



EOS

Miscellaneous Rules

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Introduction

Welcome to the Eos Miscellaneous Rules Guidebook. In this document we will explain all of the main body of rules that are used during game play as outlined in the Rules Guide. This document is designed for easier access to the rules components. It is recommended that you read through this section of the rulebook in detail to familiarise yourself with the methods of utilising your abilities and the abilities of others that may affect you. All page number references in this document apply to the main Rules Guide.

A note on Referees

Referees are present at Eos events to ensure the correct application of the rules of the game. They are available for you to consult should you have any questions and can clarify any rules issues you may have. Referees are denoted by the wearing of a fluorescent yellow jacket or tabard. Referees are also present to impart information to players that may affect their characters. Staff members in orange luminous tabards or jackets are not referees.

Poisons, Potions and Runes

The basic skill of alchemical knowledge and some other skills learned during the ongoing game allow for the production of these three types of item. Anything of this nature will have a special tag or laminate placed on it. Players with the relevant skills to produce these items will have a lore sheet that explains the method of doing so and it will also give details of the effects of each component used in production. Every produced item of these types must have an appropriate phys rep.

Some potions, poisons and all cursed items will affect players on touch and tags or laminates that denote these will be coloured orange. Poisons or potions that have ingested effects will be coloured blue. Runes are coloured yellow.

Any player may administer a potion or poison. If you accidentally come into direct skin contact with a contact effect substance whilst attempting to apply it, you should take its effect and the substance will be wasted.

Runes have specific methods of how they should be used. The detail can be explained to you in character by someone skilled in Rune magic, or by a referee where appropriate.

Should you administer a substance to another player, we recommend that you involve a referee in the matter to verify your laminated items, and to oversee the effect to the player recipient. For many cases where the effect is positive and the process with consent, the presence of a referee may not be required. However if you have any doubt, please consult one.

Curses and Diseases

Curses and diseases are effect card based abilities. This means, you will be handed a laminate card with roleplaying directions on it. Some characters have the ability to remove these effects whilst others can cause them.

All effects are level based from 1 to 5; 1 being the weakest, 5 being the strongest.

Herbs

As has been mentioned before, herbs are a resource that you can select as a starting



character and forage for during the World of Dawn Campaign. The table below is a key for the phys rep requirements for your herb cards.

<i>Name of Component</i>	<i>Description</i>	<i>Lore Code</i>
Brandenwurt	Green Plant with rounded leaves	498
Kalliphan	Red Powder	455
Derrioc	Yellow flowered plant	244
Velder root	Brown/red root	256
Queen's Sting	Furred plant	266
Barl Berry	Red Berry	217
Raggard Breath	Green Leaf (Mint leaf)	656
Greel	Small white seeds (Rice)	665
Monolite Powder	Grey Powder	831
Night berry	Purple/Black berries (sloes)	449
Lorn Leaf	Bay Leaves	676
Torch Root	Carrot	262
Dagger Leaf	Holly Leaves	855
Mallan Seed	Pumpkin Seeds	145
Plains Berry	Strawberry	941
Glade Root	Root of a plant	942

Weapons and Props Construction Guidelines

The Eos website contains guidance for constructing phys reps for weapons and other props as part of the game. If you are unsure of the acceptable standards for the phys reps that you are making, please contact us and we will endeavour to assist you.

The principles of the Eos game are to try to encourage safe innovation in live roleplaying. We will judge every idea on its merits and try to give you consistent guidance and explain our decisions where necessary.

Should you require costume guidance, then some explanations are given in the creature guides and you can also find pictures of the different races of the world of the dawn in this guide as well as on the website:

<http://www.eoslrp.com>

If you have an idea for an item that is not covered and you would wish to use in the game, then you can email us from the website and we will endeavour to offer advice as to what will be acceptable in our games.

Downtime

Every player who attends an Eos event is entitled to a downtime submission at the end of the event. Downtime periods run for one hundred and twenty in character days and the actions you are able to perform are considered to be the activities that your character engages in during this time.

When deciding on your downtime submission you should first consider how and where your character will be able to eat and sleep. The resource options from the start of the game provide you with an opportunity to solve at least one of these needs, the other will



be up to you to solve during the event.

You must submit the relevant tags for each of the resources that you need to accommodate these needs, unless you are at a settlement that has agreed to provide for you.

Downtime activities are then split into two categories. *Learning New Skills* and *Performing Actions*. In the Eos Campaign you can do both at the same time. Each character is considered to be performing actions during the majority of their downtime and then spending quiet periods improving their knowledge or expertise.

Downtime Resources

Each player booking form has a box to tick in terms of which resource you would like your character to have. Access to a proportion of each resource will be required to progress certain elements of the campaign game. More information on Resources appears on page 32. Further resources can be gained during uptime, or by exploration/surveying the landscape during downtime, different terrain and areas will likely yield different resources in varying quantities, more accurate knowledge of this can be obtained through study and research during downtime.

Learning New Skills

In your character pack, having submitted your character skills with your booking you will find a sheet that explains the new skills that are available for you to learn in downtime, along with a time limit cost.

All characters may learn the purchasable skills from the Eos Rules Guide during their downtime. A character point worth of skills takes one hundred and twenty days if a character is learning on their own.

After character generation, you may improve your will rating up to a maximum of ten. Please note, if your character is killed at an Eos event, you may still learn a new skill with your new character. If you do not have enough time to establish a new character at that event, we will credit you with one additional skill point for the next event.

Magic Skills

To learn a circle of magic takes two hundred and forty days. Any Characters that elect to do this gain access to the lore sheet in that magic type after one hundred and twenty days. However, they have no power or ability.

Armour Skills

If you have already learned a category of Armour Use, you receive a discount of one hundred and twenty days to learning a second category of armour use.

Craft and Construction Skills

Characters who have purchased a Craft Skill or Basic Construction are able to teach others how to make individual buildings from their lists. It takes half the time it would take to build a building to teach someone else how to build it.

Progression Skills

There are skills that you can learn that are not listed in the Rules Guide. These are



progression skills. Each progression skill can only be learned if you have knowledge of its pre-requisite. The progression skills available to your character will be listed on your individual downtime sheet.

The ‘Eureka Concept’

Players are only given limited information pertaining to the progression skills they have discovered they can learn. This is because a character would not know the detail of what the new skill would enable them to do until they could do it. However, they would have an idea of what abilities they were attempting to perfect. Finding a game method of representing this process is a difficult one, but we have tried hard to strike a balance.

Learning from a Teacher

Some characters elect to learn from another character that already has the skill they are trying to acquire. Learning from another character takes half as much time as learning on your own. However, you must remain with your teacher for the duration of the teaching time.

Teaching Skills

Instead of learning a new skill you may elect to spend your time teaching other people the skills that you already have. A Character can teach up to three people at once. However, you must all remain together for the duration of the teaching time.

Please note, you cannot teach a skill that you have learned in this downtime period.

Performing Actions

The actions that your character can perform in the Eos campaign are designed to be a function for enhancing your roleplaying at events. At no stage will the actions of your downtime become essential to your game, unless you make it so.

Please note if your character dies at an Eos event without the opportunity for you to role play your new character, then you cannot submit an action in downtime.

Travel

The world of dawn master campaign map is divided up into map tiles. Each tile represents one day’s travel on horseback or two days travel on foot. You may elect to travel to locations that you know the route to. These will appear on your downtime sheet and have a designated amount of journey time.

Alternatively you may elect to explore. You can specify an amount of days you would like to travel and in which direction. If you have the skill of *Advanced Mapmaking* then you can ask for a map of the areas that you have explored in your next character pack.

However, not everyone is suited to wandering into the unknown. Characters with the skill Survival are best suited to exploration as they are adept at finding food and shelter for themselves.

Should you elect to explore the game world without employing the relevant skills (for example sleeping rough without survival for one hundred and twenty days), then this will impact on your character state when you attend the next event.

Foraging/Working

Foraging/Working is the act of collecting up resources. Each map tile has a rating for each



resource. Herbs and Lumber can be collected during downtime. Occasionally Livestock can also be collected during downtime. Characters who wish to collect Stone, Ore or Crop will have to find the building pre-requisite needed to produce these resources.

If too many people attempt to collect the same resource then the amount gathered will be distributed evenly.

Research

Characters may elect to research items, ingredients or documents that they find during Eos events. Research is best performed in libraries. Each settlement has different strengths in terms of research. If you have access to a library it will appear on your Downtime submission form. Some new skills require characters to do research before they can learn them. Characters with the Literacy and Archive Knowledge skills will obtain more information or have more likelihood of finding what they are asking for.

Assist

Assists are actions performed under the supervision of another character. Assists provide the opportunity for co-ordinated groups to achieve a great deal more than an individual working alone. Many downtime actions take less time with additional characters providing an assist. Where this is useful, the player in question will have information on their lore sheets. To perform an assist you should tick the assist box and fill in the section with the Player ID and character name of the person you wish to help.

Using Skills

Many of the skills in the Rules Guide are specifically for downtime use. The options that are available to you with the skills you have will appear on your downtime submissions form.

Constructing Buildings

If you have the requisite resources and have the skill Basic Construction you can elect to construct a building from the available list. You must fill in the laminate IDs of the resources you are submitting with this request and enclose the laminates with the submitted form.

Crafting Items/making potions

If you have the requisite resources and the relevant craft item skill, you can elect to make weapons, armour and healing tools during a downtime period, or with alchemical knowledge make potions or poisons that you have the ingredients for. Each type of item takes a different amount of time to make. Characters skilled in certain spells will also have options to make some of their effects permanent. Characters with alchemical skills may also elect to spend time attempting to look for ingredients that are indigenous to the area or experimenting with the substances that they have managed to gather. More information on all of these skills appears on the relevant lore sheets that will be included in your character pack.

Military Training

Provided you have access to the enough manpower and have the Basic Military Knowledge skill you may train men at arms. Once these are trained other options will



become available for their use. You can transfer the command of men at arms to another player by filling in their player ID and character name.

Spells

There are several spells that can be used in downtime. The method of doing this is to fill in the player ID and character name of the person you are performing the spell on. Downtime spells may only be cast on a willing recipient or a captured character. A willing recipient should confirm this by filling in an assist action with your player ID and character name on. A captured character must be confirmed as being under your control by a referee.



Other Downtime Assets and Information

Buildings

As the campaign progresses your character may become the owner of a building. You will receive a briefing sheet on what this building can do for you in downtime and may use it accordingly. Some skills have extra options when they are performed in buildings.

If you wish to allow others to use your building, you must fill in the relevant permission section on your downtime form to grant them access. Similarly they must fill in the relevant section of their downtime form with your Building's ID number.

It is unlikely any special actions you can perform that require a building will be printed on your downtime form, so you need to fill in the notes section appropriately.

Miscellaneous Actions

If you wish you may make a miscellaneous action submission for your downtime. If your action is co-ordinated with another player, you should include their player ID and character name. If the action is something that is not included in the actions provided, fill in the notes section with the relevant details, but bear in mind Eos reserves the right to veto all miscellaneous actions. They will generally only succeed if they are considered plausible, easy to process and do not involve actions that should be completed at an event.

Example: - Tarik writes that he would like to steal Grakka's shiny crafted axe in downtime. This action will fail, as Tarik should perform this action at an event.

Downtime Characters

As the game progresses, more and more refugees from each of the kingdoms will leave their exile settlements and return to the realm. Some of these people will be new player characters, but others will be downtime characters – non playing characters that can be recruited during the game.

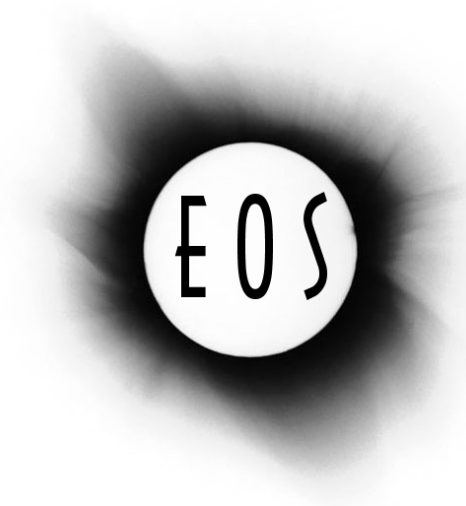
Downtime characters can be used for a variety of different campaign actions. They can also be trained to perform specific tasks better. If you manage to recruit some downtime characters, inform games control who will issue you with an appropriate lore sheet and will modify your downtime submission form accordingly.

The Downtime Campaign

Prior to any subsequent event that you attend, you will receive a downtime briefing on what actions you have successfully completed and what you news you have learned over the last downtime period. This is in character information and is active game knowledge that your character has learned. Should you learn of any other occurrences transpiring in the Eos campaign outside of the events, then please make sure that you are sure it is from an in character source before you elect to use that knowledge in the game.

Please be aware, you can die during the downtime campaign. However, the system is designed to give you the opportunity to turn up at each game with a story that you can share about what you have been doing between events. What you share about it is up to you.





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