs, their presence exuding an aura of restrained power. Dragonkin must include scales, horns, or a tail in their makeup and costuming. Physical horns that cover a minimum of 40% of the player's headspace count as a helmet, and must be repaired appropriately.

Dragon's Body

- Those born with the **Dragon's Body** have inherited the resilience and might of their ancestors. Their skin is tougher, their bones unyielding, their very essence resisting the worst of mortal wounds. Whether this fortitude comes from a scaled hide, enhanced musculature, or a deeper tie to their draconic origins, these individuals stand firm in the face of devastation.
- **Wyrm's Scales** - Once per day, a player with the body of a dragon may ignore up to 2 points of damage from one source, including unavoidable damage.
- Dragon's Body kin often wear heavier armor or clothing that resembles the texture of dragon scales, emphasizing their physical endurance. Dragonkin must include scales, horns, or a tail in their makeup and costuming. Physical horns that cover a minimum of 40% of the player's headspace count as a helmet, and must be repaired appropriately.

Elves

Typical Lifespan: 300-500 years.

The Elves of Greenmarch are a people of grace, memory, and resilience—an ancient race shaped by the land itself and scarred by centuries of conflict. Whether cloaked in forest leaves or shadows beneath the earth, Elves have always been keepers of forgotten truths, moving quietly through the rise and fall of empires. In the time of the Firstborn, their sanctuaries were burned, their lineages scattered—but Elves endure. Now, as the land begins to heal, they emerge once more: some to protect the wild places they cherish, others to wield the cunning and craft honed in exile. Though divided by path and philosophy, all Elves carry within them the weight of long memory and the silent promise that their time will come again.

Wood Elves

- The Wood Elves of Greenmarch are deeply attuned to the wilds, their culture rooted in harmony with the creatures of the land. Though their numbers dwindled during the reign of the Firstborn, they have endured in secret, gathering their strength in the shadows of the ancient forests. Now, as Greenmarch rises from the ashes, so too do the Wood Elves reclaim their place among its people.
- **One with the Trees -** Once per day, you may touch a tree and instantly teleport to another tree you can see.
- Wood Elves often wear natural fabrics in shades of green and brown, adorned with symbols of the forest and creatures they revere. Elves must wear prosthetic ears. Wood elves may utilize makeup in browns and greens, but should avoid including foliage elements in their costuming so as not to be confused with Dryads.

Dark Elves

- Once rulers of hidden enclaves beneath Greenmarch, the Dark Elves were forced into servitude or secrecy during the long tyranny of the Firstborn. Their survival has forged them into master alchemists and cunning tacticians, their knowledge of poisons and elixirs unmatched. While many still lurk in the underbelly of society, others now step into the light, seeking a new path in the wake of Greenmarch's liberation.
- **I Know a Guy -** Once per event, you may call "I Know a Guy" and describe how your underground contacts can help you in the current situation. Final results of the ability's use are up to Staff discretion.
- Dark Elves often wear deep, muted colors with alchemical symbols or small vials woven into their attire. Elves must wear prosthetic ears. Dark elves should utilize makeup in lilacs, blues, and purples. No black face paint may be worn.

Secondborn

Typical Lifespan: 150-250 years for both Possessed and Birthed.

The **Secondborn** are those touched by forces beyond mortal understanding—whether through demonic possession or something even stranger. Though they bear scars from their unnatural origins, they have adapted, turning their afflictions into strengths. Whether they were freed from a demon's grasp or born as something not quite human, the Secondborn walk a path that is forever between two worlds.

Possessed

- Marked by an experience few can comprehend, the Possessed have survived the torment of an eldritch mind sharing their body. Though the demon has long since departed, its whispers never truly fade. These individuals are forever changed, their souls stained by the presence that once inhabited them. Yet, from this suffering, they have gained insight—an understanding of creatures that exist beyond the veil of reality.
- **Attendant of the Infinite** - You have been marked by the possession that you once endured. When encountering a demonic entity, you will be afforded the opportunity to ask one question regardless of ensuing hostilities. You must call the skill "Attendant of the Infinite" and the monster must answer truthfully, to the best of *their* ability.
- Possessed Secondborn still bear the symbols of the ritual that began their possession - arcane runes and symbols of sealing. Small horns or other prosthetics are encouraged, but not required.

Birthed

- Born with an essence that defies easy explanation, the Birthed are those whose existence was shaped by forces outside the natural order. Whether the result of a ritual, an unholy pact, or something older still, they are gifted—and cursed—with an innate resistance to magical influence. Some view them as blessed, others as abominations, but none can deny their unshakable will.
- **Hollow Heart** - Once per day, you may resist any charm effect. The call for this is "Resist." You still are aware that someone has attempted to charm you.
- Birthed Secondborn should utilize vibrant makeup or body paints in reds, oranges, blues, or purples. Small horns or other prosthetics are encouraged, but not required.

Divine

Typical Lifespan: Varies from a normal human lifespan (60-90 years) to agelessness.

The **Divine** are those who walk the thin veil between mortal and god, bound to powers beyond the comprehension of most. Whether serving the whispers of the long-lost or carrying the will of the ascendant, these individuals are conduits of faith in a land where belief has long been tested.

Forgotten

- The **Forgotten** serve deities who have been cast aside by history - gods of old whose names have faded from scripture and whose altars lie buried beneath the ruins of Greenmarch. These deities are not dead; they instead persist in shadows, speaking in echoes to the few who still listen and granting their favor to those who keep them from fading into the void of time. The Forgotten act as their vessels, weaving influence where others would deny their existence.
- **Forget Me** - Once per day, you may use this skill to obfuscate your involvement in the most recent interaction your character participated in. You cannot eliminate your presence entirely, but you can hide the extent or direction of your influence. This skill is limited to the last 5 minutes of play, and does not affect Plot interactions. This is a charm effect that can be resisted.
- Forgotten devotees often wear symbols of lost or ancient religions, their garb weathered and worn, as if carrying the weight of history itself. Forgotten must have a noticeable mark of divinity in their makeup or costuming - this could be animalistic features, brightly colored contacts, tattered wings, symbols of their deity, or anything else that makes sense with the deity you have chosen to follow.

Anointed

- The **Anointed** are the chosen of the *true* gods, those ascendant deities who now reign as the supreme powers of the realms. These individuals have been marked for a greater purpose, granted insight and guidance by the forces that shape the present and future. Their faith is resolute, their purpose clear: to be the hands of the gods who have risen above all others. Whether as emissaries of justice, vengeance, or divine order, the Anointed walk a path forged by celestial decree.
- **Communion at the Gate** - When visiting Death's Door, you may ask 3 questions directly of Plot. These questions must be framed as questions to your specific deity. Your deity will answer truthfully, but is not required to answer to the best of their ability.
- Anointed followers dress in regalia befitting their deity's will, often in pristine or ceremonial attire, signifying their divine favor. Anointed must have a noticeable mark of divinity in their makeup or costuming - this could be golden makeup or sigils, brightly colored contacts, pristine wings, symbols of their deity, or anything else that makes sense with the deity you have chosen to follow.

Merfolk

The waters of Greenmarch hold roads that no surface map can chart and depths that daylight never reaches. These are the Merfolk's homelands: places of shifting currents, hidden refuges, and dangers easily overlooked by those who see only the water's surface. Among their people, a safe passage, a remembered song, or a promise faithfully kept may carry greater worth than a chest of silver. Those who venture ashore bring their own histories and ambitions into a world that rarely understands what lies beneath its shores.

Merfolk characters choose either Shallow Water or Deep Water as their subrace.

- All Merfolk gain **Breathe Underwater**, allowing their characters to breathe underwater.
- **Costuming requirement:** Gills must be represented.

Shallow Water

Typical Lifespan: 30-50 years.

- **Shallow Water** Merfolk make their lives where water and land meet, amid restless tides and the coming and going of strangers. Their brief lifetimes lend urgency to friendship, ambition, and celebration; there is little comfort in forever postponing the life one hopes to live. Many become familiar faces along the shore, building relationships that reach across both worlds.

  Promises hold particular weight among them. A spoken vow may outlast the person who first made it, shaping families, friendships, and old grievances for generations. Those who sanctify such oaths understand that trust can bind people together—and that its breaking leaves a wound no tide can simply wash away.

- **Binding Oath** - Once per day, you may magically sanctify a sworn oath. You may have only one active oath at a time. It has no automatic expiration and remains active until you make a new oath, which replaces the previous one. If a sworn party breaks the active oath, you learn that it was broken, but not who broke it. When an oath is made, record its exact terms and all sworn parties with staff. A player whose character breaks the active oath must privately report the breach to staff. Staff then notifies the Merfolk that the oath was broken without identifying who broke it.
- Shallow Water Merfolk offer room for bright colors, playful details, and the lively variety of coastal waters. Turquoise, coral pink, sunny yellow, sea green, and shimmering pastels can inspire makeup, clothing, or accessories. Consider scattered scales, freckles resembling sea spray, colorful fins, pearl accents, or jewelry made to resemble shells and sea glass. Flowing fabrics, layered ribbons, and patterns inspired by tropical fish can suggest movement beneath the waves. These are starting points for expressing your character's personality, whether their style is exuberant, mischievous, or quietly radiant.

Deep Water

Typical Lifespan: 150-250 years.

- **Deep Water** Merfolk come from a quieter world, where light grows scarce and the weight of the water presses close. Their long lives give them a different measure of change. A surface settlement may rise, flourish, and fall within the memory of a single Merfolk, leaving its name preserved in a story long after its stones have disappeared.

  Performance holds a cherished place among them. Through song, movement, and spoken tale, they give shape to memories too large for a simple account. The Call of the Deep carries something of that stillness into the listener's heart: a moment in which anger loosens its grip and the world seems to pause.

- **Call of the Deep** - Once per day while you perform, designate one target with the verbal call "Call of the Deep—Charm." No packet is required. The target may be at any distance, provided they can observe your performance.
  The target can still act but is pacified: they cannot take hostile actions against you or anyone they judge to be your ally. The charm ends when your performance ends, the target can no longer observe it, or the target takes any damage, including damage to armor. Follow the normal Charm Effect rules.
- Deep Water Merfolk can draw inspiration from the strange and dangerous things that haunt dark waters: kelpies, anglerfish, eels, and creatures only briefly glimpsed beneath the surface. Black, midnight blue, deep green, and bruised purple can form a palette, with pale or luminous accents creating an unsettling contrast. Consider slick-looking hair, trailing strands of imitation riverweed, irregular scales, shadowed eyes, toothlike patterns, or delicate tendrils and lure-inspired ornaments. Weathered layers and translucent fabrics can suggest something half concealed in murky water. The effect might be predatory, eerie, or quietly beautiful in a way that feels unfamiliar.

Barbarians

Typical Lifespan: 60-90 years for all five tribes.

The Dread Reign brought the Barbarian tribes to the edge of extinction. Those who survived retreated into hiding, seeking safety wherever it could be found; many took refuge within Talonwood. Scattered and greatly diminished, these communities struggled to preserve their people and traditions through generations of danger and loss. With the Dread Reign ended, the surviving tribes face an uncertain future: how to reclaim a place in Greenmarch while protecting what little remains of the world they once knew.

The Barbarian tribes carry their histories in stories, symbols, and customs passed from one generation to the next. Across Greenmarch, their people build new homes, maintain old loyalties, and argue over what their traditions demand of them in a changing world. Tribe may be declared through a familiar mark, a choice of clothing, or the customs observed around a shared fire.

Each tribe has its own understanding of strength. A swift messenger, a patient ritualist, a watchful hunter, and a steadfast defender may all earn honor in different ways. Their traditions offer a place to begin; every Barbarian must decide how to carry them forward.

Gale Tribe

- The **Gale Tribe** values swiftness, freedom, and the roads that connect distant peoples. Its stories are crowded with journeys: desperate messages carried through storms, unexpected friendships made far from home, and travelers who returned with more questions than answers. Departure is a familiar part of life, and a welcome offered after years apart may be as warm as one offered after a single night.

  Their scouts and messengers call upon the wind to carry words or turn aside danger. Among the Gale, news shared at the right moment can be as valuable as any feat of arms.

- **Wind's Favor** - Once per encounter, choose one of the following effects:
  - **Turn Aside**: Call "Resist" to ignore one ranged or packet-delivered attack or effect. This cannot prevent unavoidable damage.
  - **Words on the Wind**: Spend 30 seconds roleplaying an invocation to the wind, then send a message of up to ten words to another player on site through a marshal. The recipient may reply with up to ten words.

  These options share one per encounter use. Words on the Wind requires no arcane focus and causes no magical exhaustion.
- **Costuming:** White, pale blue, and gray, with flowing scarves or loose layers; alternatively, a wind spiral symbol.

Wildsense Tribe

- The **Wildsense Tribe** teaches patience before action. Its people learn to notice the silence where birds should be calling, the disturbed earth beside a path, and the small changes that others pass without a glance. Around their fires, a careful observation earns respect, and an unexplained sign is often the beginning of a story.

  Their traditions join practical knowledge with a sensitivity to the unseen. Through Primal Senses, they seek the traces of passing creatures or the presence of magic, bringing focused attention to a world that rarely reveals all its secrets at once.

- **Primal Senses** - Once per encounter, choose one of the following effects:
  - **Read the Trail**: Ask a marshal or storyteller one question about physical evidence in the surrounding environment, following the rules for Tracking.
  - **Scent of Magic**: Perceive magical effects currently within your sight, following the rules for Detect Magic.

  These options share one use per encounter. Primal Senses requires no incantation or arcane focus and causes no magical exhaustion. It does not automatically reveal hidden creatures or prevent surprise.
  If you also have Tracking, using Read the Trail lets you ask two questions that encounter: one from Tracking and one from Read the Trail. It does not grant the Tracking skill or its other benefits.
- **Costuming:** Browns, moss greens, and ochre, with leather and fur accents; alternatively, a three-claw-mark symbol.

Bloodspeaker Tribe

- The **Bloodspeakers** preserve their people's rituals, tending the bonds between the living, their ancestors, and the powers that answer sacrifice. Names are remembered, old obligations recounted, and the stories of the dead given a place among the concerns of the living. Even a small keepsake may carry a history that its owner considers worth a lifetime of care.

  Their rites ask what a person is willing to give, and why. Blood makes that question immediate. Those who lead such practices carry the responsibility of knowing the traditions they invoke and understanding whose lives may be changed by the answer.

- **Ancestral Rites** - Every time you take HP damage, remove any ongoing magical exhaustion. Damage absorbed by armor does not trigger this ability. Self-inflicted in-game HP damage *does* trigger it; paying Blood Tax does not. There is no per-encounter or daily limit.
  You count as a caster when joining or leading rituals. You must still meet each ritual's specific prerequisites. This ability does not grant Spellcasting or knowledge of spells.
- **Costuming:** Burgundy, bone-white, and charcoal, with ritual cords, beads, or ancestor tokens; alternatively, a blood drop enclosed in a circle.

Warborn Tribe

- The **Warborn** cultivate courage, endurance, and a commanding presence on the battlefield. Their stories remember the person who held a failing line, the companion who returned for the wounded, and the voice that steadied others when fear threatened to scatter them. Such deeds give meaning to the strength they prize.

  That responsibility extends beyond those who carry weapons. Healers, craftspeople, and caretakers sustain the people for whom battles are fought. When a Warborn raises a battle cry, it carries the weight of those ties—a declaration of resolve powerful enough to shake an enemy's courage.

- **Battle Cry** - Once per day, plant your feet and give an audible battle cry lasting at least three seconds. Immediately afterward, call "By the sound of my voice, enemies—Fear." Only enemies who hear the call are affected. They must recoil or flee from you for ten seconds, following the normal rules for Fear.
  Battle Cry requires no arcane focus and causes no magical exhaustion.
- **Costuming:** Iron gray, rust-red, and dark brown, with sturdy layers, broad belts, and battle-worn accents; alternatively, a split-shield symbol.

Ashward Tribe

- The **Ashwards** train to confront demonic threats and withstand the influence of the beings they hunt. Their traditions preserve hard lessons: warnings passed between generations, accounts of dangerous encounters, and the names of those who paid dearly for knowledge others now possess.

  Vigilance shapes much of their culture. An old tale may contain a warning that deserves another hearing, and an unsettling suspicion may warrant patient investigation. Those who walk the Ashward path seek the resolve to face what they discover, knowing that courage must endure beyond the first moment of confrontation.

- **Infernal Defiance** - Once per day, call "Resist" to ignore one magical effect caused by a demonic source.
  At will, make the active call "Infernal Defiance—Sense Demons" and ask a marshal whether a demonic entity is present in the current scene. This reveals the presence of a demonic entity, but does not necessarily identify its specific source.
- **Costuming:** Ash gray, off-white, and muted orange, with weathered wraps or protective talismans; alternatively, a broken horn symbol.

Classes

Your class grants the starting skills listed below. For complete skill rules, see Skills and Skill Points; any class-specific exceptions are stated here.

Berserker

Berserkers fight with raw strength and reckless abandon, wielding heavy weapons to carve through the enemy's front line. They thrive in the heart of battle, where control gives way to fury. In Greenmarch, they are often born of desperation, vengeance, or inherited wrath.

Skills:

- **1-Handed Weapon**: The player may utilize any weapon from 12-42 inches, and a shield. This shield does not block arrows, bullets, packet-delivered magical effects, or Magical Orb.
- **2-Handed Weapon**: The player may utilize any weapon from 43-60 inches.

Defender

Defenders are immovable shields—trained to hold the line and protect their allies through sheer endurance and control. With shield and steel, they weather the storm so others don't have to. In a land as scarred as Greenmarch, Defenders are often the first into danger and the last to fall.

Skills:

- **1-Handed Weapon**: The player may utilize any weapon from 12-42 inches, and a shield. This shield does not block arrows, bullets, packet-delivered magical effects, or Magical Orb.
- **Improved Shield**: Allows you to block arrows and bullets with your shield. You still cannot block packet-delivered magical effects or Magical Orb.

Skirmisher

Skirmishers are agile combatants who strike fast and vanish faster, weaving between enemy lines with blade or bow in hand. They rely on speed, precision, and unpredictability to outmaneuver stronger foes. Skirmishers serve as scouts, ambushers, and messengers when roads are no longer safe.

Skills:

- **1-Handed Weapon**: The player may utilize any weapon from 12-42 inches, and a shield. This shield does not block arrows, bullets, packet-delivered magical effects, or Magical Orb.
- **Bow/Crossbow** or **Thrown**
    - **Bow/Crossbow**: Allows the use of a bow or crossbow. Bows have a maximum draw weight of 35lbs at 28 inches. Crossbows are a maximum of 450 inch pounds (draw weight x draw length).

- **Thrown**: The player may utilize thrown weapons. These weapons must be between 6-18 inches and coreless.

Caster

Casters wield the raw forces of magic through incantation and will, shaping flame, fog, and force to devastate foes or control the battlefield. Most spells cost time, focus, and exhaustion — but the results can reshape reality.

Skills:

- **1-Handed Weapon**: The player may utilize any weapon from 12-42 inches, and a shield. This shield does not block arrows, bullets, packet-delivered magical effects, or Magical Orb.
- **Spellcasting:** Grants you the ability to cast spells, as well as two spells of your choice. You additionally learn the game's two cantrips, **Summon a Light** and **Detect Magic**.

Ritualist

Ritualists channel their magic slowly and deliberately, calling upon symbols, offerings, and intent to shape the world in subtler ways. Their strength lies not in combat, but in preparation — where circles are drawn, and power listens. They are ward-makers, visionaries, and the first to touch the divine.

Skills:

- **1-Handed Weapon**: The player may utilize any weapon from 12-42 inches, and a shield. This shield does not block arrows, bullets, packet-delivered magical effects, or Magical Orb.
- **Improved Ritual I:** Allows the player to bring 1 non-caster into a ritual you lead for additional effects. This class skill bypasses the requirement to purchase Spellcasting before performing a ritual.

Healer

Healers mend what battle breaks, stitching flesh and spirit back together with steady hands and sharp focus. Whether through herbs, ritual, or resolve, they stand between death and those not yet ready to cross. In a land like this, every village that survives has a healer to thank.

Skills:

- **1-Handed Weapon**: The player may utilize any weapon from 12-42 inches, and a shield. This shield does not block arrows, bullets, packet-delivered magical effects, or Magical Orb.
- **Bandage:** A bandage requires 1 tagged linen reagent and 2 minutes of roleplay to craft, and requires a physical prop. Applying a bandage to a target requires 30 seconds of roleplay, after which the target is healed for 1 Hit Point. The bandage must be repped on the target. See the Bandage entry in Non-Combat Skills for reuse rules.

Non-Combatant

Non-Combatants thrive in roles beyond the battlefield, mastering skills that shape economies, uncover truths, and influence power from the shadows. Whether alchemists, artisans, or clever negotiators, they leave their mark without drawing a blade. In Greenmarch, survival often belongs to those who know when *not* to fight.

Skills:

- Choose four Non-Combat Skills as your starting class skills. You also receive the normal two starting Skill Points to spend separately. Combat Skills cost Non-Combatants two Skill Points each, including those purchased during character creation.
- In exchange, Non-Combatants pay 2 Skill Points instead of 1 for any future combat skills purchased, including the skills purchased with the additional 2 Skill Points during character creation. The Non-Combatant class does not confer Moop! status. Moop! (Medically Out Of Play) is a separate player safety designation; see Common Terminology.

Skills and Skill Points

Unless otherwise stated, all skills require 1 Skill Point to purchase. You will gain 1 Skill Point at the beginning of each Bloodroot Requiem event that you attend - but you must find a teacher in order to spend it. Learning a new skill requires 30 minutes of roleplay, and many skills can be taught by their respective guilds.

The skills listed below are available to every character, no matter their background or class. There are additional skills in the game known as **Secret Skills**. These can be discovered through **Research**, by purchasing the necessary prerequisite skills (which will make them available in your character's Ledger), by engaging with questlines in-game, or by purchasing them with **Relic Fragments**.

Non-Combat Skills	
Hit Points	You can purchase additional Hit Points at one Skill Point each, up to 6 additional (9 total, including starting HP).
Bandage	A bandage requires 1 tagged linen reagent and 2 minutes of roleplay to craft, and requires a physical prop. Applying a bandage to a target requires 30 seconds of roleplay, after which the target is healed for 1 Hit Point. The bandage must be repped on the target. A crafted bandage has three total uses: one initial use and two reuses. Before each reuse, spend 2 minutes of roleplay sterilizing it. After its third use, the bandage must be replaced.
Triage	2 minutes of healing roleplay will bring a target from zero to 1 HP. The target's death count will stop immediately upon beginning Triage. If Triage is interrupted, the death count starts again at the beginning. Requires a bandage with at least one use remaining. Completing Triage consumes one use of that bandage.
Stabilize	Halts a character's death count as long as contact is maintained with the target. Can target up to two characters at once.
First Aid	First Aid restores 1 HP after 30 seconds of uninterrupted medical roleplay and an additional 1 HP for every 30 seconds thereafter. First Aid cannot raise a target above 3 HP.
Drain Poison	This skill allows you to remove any poison from a target. This requires 2 minutes of roleplay.
Speak with Dead	Player has the ability to converse with spirits; whether these are other fallen players or NPC spirits.

Non-Combat Skills	
Smithing 1 - Novice	A player with the Novice Smithing skill may repair damaged weapons and armor of their tier, as well as create Novice-level weapons, armor, and jewelry (recipes required). They may additionally craft level one locks. All smithing must be completed in an appropriately represented in-game space. In addition, choose a smithing specialty: Weapons, Armor, or Jewelry. Your specialization determines what recipes you learn when picking up your skill.
Smithing 2 - Apprentice	Requires Smithing 1. A player with the Apprentice Smithing skill may repair damaged weapons and armor of their tier, as well as create Apprentice-level weapons, armor, and jewelry (recipes required). They may additionally craft level two locks. All smithing must be completed in an appropriately represented in-game space.
Smithing 3 - Journeyman	Requires Smithing 2. A player with the Journeyman Smithing skill may repair damaged weapons and armor of their tier, as well as create Journeyman-level weapons, armor, and jewelry (recipe required). They may additionally craft level three locks. All smithing must be completed in an appropriately represented in-game space.
Augmentation	This skill allows the player to augment smithed items, provided they have the recipe. You may only place Augments of a tier equal to or lower than your current Smithing tier. Must have Smithing 1 to purchase.
Alchemy 1 - Novice	Grants the player the ability to craft Novice-level alchemies. Crafting an alchemy requires the appropriate recipe card and reagents.
Alchemy 2 - Apprentice	Requires Alchemy 1. Grants the player the ability to craft Apprentice-level alchemies. Crafting an alchemy requires the appropriate recipe card and reagents.
Alchemy 3 - Journeyman	Requires Alchemy 2. Grants the player the ability to craft Journeyman-level alchemies. Crafting an alchemy requires the appropriate recipe card and reagents.
Cooking 1 - Novice	Allows you to prepare Novice-level meals using gathered ingredients. Cooking requires a known recipe, producing dishes that grant beneficial effects for a specified duration.
Cooking 2 - Apprentice	Requires Cooking 1. Allows you to prepare Apprentice-level meals using gathered ingredients. Cooking requires a known recipe, producing dishes that grant beneficial effects for a specified duration.

Non-Combat Skills	
Cooking 3 - Journeyman	Requires Cooking 2. Allows you to prepare Journeyman-level meals using gathered ingredients. Cooking requires a known recipe, producing dishes that grant beneficial effects for a specified duration.
Trapping	Allows you to set a trap in the designated hunting area and check it throughout the day for caught creatures. Successful traps provide organic reagents. Catches must be returned to Monster Camp for re-tagging.
Large Game	Grants additional information about monsters during encounters and allows access to special Monster Hunts. Only one Hunt runs per event, and any group may participate as long as one member possesses this skill.
Miner's Luck	When collecting resources from the mine, you may take one additional reagent bag per hour. You must still personally visit the mining area to collect both bags, and unused additional collections do not carry over from one hour to the next.
Forager's Eye	When collecting resources from the garden, you may take one additional reagent bag per hour. You must still personally visit the gathering area to collect both bags, and unused additional collections do not carry over from one hour to the next.
Wide Net	You may have two traps active at one time. Requires **Trapping**.
Disarm Trap	Negate the triggering effect of any mundane trap that you spend a minimum of 30 seconds searching for. **Note**: Whether you were close enough to a trap to trigger its effect is up to the discretion of the marshal on the mod.
Pick Lock 1	May bypass any lock of Tier 1 with 30 seconds of roleplay
Pick Lock 2	Requires Pick Lock 1. May bypass any lock of Tier 2 with 30 seconds of roleplay
Pick Lock 3	Requires Pick Lock 2. May bypass any lock of Tier 3 with 30 seconds of roleplay
Pickpocket	Must clip the target with a black clothespin on the pocket/bag/etc that you wish to search, and remain unnoticed for 30 seconds while remaining in arm's reach of the target. Best practice is to inform a marshal after doing so, who will then let the target know their pocket has been picked. The target gets to choose one item from the targeted area to give to the thief.
Evaluate Item	Once per encounter, you may inspect an item for at least 15 seconds and then ask a marshal/storyteller (or relevant player) for more information about it. Once you have used this ability on a specific item, you cannot evaluate that item again.

Non-Combat Skills	
Tracking	May ask one question of a marshal/storyteller per encounter that is related to the environment or physical surroundings of the mod. May also grant a player additional information at the beginning of a mod.
Spellcasting/Spell	The first purchase grants Spellcasting, two spells of your choice, and the cantrips Summon a Light and Detect Magic. Each subsequent purchase grants one additional spell. See Rules of Magic for casting requirements and cantrip effects.
Concentration	Taking damage to your Hit Points will not disrupt your casting or ritual.
Improved Ritual I	Improved Ritual allows you to bring 1 non-caster into their own ritual for additional effects. This skill can only be purchased if you have Spellcasting.
Improved Ritual II	Improved Ritual II allows you to bring 1 additional non-caster (for a total of 2) into your own ritual for additional effects. You may also bring 1 non-caster into a ritual being led by another ritualist.
Improved Ritual III	Improved Ritual III allows you to bring 1 additional non-caster (for a total of 3) into your own ritual for additional effects. You may also bring 1 additional non-caster (for a total of 2) into a ritual being led by another ritualist.
Teach	This skill allows you to teach other skills you know to other players. This skill requires Staff approval, and is generally free. The Teach skill cannot be taught.
Bloodcasting	Pay 2 Blood Tax to Quick Cast a known spell, followed by 30 seconds of magical exhaustion. Requires Spellcasting. See Blood Magic: Skills and Rituals for full rules.
Blood Rituals	Learn and lead blood rituals. Purchasing this skill teaches one of the two listed rituals; each additional ritual costs 1 Skill Point and requires in-game learning. Requires Improved Ritual I. See Blood Magic: Skills and Rituals for full rules.

Combat Skills	
1-Handed Weapon	The player may utilize any weapon from 12-42 inches, and a shield. This shield can block melee hits from weapons enchanted with Magic Weapon. It does not block arrows, bullets, packet-delivered magical effects, or Magical Orb.
Improved Shield	Allows you to block arrows and bullets with your shield. You still cannot block packet-delivered magical effects or Magical Orb.
2-Handed Weapon	The player may utilize any weapon from 43-60 inches.
Polearm	The player may utilize any weapon from 61-84 inches.
Thrown	The player may utilize thrown weapons. These weapons must be between 6-18 inches and coreless.
Bow/Crossbow	Allows the use of a bow or crossbow. Bows have a maximum draw weight of 35lbs at 28 inches. Crossbows are a maximum of 450 inch pounds (draw weight x draw length). Bows ignore armor.
Guns	Guns may hold 6 rounds maximum, with a max FPS of 130. They may not have a detachable magazine, drum, or motor. They must be painted or otherwise in-game; neon orange or brightly colored NERF guns will be rejected and removed from play. A player may only wield one gun at a time, unless they have purchased the **Gunslinger** skill. Firing multiple shots from the same weapon requires a 10-second reloading period. ● **Note**: We understand that this is a divisive topic. While many players enjoy this playstyle, many others find guns immersion breaking or unbalanced in combat. This is our attempt to bridge the gap between those who enjoy artificers and the balance of the game. This skill may be changed in future editions.
Dual Wielding	Allows for the use of an off-hand weapon of up to 24 inches.
Improved Dual Wielding	Allows for the use of an off-hand weapon of up to 42 inches. Requires Dual Wielding.
Gunslinger	Allows for the use of two guns simultaneously. Requires Guns and Dual Wielding.
Plate Armor	Increases your Armor Point maximum from 6 to 10 while you are wearing a qualifying metal chest piece.

Combat Skills	
Blindfighting	May fight normally when blinded or in darkness.
Spellblade	May use any melee weapon or shield of your choice as your arcane focus for spellcasting. This follows all other rules for staff foci.
Life Siphon	Once per encounter, empower up to three melee swings for 30 seconds. The first qualifying hit on a living target grants 1 HP or an immediate Bloodcasting use at 1 less Blood Tax. Requires Spellcasting and the skill to wield the weapon. See Blood Magic: Skills and Rituals for full rules.

Relic Fragments

Relic fragments are an out-of-game currency that are earned for specific forms of participation, and can be used to help advance your character.

Relic fragments can be earned in a few different ways:

- Attending a Bloodroot Requiem Virtual Event
- Attending a Bloodroot Requiem One-Day Event
- Volunteering for additional NPC shifts (when offered by Staff)
- Available for purchase during fundraisers
- Additional ways to earn fragments may become available at staff discretion

Relic fragments can be redeemed through your character's Ledger for the following rewards:

- 3 Relic Fragments - 1 Unique Item. This item will be written by staff and delivered to the player no later than the event following the redemption, as long as it is not within one week of the event date.
- 5 Relic Fragments - 1 Secret Skill. This will be a skill not listed in the chart above; plot will have a discussion with you about your character and provide you with a new skill based on your character's direction and actions.
- 7 Relic Fragments - 1 Artifact. This is a higher-powered item that is written by staff for your character specifically. This item will be written by staff and delivered to the player no later than the event following the redemption, as long as it is not within one week of the event date.

Death's Door and Healing

Dying

When a character is reduced to zero Hit Points, they begin a 5-minute **Death Count**. At 0 HP, you cannot move under your own power, attack, cast spells, or use skills or items unless an ability explicitly permits it. You also cannot speak other than screaming and moaning. This count can only be halted with an in-game skill such as **Triage** or **Stabilize**.

The only skill that exists in-game that can heal a target at zero Hit Points is Triage. No skill exists to heal someone who has negative Hit Points.

At the end of your Death Count, you drop all items you are carrying and become a Spirit. You can be seen, but can no longer interact with your environment or speak with other players (unless they possess the skill **Speak with Dead**), and may not rejoin play until you have visited **Death's Door**. Upon returning to play, you will retain no knowledge of what transpired while you were a Spirit.

Each player may make the journey through Death's Door three times and return - on the fourth visit, your character will cross the threshold into one of several afterlifes. Which afterlife your character gets to enjoy will largely depend on decisions made in-game.

To visit Death's Door, you will report to Monster Camp and participate in a small scene with a Storyteller or a member of Staff. This scene is not standardized and will change based on player actions, ongoing plot, and the theme of the event as well as based on which visit to Death's Door this is for your character. This may range from a small narration (or written scene), to a puzzle or task you must complete before returning, to a full scene with your character's deity regarding the decisions you've made that led you here. Some players may be given tasks to complete upon returning to the Material Plane.

When your character returns to play after visiting Death's Door, their HP is restored to full, excluding any spent helmet HP. All expended uses of their per-day, per-event, and per-encounter abilities (whether from skills, magical items, or other effects) are also restored. Damaged items are not restored by this reset: lost Armor Points and helmet HP still require normal repairs, and damaged weapons remain damaged.

Note: Visits to Death's Door on your first event do not count towards your total, **unless** your character manages to visit Death's Door four times in your first event. In this case it will still be a permanent death for that character, but a member of staff will sit down with you to discuss what happened during the event and how you can prevent having a similar game in the future.

Hit Points and Healing

Each player begins their journey with 3 Hit Points. Up to 6 additional Hit Points may be purchased using Skill Points, for a total of 9. Wearing a helmet will also grant you one additional Hit Point - putting the maximum Hit Points available to any character at 10. These Hit Points do not regenerate until healed through means either magical or mundane.

Healing should feel like part of the story. When using Triage, Bandage, or First Aid, actively portray the treatment throughout the skill's required roleplay time: dress a wound, stitch torn flesh, set a broken bone, or use another approach suited to your character. Bring appropriate props and give your patient something to react to. Patients are encouraged to participate through their own portrayal of pain, relief, or recovery.

Magical healing uses its normal casting or activation requirements and does not require an additional period of medical treatment. Staff may reward exceptional healing roleplay.

At 0 HP, your character is bleeding out and dying. You cannot communicate in-game beyond screaming and guttural moans. You can communicate out-of-game to answer questions asked by healers or other players who may be examining you. A character at 0 HP cannot be healed until they have been **Triaged**.

A call of **"Killing Blow"** with a 3 count made against any downed character will send them directly to Death's Door upon its completion. The standard privileges and restrictions of spirits apply to this character until they have visited Death's Door. Any damage made to the attacker during the Killing Blow count will disrupt the count and require it to be restarted.

Research

There is a Research Station set up in the tavern to allow you to perform further research on topics you may encounter during your adventures. To conduct research, your character spends a minimum of 30 minutes at this station delving into a topic of your choosing. More time researching could yield greater results. While your character is performing research you as the player may read, eat a meal, handle out-of-game business, or engage in light roleplay at the research station. For each topic, you may spend up to four hours researching and ask up to four questions per event. These are separate limits: you may devote all four hours to a single question. There is no limit on the number of topics you may research.

Research is submitted through your character's Ledger, and will be answered by either the Player Liaison or a Storyteller. To help speed this process, you should speak with the Player Liaison about your research request after it is submitted so they can bring it to the appropriate Storyteller's attention. There is a QR code at the research station to help ease this process!

Past research can be viewed in your character's Ledger.

Theft

Theft and pickpocketing do not require a Challenge. Players who wish to steal from other characters must follow a strict set of guidelines, outlined below:

- Cabins are out-of-game spaces for the purposes of thievery and combat. Do not enter another player's cabin without their consent, and do not steal anything from inside of a cabin - even one that you are staying in.
- Conversely - in-game items must remain in in-game spaces. You cannot take an in-game item and stash it in your cabin to prevent it from being stolen or affected by plot or other players. Inability to produce a tagged item at staff's request may result in that item being lost.
- Do not take another player's personal prop or coin. Items cannot be stolen unless they are a tagged item. In the case of stealing an item from a player, you may take their rep and immediately report to the closest marshal or staff member, who will supply you with an item tag and immediately return the prop to the player it belongs to and remove their tag. It is the onus of the thief to supply an appropriate prop.
- Locked chests may only be opened with the skill Pick Locks, or by locating the key with a tag that matches the code on the lock tag. Locked items and chests will be represented with a length of knotted leather cord and a tag for the lock to identify the appropriate key. Lock and Key tags are available at Monster Camp.
- **Coin** can never be stolen.

Crafting and Gathering

Recipes

Upon learning a Crafting skill, your character will be provided with “Starter Recipes.” These recipes are predetermined based on the skill chosen (and in the case of Smithing, on your specialization). These recipes are considered to be known by your character already or taught during your training for that skill. Learning a new recipe, regardless of its source, takes 30 minutes of in-game roleplay - whether that looks like someone teaching your character the recipe, extensive research, or trial and error. Learning a recipe should also produce the item being crafted. When you learn a recipe, you learn all tiers of that specific recipe that are available, but may only craft recipes that are of a tier equal to or below your own crafting skill tier. Recipes can be learned through research, from other characters in-game, from in-game player guilds, from NPCs and merchants, and sometimes discovered through the course of your adventure!

Smithing

Our Smithing system is focused on two major roles: **Repair** and **Augmentation.** All Smiths - that is, players with the Smithing skill - can Repair, craft locks, and follow basic weapon and armor recipes without the need for an additional skill. The **Augmentation** skill will unlock additional recipes for the crafter; anything beyond a basic weapon/armor/jewelry.

Smiths will additionally choose a **Specialization** when purchasing their first level of the skill; this specialization determines your starting recipes, but does not prevent you from learning recipes belonging to the other specializations. Only one specialization may be chosen.

The materials needed for Smithing are broken up into 3 distinct categories: **Metals, Organic Materials,** and **Fuel**. While all smithing materials can potentially be found as combat loot or monster drops, they can be found in a few other ways as well:

- **Metals** can be mined in-game.
- **Organic Materials** can be acquired through **Hunting**.
- **Fuel** can also be mined in-game.

Let’s talk about **Fuel** and **Heat Levels** for a moment. There are three tiers of fuels in Bloodroot - Charcoal as Tier 1, Tallow as Tier 2, and Essence of Fire Elemental as Tier 3. Each fuel burns for a specified length of time when ignited (5 minutes for Tier 1, 10 minutes for Tier 2, and 20 minutes for Tier 3) that indicates the roleplay time required for that recipe. All Smithing activities will have a Heat Level indicated. You can burn multiple fuels at once if you need in order to get to the Heat Level required for your recipe (two Charcoals will give you a Heat Level of 2, and so on).

That brings us to the first and most important job of a Smith - to **Repair** broken or damaged armor. As covered in **Arms and Armor**, damage to your Armor Points taken during combat must be repaired by a Smith to be restored. Each armor repair session requires a Heat Level of 1 (any higher, and the armor will be destroyed and must be re-forged or crafted) and 5 minutes of smithing roleplay, as well as 1 reagent matching the highest tier of armor the character is wearing. Each repair session restores 2 AP to your shared armor pool. There are effects and enhancements that can reduce the time required.

Repairing one damaged weapon or restoring a helmet's spent HP requires a Heat Level of 1, 5 minutes of smithing roleplay, and 1 reagent matching the item's tier. A completed weapon repair restores that weapon to usable condition; a completed helmet repair restores its 1 HP.

Untagged weapons, armor, and helmets are treated as Tier 1 equipment for repair purposes.

Next is the art of creating new arms/armor, and then Augmenting existing tags. This one is simple: find a recipe in-game, and follow the card! Augments will always require a **Tagged Weapon/Armor/Jewelry** — that is, one that has been crafted in-game, not just brought as a prop. While you do not have to have a tagged item to use your weapon in combat or to get the benefits of Armor Points/have your armor repaired, it is necessary if you wish to have your gear augmented. Augments apply additional effects to your gear that just may turn the tide of battle in your favor! All tagged items will have a number of Augment slots equal to that item's tier, and each Augment will take a number of slots equal to the tier of the Augment. For example, a tier 3 item will have 3 Augment slots, which can be filled either with a tier 3 Augment, or a tier 1 and tier 2, and so on. **Note: You cannot stack Augments that grant effects to the same stat (AP, HP, etc).**

Finally, experienced Smiths can recover usable materials through **Salvage**. Broken weapons and armor may be dismantled at an appropriately represented Smithing space to create one Tier 1 Smithing Reagent of the Smith's choice. Salvaging requires a Heat Level of 1 and the normal 5 minutes of smithing roleplay associated with that Heat Level.

A character with **Smithing 1** must dismantle six items to produce one reagent. As the Smith's skill improves, they become more efficient: **Smithing 2** reduces the requirement to four items, and **Smithing 3** reduces it to two.

All salvaged items must be represented by eligible item tags, which are consumed during the process and should be turned over to Staff. Only the tags are destroyed; any physical weapon or armor props must be returned to their owners.

Magic Items

Every magic item must have an appropriate physical representation, or **physrep**, to be used in play. An item's tag alone is not sufficient. The physrep should reasonably resemble the item described on its tag and must remain with the item for as long as it is in use. If the physrep and tag become separated, the item cannot provide its effects until they are reunited.

Magic weapons, armor, and other equipment must be carried or worn in the manner their physrep suggests. Magical jewelry must be visibly worn to provide its effects—it cannot remain hidden in a pocket, pouch, or cabin while benefiting the character.

Bloodroot does not maintain a rigid list of jewelry or equipment slots, but players are expected to use common sense. A character may wear several reasonable pieces of jewelry, but cannot stack an excessive number of similar items simply to collect additional magical effects. Twelve necklaces, a ring on every finger, or a belt covered entirely in magical charms would not be considered reasonable equipment. Staff has final discretion over whether an item is appropriately represented and whether a collection of worn magic items has exceeded reasonable limits.

Alchemy

Alchemy in Bloodroot focuses on two primary functions: **Brewing Potions** and **Crafting Poisons**. Any character with the **Alchemy** skill may craft alchemies using discovered recipes - no additional skills are required. Recipes that require special skills or conditions will clearly indicate so on their card.

All alchemical crafting requires one Base and two or more additional reagents, which may be Plant, Creature, or Catalyst materials. These reagents may be found as loot, gathered through foraging or hunting, or earned through mods and story interactions.

Every alchemy item requires a minimum of 5 minutes of brewing roleplay per potion/poison.

This roleplay can involve:

- Mixing ingredients in a mortar and pestle
- Heating or cooling solutions
- Chanting, measuring, or ritualized stirring
- Smelling, shaking, testing, or labeling the vial
- Consulting notes or comparing similar reagents

Players are encouraged to bring props - wooden bowls, small vials, herbal bundles, etc. - to enrich the experience. Staff may occasionally reward exceptional roleplay with rare reagents or additional recipe hints.

Potions must be consumed to take effect and generally provide beneficial or neutral effects. **Poisons** are harmful mixtures that may be applied to weapons, traps, or ingested, depending on the recipe.

Alchemists must discover recipes in-game - whether through teaching, found notes, NPC guidance, trade, or trial and error. Players often keep personal recipe books, which function as in-game items and may be lost or stolen.

Cooking

Cooking in Bloodroot uses the same Heat and Fuel system as Smithing, allowing chefs to prepare meals that grant longer-lasting buffs than potions. Any character with the **Cooking** skill may prepare dishes using discovered recipes.

Cooking recipes require a mix of various Plant or Creature reagents used in Alchemy or gathered through Hunting or Gathering (outlined below). Each recipe lists the Heat Level and ingredients required.

Preparing a meal requires a minimum of 10 minutes of cooking roleplay. Players are encouraged - but not required - to incorporate real food or simple cooking actions into their roleplay, using whatever props or preparation methods feel appropriate. Each successful recipe produces one meal unless specified otherwise on the recipe card (indicated by Uses).

Once consumed, meals provide beneficial effects lasting for a specified duration. These may include resistances, bonuses to skills, improved stamina, or other supportive buffs.

As with all crafting skills, cooking recipes must be learned in-game through discovery, trade, teaching, or experimentation. Many chefs keep in-character cookbooks, which are treated as lootable items.

Hunting

Trapping

Trapping allows players to set a trap in a designated in-game area and return to check it periodically throughout the day. Successful traps will contain a small stuffed-animal rep with velcro-attached reagent tags. Players must return their catch to Monster Camp when they collect the tag so the rep can be reused. Trapping provides a steady supply of Tier 1–2 organic materials and is ideal for players who want consistent resource generation.

Large Game

Large Game grants players the ability to learn additional information about a monster, replacing the function of the former Evaluate Monster skill. This information is provided by staff during encounters when appropriate. Large Game also grants access to special **Monster Hunts**. Only

one Monster Hunt will run per event, and it may be attempted by any players as long as at least one participant on the mod possesses the Large Game skill. These Hunts provide higher-tier organic reagents and rare components used for advanced crafting.

Gathering

Gathering allows players to collect natural reagents from designated areas around site. These locations are marked with solar stakes, flowers, or other glowing elements to indicate that materials may be collected there. No skill is required to gather.

Players may take one loot bag per gathering site, per hour. Gathering sites will be refreshed periodically throughout the day, so please be mindful and leave enough for others - there will always be more opportunities to collect materials as the event progresses.

Gathering provides a steady source of basic components used in Alchemy, Cooking, and other crafting professions.

Mining

Mining functions similarly to Gathering, but is limited to one designated mining area on-site. This location will be clearly marked, and players may collect materials without needing any skill.

Players may take one loot bag per hour from the mining area. The site will be refreshed periodically throughout the day, so please take only what is allowed and leave enough for others to enjoy. Additional opportunities will always return as the event progresses.

Mining provides metal ores, fuel sources, and other components used in Smithing and advanced crafting recipes.

Quick Reference

Use the full rule entries for requirements and exceptions.

Calls

Hold: Echo the call, stop play immediately, and look at the ground. Follow the Hold procedure in Common Terminology.

Medic / Healer: Medic is for an out-of-game medical emergency and accompanies Hold. Healer is for requesting in-game help.

Resist: Use only when a rule or recorded ability lets you resist that effect. For an unfamiliar call, honor it to the best of your understanding and ask a marshal when safe.

Timers and healing

Death Count: 5 minutes at 0 HP. You cannot move under your own power, attack, cast, or use skills or items unless an ability permits it.You cannot speak other than yelling or moaning.

Triage: 2 minutes of roleplay restores a target at 0 HP to 1 HP. Starting stops the Death Count; interruption restarts it from the beginning. Completion consumes one bandage use.

Bandage: 30 seconds of roleplay heals 1 HP on a target above 0 HP. Each bandage has three uses; sterilize it for 2 minutes before each reuse.

First Aid: 30 seconds of uninterrupted roleplay per HP restored, on a target above 0 HP. Cannot raise the target above 3 HP.

Killing Blow: A 3-count against a downed character. Any damage to the attacker interrupts the count.

Searching: A 15-second verbal count. Never physically search another player.

Magic: Use the Spell Focus chart for casting time. Normal magical exhaustion lasts 30 seconds. Cantrips are instant, require no incantation, focus, or spellbook, and cause no exhaustion; neither can be cast while exhausted.

Defense and resets

Armor: All qualifying armor contributes to one shared AP pool, which defends against even hits to uncovered legal strike areas. The normal cap is 6 AP, or 10 with Plate Armor and a metal chest piece; the torso cap is 4 AP.

Shields: Blocks Magic Weapon melee hits. Packet-delivered magic and Magical Orb bypass shields; arrows and bullets require Improved Shield to block. No shield edging or bashing.

Ability Resets: Once-per-day uses refresh at sunrise. Once-per-encounter uses refresh at the start of a new scene or mod; the marshal decides when encounters are separate.

Death's Door Return: Restore full HP, excluding spent helmet HP, and expended per-day, per-event, and per-encounter uses. Physical items are not restored; armor, helmets, and weapons still need normal repairs.

Charm: Only one active charm. A new charm attempt fails while the target is already charmed. Follow the active effect's behavior, duration, and ending conditions.