



A Be-Epic Game

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Welcome to the Geistwald

Introduction

Geistwald is a Live Action Role-Playing game set in a fantasy world inspired by the folklore of Eastern Europe in the 1700s. Players in Geistwald take on the role of 'Jaegers'. Jaegers are rogue-like criminals who make incursions into the land of spirits known as the Geistwald. Their mission is to plunder strange ghost-touched Relics with the intent of selling them on the black market.

LARPs have a vast medium of expression that can take on many different themes, mechanics, and design goals. Not every game is going to appeal to every kind of player, nor is it the job of the game-runners to try and make it appeal to everyone. It *is* their job to properly communicate the kind of game it's going to be, to allow potential players to make that judgment for themselves. An important question to ask yourself is, "**Is this the game for you?**" The following are some of the design philosophies behind Geistwald.

Heroism - Jaegers are considered rogues and criminals first and heroes second. The mechanics of the game and plot that players will engage with will encourage underhandedness, deceit, and other skullduggery. It is up to the individual player to determine what lines they are willing to cross and which they will not. It is entirely possible to be a good person in this universe, but you will certainly be a societal underdog, regardless of your moral character.

Horror - Geistwald is a game of horror. The Exalted Zone and the Geistwald are places of terror isolated from the rest of the world. It is the goal of Staff to present myriad forms of horror with the intent of causing fear and discomfort. However, being uncomfortable is not the same as being unsafe. Staff will accommodate any phobias as best as we can. Furthermore, we will not run plots dealing with rape or sexual violence, as well as racism, homophobia, or transphobia, and we ask players not to discuss these subjects between themselves.

Mortality - Characters in Geistwald have a real chance of dying. Geistwald is more dangerous in comparison to other Be-Epic Games. If your character dies, we ask you to remember that this is a community. You can still enjoy and add to the collaborative experience that is this game. We strongly encourage you to create a new character and continue to experience the story, or volunteer as an NPC to help enrich the game for others.

Religion - Einstrom is a theocracy with little to no separation between church and state. The worship of the Saints is almost universal and the omnipresent Church of Everrise is often stifling with enforcement of religious law. Heresy is a crime taken very seriously and is frequently punished by imprisonment or death. The Church is deeply entrenched in the culture and society of Einstrom and this is unlikely to change during the course of the game.

What is LARP?

LARP is an acronym for Live Action Role-Playing. LARP Players portray fictional characters different from themselves and act out the decisions made by those characters. Similarly to Dungeons and Dragons, players will engage in adventure, puzzle-solving, and face off against enemy combatants. Theatrically, players will act out their choices as well as speak and think in character. Unlike theater, there is no difference between actor and audience. This allows for a full immersion into the world.

LARP Terminology

Directors - Personnel responsible for the overall direction of the game. All major game decisions are finalized by the directors.

Staff - Personnel who assist directors in organizing events and constructing the narrative for the other participants.

Cast Members - Volunteers that are vital to a game's function. They are the brave few that venture out as nameless cannon fodder to endlessly fall upon the sword throughout the Event. Many games will have NPC exchanges between each other, frequently offering character points as incentives. People may choose to be a PC at one game, and NPC another, and use the exchange to get bonuses for their PCs.

PC - Player Character - Paying attendees that engage with the plot, story, and adventure as the main characters. PCs fight monsters, solve puzzles, and make choices that affect the game's outcome.

NPC - Non-Player Character - Members of Staff and Cast in place for plot and setting interactions. NPCs take on a multitude of roles for the sake of the game, playing anything from merchants, victims, monsters, and more...

In-Game - Often used in reference to being immersed in the LARP. If you are In-Game, you remain in character and avoid Out-Of-Game topics. Exceptions are taken for safety and emergencies. All players are expected to refrain from sharing In-Game information with other players unless they would like that person's character to know. We ask this to avoid the need for others to mentally filter info that their character should or should not know. Essentially, please show some restraint and do not risk ruining the immersive experience for others just so you can tell a fun story Out-Of-Game.

Out-Of-Game - During an event, Out-Of-Game is signified by placing a hand on top of your head. This is a common action for NPCs if they are killed or disappear from a scene. They may not be interacted with once in this state. This action can be taken by anyone at any time due to real life circumstances not related to the game. Cannot be used as a mechanic to avoid In-Game situations. Restrooms are considered Out-Of-Game.

Cast Exchange

Geistwald and other localLARPs are made possible by numerous volunteers. Many of our volunteer Cast Members are Players or Staffers from other LARPs. We encourage Geistwald Players or Cast to help by volunteering at our sibling LARPs in turn. Geistwald Staff appreciates everyone getting their Geist on with us, but if you are interested in checking out other LARP flavors please click the link below. As an added bonus, all Geistwald Players who volunteer with one of the listed LARPs will be rewarded with XP. 3 XP for a full weekend or 2 XP for a partial weekend. See (Feats & XP) for further details. Bonuses for Players from other LARPs that

are assisting Geistwald will be determined by the Staff from the LARP you play.
www.geistwald.com/post/cast-exchange

Policy

Open Invitation Game

Geistwald is open to all who wish to play the game or assist with staffing. However, we require all participants to be **18** years of age or older. Whether you are a seasoned LARPer or Geistwald is your first ever game, our goal is to provide a theater for all actors to explore this world and their characters. Those unsure about LARPing are welcome to join us on staff to get a feel for the experience. Collectively, we have over 100 years of experience and hold no issue with helping someone become acclimated. Plus, it is free and we feed you. The Staff of Geistwald reserve the right to revoke the invitation of any individual(s) at any time and will do so if need be.

Pronoun Rule

Our goal is that all individuals feel included. We ask that when you encounter a PC or NPC, please use the pronouns “they/them” when speaking to them or about them. It is acceptable to ask them to confirm their preferred pronoun.

Alcohol, Marijuana, & Controlled Substances

The consumption of alcohol or use of marijuana or any other non-prescribed controlled substances is expressly prohibited while participating in any Geistwald Event. Depending on the severity, you may be asked to leave the event and be subject to Disciplinary Actions.

Fictional In-Game drugs and alcohol are allowed, as they are not real and require participants to act out the effects.

The “Be Cool” Rule

The most important rule at Geistwald is known as the Be Cool Rule. This is a wide-reaching policy that acts as a catch-all for any game- or community-damaging actions that are not otherwise explicitly prohibited. This rule extends not only to actions taken by participants when physically in attendance at an Event, but also to all conduct in official Geistwald social media channels.

Be Cool Rule:

- Treat everyone involved with courtesy and respect, regardless of circumstance.
- Stop and consider whether what you are doing will ruin someone else's good time, regardless if it makes logical in-character sense for you to do so.
- Attempt to follow the spirit of any rule even when the exact phrasing appears to contradict it.
- Any action that endangers the physical or mental safety of another individual will not be tolerated.

- Actions that place other players in a position of possibly violating the Be Cool Rule, compromising their own character's In-Game logical decision-making to avoid it, or having an uncomfortable Out-Of-Game confrontation with you goes against the spirit of the Be Cool Rule.
- Understand that occasionally plots delivered by Staff may cause tension between individual player characters, cultures, or other groups In-Game. In following the Be Cool Rule, we would encourage you to find ways to act on said tension so as not to ruin someone else's experience within the game.

Harassment Policy

This game is intended for mature players, but Out-Of-Game intolerance will not be permitted. Staff is dedicated to providing a safe environment at all events. We strive to create a safe space for all people regardless of any differences. Players are expected to respect one another's boundaries and if asked to stop or tone down a behavior, they are expected to do so immediately. Failure to do so may also be considered harassment. Harassment is not tolerated.

Harassment includes (but is not limited to):

- Offensive verbal comments related to gender, identity, expression, orientation, age, sex, disability, appearance, race, religion, nationality, marital or military status or otherwise.
- Deliberate intimidation, stalking, or unwelcome advances.
- Harassing photography or recording.
- Sustained disruption of events.
- Inappropriate physical contact.
- Unwelcome sexual attention.
- Disrespect of Emotional Safety Calls of other participants
- Encouraging and/or enabling any of this behavior in other participants also qualifies as harassment.

This policy applies to Geistwald events, any social medias run by Geistwald Staff, and potentially private conversations/digital messaging. Private conversation cases will be determined if the source of the harassment requires Geistwald Staff and/or Be-Epic Board involvement.

We value the attendance of every individual at our game, and want everyone to feel safe throughout the duration of our events. If you are being harassed, or believe that someone is participating in harassing behavior, please notify the Directors immediately. During an Event, please come to the Staff Center and ask to speak to a Director. The Director(s) will ensure that you have a safe, private place to talk. Outside of an event, please reach out to the Directors with any concerns at Geistwaldlarpg@gmail.com.

Player Versus Player

Player Versus Player or PVP varies in its definition. Player Characters may trade barbs in a verbal altercation. Player Characters may make political moves in BGAs to best their rivals. In some instances PVP could escalate to full on sword fight or pistols at dawn. It is important to remember the Be Cool Rule and understand that we are not promoting that PCs attack or berate other PCs. Geistwald is primarily a Player Versus Environment or PVE game. The majority of combat PCs engage in shall be against a member of Staff. However, there may be occasions where a PVP scenario is anticipated and permitted.

Examples of Possible PVP Scenarios:

- Verbal debate regarding an In-Game topic.
- Last piece of the pie is up for grabs.
- Player takes a “Rage” Call.
- Players involved in PVP give each other consent. Dueling/Sparring
- Players’ have built an In-Game understanding that their characters may fight each other for plot reasons. Again, with each players’ consent.

Physical Roleplaying

Physical contact with other participants is prohibited without the permission of all participants involved. Before engaging in physical contact, of any kind, with someone you must receive explicit permission. Utilizing “Do you accept my physical roleplay?” is a general statement that is commonly used in LARP. However, being clear and specifying the RP actions you intend to perform is ideal. Examples: “Do you accept me holding your hand?” or “Do you accept me pushing you for effect?” If the response is not a clear and uncoerced “Yes,” then the initiator must respect their wishes. The Physical Roleplaying **cannot** be forced with any In-Game Call such as “Compel” and may be discontinued at any time. It is advised to avoid Physical Roleplaying unless you truly know the other participants and have established the allowed contact before you are In-Game.

Physical Combat Rules

Legal Hit Locations - Those participating in combat may never purposefully strike someone in the head, groin or hands. Hits to these locations do not count and do not take the effects or damage. If you are struck in one of these locations you should Call, "Caution: No <Specify the location struck> Hits." Participants may not purposefully use their head, groin or hands to block strikes purposefully.

Dead Strike - Once a Weapon makes contact with another Weapon or Panzerhand, its intended damage and skill effects are spent. The Skill is not able to be used again until it is properly refreshed. If you intercept a strike with a Weapon or Panzerhand at any point before it makes contact with your person, do not take the effects or damage. Disarm (for Weapons), Crushing, Pierce, and Overwhelming Calls are the only exceptions.

Strength of Strikes - Participants may never strike someone with enough force to cause discomfort. Use the lightest touch possible. Strikes may only be hard enough to be felt by the target. If you are struck hard enough that it causes you discomfort, you should Call, "Caution: Check your swings," and not take the effects or damage. Strikes should not cause a weapon or player's wrist to bend back.

Speed of Strikes - After completing a strike, the participant's arm must pull back at least ninety degrees before striking again. This movement must happen in the elbow, not the wrist. Participants are not allowed to strike the same location more than once per second. If you are struck in the same location, by the same person, multiple times within one second or struck by someone swinging only with their wrists and without pulling their arm back at least ninety degrees between strikes, you should Call, "Caution: Speed of Strikes," and not take the effects or damage.

Charging - When approaching another person, regardless of speed, the participants should never move close enough to cause the other person to fear a collision. If it appears likely that someone will run into you, Call, "Caution: Charging." A reasonable measurement, for safety, is to remain a distance greater than the length of your arm from your opponent.

Running - Occasions will arise where you may feel that you need to run. Safety is always paramount. Be conscious of the terrain and your costuming. Staff practices a "Match your speed" policy regarding the pursuit of PCs. This is particularly important at night. Participants may Call, "Caution: Night Running," at any time and maintain a pace that is safe.

Non-Combatants - Participants may never strike a Non-Combatant. Non-Combatants must always be wearing some form of highly visible yellow lighted device to signify that they are a Non-Combatant. Participants must provide their own light sources for this purpose. Participants may not use a Non-Combatant as cover in combat or wield a weapon. For safety reasons, we ask that Non-Combatants try to avoid combat situations when possible. Non-Combatants who feel physically unsafe may place their hand on their head to go Out-Of-Game. If you are struck or fear that you may be struck, Call, "Caution: Non-Combat."

Participants may Gesture at a Non-Combatant with their weapon and complete a Focus to render the Non-Combatant Unconscious. Call, "I Strike you down 1. I Strike you down 2. I Strike you down 3. Cleave."

Emotional Safety Rules

Geistwald has In-Game situations that may cause Out-Of-Game emotions. If you reach a level of emotional distress that would require you to use these Safety calls, it is your prerogative to take care of your own emotional well being, use them and remove yourself from a situation if needed.

Please learn and utilize the hand Gestures and Calls described below to help communicate your personal comfort within these scenes. These signals allow for participants to calibrate the situation while keeping the action moving with minimum interruption. We encourage you to use these Gestures to be clear about your own and other players' experiences as the game is progressing. There will never be a penalty or repercussion for expressing how you feel at any given time or removing yourself from a situation.

Check-In - At any time, a player or staff member can initiate a Check-In Gesture. This is done by forming a Thumbs-Middle Gesture against one's chest, so that the person you are checking on can see it. If you are worried about another person being Out-Of-Game uncomfortable, use the Check-In Gesture proactively to give them an opportunity to respond. This Gesture is the question. The following three Gestures are possible answers.

Thumbs-Up - Either in response to a Check-In Gesture, or at any point when you feel it is necessary, you can reach out with a Thumbs-Up Gesture at chest level to assure the participants around you are Out-Of-Game okay and the scene can continue at the current level of intensity. In most cases, the scene should not escalate further out of an abundance of caution.

Thumbs-Middle / Yellow Light - Either in response to a Check-In Gesture, or at any point when you feel it is necessary, you can reach out with a Thumbs-Middle Gesture at chest level to indicate a scene is becoming uncomfortable and should not escalate beyond this point. If there is concern that your Gesture was not seen, a player may make the Call, "Yellow Light," if necessary. Players who see the Gesture or hear a "Yellow Light" Call should take care to not escalate the scene past where it is.

Thumbs-Down / Red Light - Either in response to a Check-In Gesture, or at any point when you feel it is necessary, you can reach out with a Thumbs-Down Gesture at chest level to indicate the scene has gone past your comfort level. If there is concern that your Gesture was not seen, a player may make the "Red Light" Call, if necessary. Players who see the Gesture or hear a "Red Light" Call should stop immediately and remain stopped until the Red-Calling player has moved away from the scene. It should be understood by everyone at the scene that the player is leaving, not the character, and staff can work with you to determine what happened to your character.

Safety & Out-Of-Game Calls

Clarify:

If you are unsure of what a Call or Effect does, you may Call, "Clarify," followed by your question. For example, if a player is hit by a "Crushing Expose by Fire" they might say, "Clarify: What does that do?" In which case, the person swinging it would give a short explanation.

Caution:

Caution is a Warning Call to prevent Out-Of-Game harm. You can follow this up with a sentence to contextualize the danger. If you are fighting someone and they are about to back into a fire, you should call, "Caution! Fire behind you."

Emergency:

Emergency is a Call to say that Out-Of-Game harm has happened and it requires a response. When you hear the Call, "Emergency," the game has stopped. Immediately take a knee and Call, "Emergency," so that others are aware of it. Someone with medical training will then take point on the situation (those people will be identified at the opening ceremonies). Once the situation is resolved, the game will resume when the Call, "3-2-1 Game On," is completed by a Staffer.

It is acceptable to Call, "Emergency," if your glasses are knocked off or you lose a contact lens in order to prevent them from being damaged from a fight.

Disciplinary Actions

Violation of the policies listed above may result in one or more of the following:

- Written/Verbal Warnings (Temporary or Permanent Ban will be issued for repeat offense)
- Temporary Bans from Geistwald Event(s).
- Permanent Bans from Geistwald Events.
- Temporary Bans from all Be-Epic Events. (Pending a Be-Epic Board Decision)
- Permanent Bans from all Be-Epic Events. (Pending a Be-Epic Board Decision)
- Staff will help facilitate communication with the appropriate authorities on a case-by-case basis.

Players removed from an event for harassment or disruptive behavior will not be refunded.

Disciplinary Actions taken towards the offending parties may become public information. Details regarding the offense or findings of an investigation will NOT be discussed outside of the Geistwald Directors and/or the Be-Epic Board.

Food and Downtime

Unlike previous Be Epic games Geistwald will not be providing food for Players. We hope that players will come together and cook communal meals, sharing and trading amongst each other, cementing the outlaw bond of being Jaegers.

There will be a fridge available for some food storage on the player side of camp. We suggest bringing your own cooler because that space is limited. We encourage you to bring your own cooking implements, crockpots, camping stoves or to make use of the firepit and the grill located on the player side of the campsite. Staff will be holding a pot luck for all of our Staff and Cast members in the Staff Center during Saturday Dinner. However, we encourage our players to assist in feeding our Staff and Cast. NPCs will be around town at meal time and if you want to help feed others please make sure to list all allergens when offering food.

As many LARPer's know, Saturday later afternoon into evening there is inevitable down time as Staff needs rest and time to prepare for the big events of Saturday Night. Rather than fighting it, Geistwald is embracing this inevitable downtime. Every Saturday afternoon into evening roughly between 6PM-8PM we will have a soft stop in which we encourage players to nap, rest up and to prepare dinner.

During this time small plots and some roleplay may still occur but no world plots or major combat will. In Game this Downtime is known as The Last Rest, as Jaegers always prepare for the worst. This is a well established tradition of resting up, getting your gear prepped and mentally readying yourself before entering the Geistwald and facing all the dangers that lie within.

The World of Midir

It is said in the oldest story that the Sunset King and the Queen of the Crescent, though manifold were their loves and hatreds, wars and passions, only once did they conceive a child. This child was named Midir, the word for dusk in the language of the gods. It is said the child died very young. So great was the sorrow they felt, that they ordained that all the world would bear its name in remembrance.

Geistwald takes place in the world of Midir. Similar to Earth, Midir has continents, oceans, and other terrestrial features. Biomes are diverse, although by and large, the majority of the dry land is covered in dense deciduous forest. People from Midir are referred to as Midirans.

The land with the grandest population is that of the continent of Einstrom. The Empire of Einstrom is under the rule of Kaiser Kristoph van Graf and the leaders of its five constituent monarchies. These five Regions are granted autonomy, but act as vassals to the Kaiser, his ministry, and the omnipresent Church of Everrise. In addition to Einstrom, there are two other major continents. The Nachtgarten across the Western Sea of Broken Sons, and the heretic nation of Thuria across the Eastern Sea (more information on them in their respective sections).

The current year is 1225.

History of the World

The Age of Two Skies

10000BE - 5500BE

It is said that in ancient times, before the first hearths were lit, or the first words written, that the Old Gods walked Midir. Their will was insoluble and their miracles countless. The greatest of the gods were known as the Sunset King and the Queen of the Crescent. Such was their might and knowledge of magic that the world was divided into their respective kingdoms, one side of Midir in light, and the other in darkness. It was these two who kindled the spirit of humanity and formed their bodies from dust and shadow.

The Age of Endless Hands

5500BE - 2500BE

Humanity flourished. Allowed to grow and develop under the care of the Old Gods, mankind began to manifest culture and technology. Writing, mathematics, and agriculture were developed during this time. This age began with the founding of the first city *Urundai*. This period was named for the hard work that lay ahead of humanity and the many hands that would be required to complete it.

The Age of Pale Water

2500BE - 1000BE

Little is known of this age. It is said that all the waters of the world turned pale as milk and great sickness ravaged the land.

The First Age of Dawn

1000BE - 1E

Faced with a struggling humanity, the Old Gods granted great power upon twelve exceptional mortals. These mortals, who would become known as the Twelve Saints of Humanity, lead the world into a golden age. Every aspect of every human endeavor is advanced significantly. The Greken Republic, as it was then called, spanned the entirety of the known world with the Saints acting as Consuls to an ordered and civilized people. It was during this time that the heretic tribe of Thuria was banished across the Eastern Sea.

The Old Gods, pleased with the works of humanity, stepped back from the world and were never seen again. This age ended with the Saints War.

Towards the end of the Greken Republic, an unseen firmament between the aether became torn and misplaced. It was from this fissure that all manner of Daemon came. Some were great and lumbering terrors, while others were silent and clever. All manner of gibbering monstrosity came from the strange new roads within the forests. Though, worse still, were wild spirits of the dead whose blades would slay without ever piercing flesh.

It was only through the efforts of the Saints that these monsters were driven back. Though humanity was victorious, it is known some of the Saints died in the war.

In the end, it was the will of the High Consul, Saint Bastion the Unbowed, that the Saints and their brave Myrmidons would march beyond the periphery into the lands unknown, to ensure that the threats that dwelled in darkness would never again risk the lives and future of the world. It was the last act of the Saints to bind the wild aether and forge a barrier behind them. This barrier became known as the Geistwald.

The Age of Long Shadows

1E-1155E

With the departure of the Saints, humanity was left to its own devices. The once great Grekken Republic was quickly torn apart by in-fighting, territorial disputes, and petty rivalries. This period was defined by the rise and fall of countless warlords, hedge kings, and other unstable monarchies, as well as numerous esoteric cults formed without the Saint's holy guidance. During this time, much of the infrastructure, culture, and technology of the Saints was squandered, destroyed, or simply lost.

Though a period of great suffering, it was often romanticized in literature as the age of knights and heroes. A period defined by great acts of individual courage and piety in the face of social degradation and religious idolatry.

Scholars often separated this age into three sub periods: Early Shadow (The crumbling Grekken Republics attempts to maintain order); High Shadow (Chaos reigns as countless petty kings rise and fall); and Late Shadow (The War of Rain begins to unite the Empire).

This age ended with the conclusion of the War of Rain under the legendary first Kaiser Augustein Gran and the founding of the Empire of Einstrom from the disparate regencies.

The Second Age of Dawn

1155E-1225E

The modern age is defined largely by society's embrace of the cultural values once held sacred by the Greken (knowledge, community, and structure), as well as a renewed sense of piety towards the Saints of Humanity, most notably with the ascension of the Church of Everrise.

This period has so far been defined by two major technological accomplishments. The first being firearms, the natural progression of the primitive cannons famously used by Kaiser Gran in his conquest of Einstrom.

The second being the recent creation of the Holtz Industrial Breathing Apparatus, or "Jaeger's Rig," a device that allows individuals to survive the wild aethers of the Geistwald. This technology, while developed by the College of Brannonwasser, was quickly stolen, retro engineered, and sold on the black market to explorers, pilgrims, and simple fortune seekers.

The Empire of Einstrom

Founding

Einstrom as an Empire was founded in 1155E by the first Kaiser Augustein Gran in the aftermath of the War of Rain, though its roots as a Kingdom go back centuries. A born leader and phenomenal orator, Kaiser Gran was able to unite the disparate peoples of the land and finish the now famous conquest begun by his grandfather. Through clever negotiations with noble families, the unparalleled mobility offered by his allies in the Gannogari, and cutting edge technology from the College of Brannonwasser, his knights were able to achieve many important military victories during the course of the campaign.

Kaiser Gran also held a close alliance with the early Church of Everrise, who sponsored the Kaiser's efforts as a holy endeavor. Their evangelists convinced many to surrender before any blood was spilled. With much of the West under his control, Kaiser Gran set his eyes on the Kingdom of Gauerholtz to the East, a rival in terms of size and power to the then called High Kingdom of Einstrom. Unfortunately, Gauerholtz was not susceptible to the soft power of the emissaries and ambassadors that were sent to their borders. The war that followed (referred to in scholarly contexts as the Midnight War) was bloody and brutal, and to many was the culmination of so much of the madness and barbarism of that period.

Though warriors of Gauerholtz universally chose death over surrender, it was only after the capture of St. Bastion's Watchtowers and the forts that surrounded them that the East was brought to heel. The capture of these deeply fortified positions was only possible through the intervention of seventeen tribes of the Horned Children. Their use of saboteurs to destabilize the outer walls was effective in teasing out a counter offensive against the bulk of Augustein's army. This counter offensive was quickly routed by the Horned Children's devastating use of cavalry. The reasons for the intervention of the Horned Children (who were largely neutral through the War of Rain) was never fully understood and remains somewhat a mystery. Nevertheless, their addition to the war effort brought a conclusive end to the Midnight War.

With the absorption of Gauerholtz, the Kingdom of Einstrom became an empire. Territorial lines were redrawn, with land and accolades given to those who showed loyalty throughout the wars. The Regions were formally established (with great magnanimity Gauerholtz was allowed to retain autonomy and a national identity, which earned the Empire great loyalty from them) and the worship of the Saints was established as the national religion under the benevolence of the Church of Everrise.

Politics

Einstrom is a feudal republic composed of both a council of the highest heads of state called the House of Lords, as well as the elected Senate whose constituent members are representatives of vassalages within each of the Regions.

The House of Lords is composed of the following eight members:

- The rulers of the Empire's four composite monarchies, called Regents.
- The Warden of the Central Territories (who is appointed by the Kaiser).
- The Pontivox (the leader of the Church of Everrise).
- The Speaker of the Forrester's League.
- The Colonial-Governor of the Nachtgarten (who is appointed by the Kaiser).

In all matters of state, the Kaiser is an absolute monarch, able to veto any motion raised by the members of the Senate and dismiss any member of the House of Lords at will.

In practice, the Kaiser is always conscious of the needs and wants of the House, if not always favorable to them. This isn't particularly the case with the Senate, whose motions are brought to the Kaiser's desk only at the pleasure of the House. While functional, it's often extraordinarily difficult for the Senate to introduce new law that does not clearly benefit the House or their aristocratic peers. Only the Speaker of the Foresters League, the Colonial-Governor, and the Pontivox of Everrise are seen as being sympathetic to the needs of the masses.

The Kaiser

The current Kaiser is Kristoph van Graf, a man of mid-thirties who inherited the throne from his mother, Kaiser Donna-Sophia van Graf, who made the decision to retire to better attend to her failing health. Modestly popular amongst the people, Kaiser Kristoph is notable as the first Kaiser to worship Saint Theora as his patron Saint. Before his ascent onto the throne, he was a notable philanthropist and sponsor of the arts, having personally financed the construction of several museums and exhibits, as well as the renovation of the Oralias-Kosmograph Observatory for the benefit of the scholars of Brannonwasser.

The Kaiser is the undisputed monarch of Einstrom and the direct commander of the Imperial Military and the highest authority of the three knightly Orders: The Honored Order of Vaastregan, The Respected Order of Heralds, and the The Exalted Order of Witnesses.

Kaiser Van Graf has no children, nor is he formally courting anyone, although he is frequently the subject of gossip in that regard.

The Lands of Einstrom

Einstrom is a diverse land composed of four major kingdoms conquered during the Age of Long Shadows, the mysterious Central Territories, and the Nachtgarten Outpost across the Western Sea of Broken Sons. Each region is ruled by a representative monarch called a Regent. The Nachtgarten Outpost is overseen by a Colonial-Governor, and the Central Territories are overseen by an appointed Warden, all of whom give fealty to the Kaiser.

Vand, The Northern Expanse

Frigid and largely wilderness, Vand is a mountainous region famed for the quality of its horses, iron, and the clarity of its gems and spirits. Citizens of Vand are defined by both their ruggedness and zest for urban comforts. Stereotyped as loud and aggressively honest, people of Vand are often remarked upon as culturally backwards, the common folk being seen as rural bumpkins, and the nobility as greedy hedonists. This reputation isn't helped by the notorious rebellious streak that is ever present in the North, with the treasonous "Sons of Vand" rebellion having been put down a mere four years ago. The region is currently ruled by Regent Oksanna Volkslighter of the noble House Volkslighter.

Augusteingrad is the capital city of Vand, renamed in 1099E by King Rudolphi Gran in honor of his newborn son Augustein.

Vand draws inspiration from real-world Russia and Siberia. People from Vand often have accents pulled from these places, but are not required to play someone from this region.

Gauerholtz, The Eastern Range

Composed of rolling hills and somewhat arable farmland, the Eastern Range is home to disciplined and orderly people who're able to make the most out of their resource scarce land.

The military of the Eastern Range is considered the best in the world and were the last to join the Empire during the unification at the end of the Age of Long Shadows. Yet today, Gauerholtz is considered some of the strongest supporters of the Kaiser. For the Empire, the Eastern region holds a strategically important place in Einstrom, providing a coastal bulwark against potential invasion by Thuria across the Eastern Sea. Though rarely attacking themselves, Thuria has long been suspected of providing funding and aid to the pirates who make frequent raids against villages along the coast. To that end, numerous forts, artillery batteries, and walls dot the seaside in order to provide deterrence against such threats.

The most notable feature of Gauerholtz is undoubtedly St. Bastion's Watchtowers. A series of seven massive hexagonal pillars positioned along the coastline. The towers measure precisely four hundred meters tall and one hundred and fifty meters wide on each side. Each is composed of a pale brass color that defies rusting, and though not indestructible, most people cannot produce more than a scratch or slightest dent in the metal. The exact function of the towers remains unknown with many scholars spending countless hours in observation and many a cleric in faithful contemplation.

Each year there is a pilgrimage performed by the faithful of St. Bastion to visit each one in sequence with a festival held over the course of fourteen days. This festival is called the "March of Stones," during which the pilgrims lay a stone at the base of each tower, thus symbolically adding their support to the great edifices. The current ruler of Gauerholtz is Regent-General Vanja Adelinaii of the ancient noble house Adelinaii. The

ancient stone fortress of Morne serves as the capital city of Gauerholtz and is home to the Eastern Military command of the Empire.

Gauerholtz draws inspiration from pre-unification Germany as well as Greece. People from Gauerholtz typically have accents pulled from these locations, but it's not required to play someone from this region.

Falx, The Southern Coasts

The Jewel of the Empire, Falx, is renowned for its beauty and bounty. Stunning vistas, suitable land, and mild weather are all hallmarks of the Southern Coasts. Falx is a favorite spot for vacationing nobles, the climate and sea breeze considered to be exceptional for one's health. The richest of these nobles maintain villas along the coasts and cliffs overlooking the Southern Sea.

Connoisseurs of fine food and drink agree that the South is the home of the culinary culture in Einstrom, fresh fruits and vegetables being common and easily available. The finest wine in the world comes from Falx, with fierce competitions between ancient vinting houses being a regular occurrence.

Falx is also home to the Undine Delta, the point in which the great Undine river breaks into the sea. This location is considered sacred to the Gannogari who maintain seasonal villages and shrine-flotillas along it as well as the Temple-City of Doshu. The Gannogari make a respectable living pearl-diving as well as catching the fish unique to the area. Relations between this culture and the Einstrad here are especially friendly. Falx is currently ruled by Maximillian Halvander of the noble house Halvander.

The City of Falling Flowers is the capital city of Falx, the beauty of its clear water canals and hanging gardens are famed across the Empire.

Falx draws inspiration from real-world Italy and Spain. People from Falx often have accents drawn from these places, but it's not required to play someone from this region.

Othune, The Western Track

It is often unsaid, but always understood, that the true seat of power in the Empire is undoubtedly Othune. The otherwise unremarkable region of sparse fields and pine wood valleys is home to the Capital City and the Imperial Palace of the Kaiser. It's here that the House of Lords meets to make determinations concerning the laws and policies that govern the Empire.

The people of Othune (regardless of station) generally regard themselves as the most cosmopolitan of the regions, with the average citizen's education level and literacy being markedly higher than in other places. Othune also prides itself on its industry and infrastructure, with productive factories, wide roads, and stable bridges being hallmarks of the region.

Othune is ruled by the Regent Greta von Gran of the Imperial House of Gran. The capital city of Othune and the Empire is simply known as The Capital and is the largest metropolis and center of civilization in all of Midir.

Othune draws inspiration from real-world Switzerland and Austria. People from Othune typically have accents from these places, but it's not required to play someone from this region.

The Central Territories

It is often said that there is no location in the world as remarked upon as the Central Territories. It is a place of profound religious importance and unending danger to the people of Einstrom. It was here, during the First Age of Dawn, that the Saints of Humanity clashed against the horrors from beyond the veil. It was here that Saint Bastion the Unbowed led his fellow Saints and their Army of Heroes beyond the pale and formed the Geistwald to protect against further invasion.

The Central Territories are divided into two areas by a series of massive adjoining walls, fortifications, and entrenchments called the "Liminal Wall," which surround and contain the Geistwald.

The area outside the wall is home to an orderly but dour and superstitious people. Both native and migrant populations of Horned Children are numerous in this area, many frequently making pilgrimages to the Geistwald in the name of their strange (nearly heretical) spiritual beliefs.

Though rare, it's not unheard of for monstrosities to sneak past the Liminal Wall and cause untold death before being killed by an impromptu militia. This combined with the already dangerous fauna of the Central Territories has led to the locals being rightly paranoid and distrusting of outsiders.

The area within the wall is known as the Exalted Zone, an area where numerous battles of the Saint's War took place, at the center of which is the Geistwald, a massive haunted forest filled with mad spirits, and horrors that were once men. Though the ways are unknown, it's believed that these creatures make their way through cracks in a firmament between Einstrom and what is thought to be the Land of the Dead.

The Exalted Zone is also populated by camps of Jaegers, criminal-adventurers who've trespassed beyond the Liminal Wall to try and recover ancient artifacts of the past. Some are even bold enough to make incursions beyond the aether into the world unknown.

The current ruler of the Central Territories is Warden Antoinette de L'unimere of the ancient noble house L'unimere.

Umbral Crossing is the largest city of the Central Territories, largely transient and rundown, it is what passes for a capital there.

The Central Territories draws inspiration from real-world France with some gothic influences as well. People from this region often have French accents, but it's not required to play someone from this Region.

The Nachtgarten Outpost

Across the Western Sea of Broken Sons lies the Nachtgarten continent. Speculated to be much larger than Einstrom itself, the Nachtgarten is, for the most part, unexplored with only a small part of it settled along the coast.

Originally conceived as a penal colony, these plans were quickly abandoned as two facets of the land became clear. The Nachtgarten is home to a large amount of exotic resources, ranging from perfumed woods, lustrous minerals, and exotic animals (the Jadebone Tiger being oft sought for its exquisite pelt and near unbreakable fangs), which have encouraged the aristocracy to continually invest in expeditions for recovering these rare luxuries.

The other facet of the land complicates this matter immensely. The Nachtgarten is home to numerous and varied species of aggressive spiders. The breadth and versitude of these apex monsters is near unbelievable to mainlanders, with spiders ranging from lumbering behemoths who carry swarms on their backs, to near silent creeping spiders that imitate the movements of humans. There are also tiny spiders whose webs are sharper than razors and massive trapdoor spiders who decorate themselves with trophies. Although the non-spider animals of the Nachtgarten exist in a comfortable equilibrium with their arachnid neighbors, the spiders of the Nachtgarten have proven notably aggressive to humans and actively hunt them.

The current leader is Colonial-Governor Jonas Kirkwood, who has held the position for an unprecedented nine months.

The main settlement and Capital of the colony in the Nachtgarten is Hope's Death Harbor. It is the port of call for ships arriving with immigrants and supplies. Though dreary and makeshift, the Harbor is the only reliable protection one can find on the continent, with sturdy walls of scavenged chitin held together with a mortar of webs.

The Nachtgarten Outpost draws inspiration from real-world Australia and people from the Nachtgarten typically have Australian accents, but it's not required to play someone from that region.

Collapse of the Republic and Rise of the Empire

A timeline of the major historical events that led to the rise of the Empire of Einstrom.

The Age of Long Shadows - 0E-1155E

- 0E - The Saint's Departure
- 12E - Collapse of the Greken Republic
- 49E - The establishment of Everrisen and naming of the First Ponitvox Minerva the Wise
- 99E - First record of the Curse of The Ancient Noble House L'unimere
- 199E - Burning of the great Symposia Library and fracturing of Brannonwasser
- 250E - Voa Marta Nightshade unites the tribes of Horned Children into a loose alliance
- 266E - The Winter of White Hunger. Great famine swept across the land, Horned Children and commoners alike starved.
- 300E-899E - The Age of High Shadow, where countless petty kingdoms rose and fell ending with the dominance of the 4 Regional Monarchies
- 900E-1000E - The Slow Reforming of Brannonwasser
- 1027E- War of Rain Commences when Sebastian Gran, King of Othune, invades Falx
- 1030E - Surrender of Falx to Othune as a vassal state
- 1033E-1089E - The Many Conquests and Retreats of the Central Territories
- 1099E - Establishment of the High Kingdom of Einstrom under King Rudolfi Brunnahauser Gran.
- 1130E - Coronation of High King Augustein Gran
- 1132E - Founding of the Order of Vaastregan
- 1133E - Fall of Vand, and the beginning of the Midnight War.
- 1133E - Founding of the Order of Ostregan
- 1155E - End of the century long War of Rain with victory of the Midnight War over Gauerholtz

The Second Age of Dawn 1155E-1225E

- 1155E - Unification of the Empire of Einstrom as High King Augustein Gran is named Kaiser of the continent.
- 1156E - Creation of the first Penances and the Excubitor sect of the Church
- 1159E - Crusade of Bitter Stone and the creation of the Civilicus sect of the Church
- 1166E - Crusade of the Endless Depths and the Reaffirmation of the Edict of Water
- 1172E - Death of Augustein Gran and Crowning of Heinrick "Beloved of the Saints" Gran
- 1179E - Death of Kaiser of Heinrick "Beloved of the Saints" Gran, leaving no suitable heirs and the crowning of his cousin Kaiser Donna-Sophia van Graf
- 1179E - Brannonwasser makes great advances in the study of Combustion (Guns & Engines)
- 1182E - Thurian Attack on the eastern shores of Gauerholtz
- 1197E - Founding of the Foresters League
- 1200E - Swearing in of the current Pontivox Vestia the Merciful
- 1208E - Expedition and construction of the Nachtgarden Colony
- 1211E - Invention of the Jaeger Rig by Brannonwasser academics
- 1214E - Theft of the Jaeger Rig and the First Wave of Jaegers in the Geistwald
- 1217E - Second Wave of Jaegers in the Geistwald
- 1218E - Appointment of the Speaker of the League to the House of Lords

1219E - The Great Shaming of the Knights of Ostregan
 1219E - Sons of Vand's failed Rebellion in the North
 1220E - Crowning of Kaiser Kristoph van Graf
 1222E - Naming Antoinette de L'unimere Warden of the Central Territories
 1223E - Third Wave Jaegers arrive in the Geistwald (Event I)
 1223E - Outbreak of Hollow Vein Plague followed by Saint Emmaline's miracle cure
 1224E - L'unimere and Horned Children defeat the horde of Beasts at the Battle of the Inkwood
 1224E - Splitter sect of Everrise breaks off due to Praetor Joyous's condemnations of Allowances
 1224E - Forester Laborer and Brannonwasser Student Protests break out across the Empire
 1224E - Ordained Inquisition declared in the EZ of the Central Territories
 1225E - College of Brannonwasser shuttered
 1225E - The Sovereign Coast of Nachtgarten declares Independence from the Empire
 1225E - Open Rebellion breaks out across the Empire from the Forester's League, Vand and the Nachtgarten
 1225E - Rebellion's victory and the ruin of the Battle of Agusteingrad

Religion of Einstrom: Everrisen

Einstrom is an absolute monarchy, but in many ways resembles a theocracy. The Church of Everrise is a constant feature in the lives of the citizens, both low-born and high, with even the most skeptical giving at least lip service to the Saints. No other religions (except for the Horned Children's unorthodoxy) are tolerated in Einstrom, and to proselytize a faith other than the Saints is both a capital crime and High Heresy and is punishable by imprisonment or death.

The symbol of the Twelve Saints of Humanity is a twelve-spoked wheel, which is often worn as a pendant by the faithful. While the symbol of the church itself is a bell, the two icons of wheel and bell are often incorporated into one another in artistic representations.

(Note: If your character wears a pendant of the Church of the Everrisen be cognizant of the exact look of the jewelry and the source you acquire it from. Similar images namely the Sonnenrad or Sunwheel have been appropriated by White Supremacists and Neo-Nazi groups. Geistwald is a zero-tolerance game towards these groups and their imagery and if you wear their regalia you'll be asked to leave. The correct symbol for the Church of Everrisen is a simple twelve spoked wheel. Searching online for Wagon Wheel Jewelry, or Bicycle Wheel Jewelry will yield good results. You're also welcome to reach out to staff for suggestions if you have trouble with this costuming).

The leader of the Church of Everrise is a figure known as the Pontivox, the mortal representative of the Saints on Midir. The current Pontivox is Vestia the Merciful and she is well loved by the common folk. Though the Saints teach different values, as a whole, they instructed mankind to love and protect one another, to serve and be humble. These teachings were collected into the Edicts of Everrisen, the holy text and commandments of the Saints by the first Pontivox.

Those who follow the Saints and the Faith of Everrisen are known as Everrites. The ancient creators of humanity, the Old Gods, are venerated for kindling mankind and seeding the foundations of culture. With the exception of the Horned Children, who praise the memory of the Horned Mother, the Old Gods are no longer actively worshiped by the people of Einstrom. The vast majority of the Horned Children are also Everrites as they worship the Saints as much if not more so than the memory of the Horned Mother.

Upon death, the soul is shed from the body and wanders freely within the Land of Spirits (many believe this to be the place beyond the Geistwald) before they are found by the Shepherdess and brought to their final resting place.

Those who've lived a righteous life in accordance with the wisdom of the Saints are brought to **Elysia**, the starry gardens far above the sky, where they live forever in paradise as a star.

Those who have led sinful lives are cast down into the underworld, a cavernous under sea called **Heit**, where their drowned souls are brutalized by swift currents and are constantly hunted by living hooks who pick them apart for eternity.

In Einstrom, when people pray to the Saints, instead of putting their hands together, they cover their eyes with their hands. Priests will often wear red blindfolds when performing sermons.

High & Low Heresy

Along with upholding the religious tenets of Everrisen, the Ordained of Everise also operates as both the law and order of the Empire. One of the sects of the Church adjudicates all legal matters and another ensures the sentencing and punishment. The breaking of any Law in Einstrom is also Heresy, as all legal doctrine is considered sacrosanct. Illegal and Heretical are synonymous in this day and age.

High Heresy: Crimes Against the Saints, Church, or the Kaiser. Treason, True Blasphemy, Idolatry, Witchcraft, Murder etc.

Sentence: *Death Penalty or Excommunication*

Low Heresy: Crimes Against the State or its Citizens. Theft, Arson, Assault, Destruction of Property and other Common Crimes, etc.

Sentence: *Forced Labor or Imprisonment*

Being accused and sentenced with a Low Heresy does not automatically make you a Heretic in the eyes of the Church. That takes a willful act of disavowal of the Saints or Excommunication as the result of a High Heresy sentence.

As a Jaeger you will not engage with the laws of the Empire in the same way as an average citizen. Your mere presence in the Exalted Zone as a Jaeger is a Low Heresy crime. However being caught and prosecuted by the Church for any Heresy is serveley detrimental to your character goals and reputations. Being accused and sentenced with Heresy may result in the loss of a BGA, loss of any Relics and other illegal goods or even the death of your character in the case of High Heresy.

For the privileged, connected and elite a special dispensation for Low Heresy can be purchased from the Church of Everrise. These Allowances allow the nobility and upper class to avoid a Sentence in exchange for generous monetary donations.

The Twelve Saints of Humanity

It was the oasis of stars that called them there, for the wanting of water was as the heart's wanting of blood. The Old Gods began an unheard song and their tongues became like keys to the world.

The cornerstone of Einstrom society is the worship of the Twelve Saints of Humanity. Mortals, at the most dire time in the world, were visited by the Old Gods in a mysterious place referred to as the “Desert of Stars” and inherited great knowledge, strength, and wisdom from them.

From their labors rose the greatest civilization ever known. From their sacrifice, Midir was made safe for generations to come. This new religion became known as Everrisen and their followers as Everrites. They were named so in honor of the Great Cathedral of Everrise, which was built to house the body of Saint Sophia, Mother of Angels.

Almost every subject of Einstrom chooses a patron Saint when they come of age. Though many worship multiple, or all the Saints, almost everyone has one they identify with on a personal level. Even the Horned Children who also worship the memory of the Horned Mother chose Patron Saints to guide them through life.

Note: Choose your Patron Saint during Character Creation.
This will determine One of your methods of [Refresh](#).

Saint Bastion the Unbowed

Follow thy rules and stack thy stone, Treat thy rules as you treat thy dwelling, a strong foundation and with a strong mortar. Tear down false façade and build strong bridges. Build tall walls and strong doors.

Also known as the Saint-King, Saint Bastion the Unbowed is the patron saint of architects and rulers. To Saint Bastion, the creation of lasting things is considered a holy endeavor. Be it the building of a house, or the rules of those who reside within, discipline, especially the discipline of the self, is considered the foundation of piety for Saint Bastion.

Saint Bastion was said to be a prolific creator of machines and artifice, with many modern marvels attributed to him or directly derived from his work.

His most celebrated holy day is The Mid-Winter Fair or St. Bastion's Day, a day when families and communities gather together to feast and exchange gifts, with the caveat that the gifts must all be made by one's own hand. It was Saint Bastion who led the Army of Heroes against the forces from beyond the firmament and forged the spectral wall that protects humanity to this day.

Refresh Mechanic: Once per weekend: Refresh when outnumbered by opponents or when you create something you're proud of.

Saint Siegfried the Lion-Blooded

With sword you shall fight, with shield you shall protect. Adorn yourself with the strongest armor, work your body into a weapon. Make gains in heart and hand. Strong bodies lead to strong wills.

Saint Siegfried, famed for his strength and ferocity in battle is patron Saint to warriors and athletes. To Saint Siegfried, hesitation and inaction are the bane of humanity. Courage, boldness, and decisiveness are considered most virtuous to the faithful of this saint, as well as competition as a means of mastering oneself.

Though there are no holy days to Saint Siegfried per se, every four years the massive athletic festival of Pankriotheros is held in his honor, with the champion of the Final Melee said to be blessed by Saint Siegfried himself.

Saint Siegfried's current status is unknown, having marched into the Geistwald along with many of the other Saints.

Refresh Mechanic: Once per weekend: Refresh after performing a Critical Strike. It must be called "By Siegfried's Might: Critical Strike 1, Critical Strike 2, Critical Strike 3" or by winning a competition.

Saint Ingrid the Vigilant

Keep watch on the beasts, the people and the others. Never stray away from the nightly vigil. Use the shadows, the cloaks, the daggers. Walk with light steps and open eyes, for your foe will not yield.

Saint Ingrid is patron Saint of sentinels, spies, and those who work at night. Their dogma teaches that honor must be shed if one intends to protect the innocent. Dignity, mercy, and ego must all be cast aside, and no measure is too shameful when acting in the defense of good people.

The most important holiday of Saint Ingrid is the Feast of Mutes, a celebration where communities gather together to prepare a large meal, but do so in complete silence. It's also an informal tradition that children are allowed to stay up as late as they want the night of the Feast.

Accounts maintain that Saint Ingrid was seen receiving a mortal wound during the Saints War, but no body was ever recovered.

Refresh Mechanic: Once per weekend: Refresh anytime at night when the sun has set. Or Refresh when you do something undignified for the greater good.

Saint Gustav the Nailmaker

Though you are not celebrated, you are needed. Though you are low in station, hold your station high. Highest lords live not without your daily toil.

Saint Gustav, weakest of the Saints, is patron of menials and those who do unappreciated work. Saint Gustav teaches that no act is truly inconsequential and though the world may not love you, you are important for what you add to it.

To this Saint (who was said to have been a mere servant before his ascension), altruism and practicality are the highest virtues. Many households have a small shrine to him and Saint Sophia to bless them and ease the often unappreciated work of maintaining a home.

The most popular holiday to Saint Gustav is the Mid-Summer Charity, or the Giving of Hands. A day when people offer their services free of charge to their neighbors, and town officials take anonymous donations for public works.

The fate of Saint Gustav is unknown, as he joined many of his fellow Saints beyond the veil.

Refresh Mechanic: Once per weekend: Refresh after doing something helpful without being noticed or without expecting a reward.

Saint Sophia, Mother of Angels

Fill thy heart with love. Protect the not meekness but the meek. Bare ye light within you as Sophia did, and let all the world call you neighbor.

Patron Saint of mothers, healers, and martyrs, Saint Sophia is the most commonly worshiped saint across the Empire, and is a popular subject of statuary and friezes. Saint Sophia teaches that all the world is suffering, and the most holy act is to give succor and care to your fellow human.

The most popular holiday to Saint Sophia is Candle Night. Held on the darkest night of winter each year, communities gather together to light the houses, streets, and churches with candles. Costumes and masks are worn during the festivities and children run about trading small gifts for candy.

It's said that angels, the mysterious children of Saint Sophia, will also wear masks and walk amongst the celebrants.

Saint Sophia was dealt a fatal blow during the height of the Saint's War. Her body was successfully recovered and is interred within the Grand Cathedral of Everrise. Many come to pray before the sepulcher where her body lay, preserved in a state of incorruptibility and whose belly is still heavy with child.

Many miracles are attributed to her and her mere presence is said to heal the ill and infirm.

Refresh Mechanic: Once per weekend: Refresh after defending the helpless or giving succor to the suffering.

Saint Emmaline the Surgeon

Read thy texts, write thy scrolls, stitch thy wounds, treat thy ill. Treat your scholars with care or prepare folly. Learn thy lessons and teach thy course. Celebrate your health, death is close behind.

Wisest of the Saints, Emmaline is the patron Saint of scholars and physicians. Much of modern medicine is based on treatises written by Saint Emmaline, though scant few have been successfully preserved.

Saint Emmaline teaches that there is no wealth or prize greater than knowledge. A fine mind should be honed to understand the world around it. And with that knowledge, mankind must be driven bravely into the future. A popular saying among the faithful is, "An ignorant mind cannot yield a righteous spirit."

There are no holidays dedicated to Saint Emmaline, though they're often prayed to by the students of Brannonwasser, especially before tests and academic competitions.

The fate of Saint Emmaline is unknown, only that they were last seen entering the firmament along with many of their fellow Saints.

Refresh Mechanic: Once per weekend: Refresh while using a Knowledge Skill, or after helping someone understand something.

Saint Iosef the Drowned

Little is known of Saint Iosef, only that he is the patron Saint of sailors and magicians.

Refresh Mechanic: This method of Refreshing must be discovered in-game.

Saint Invictus the Voice-Of-Gods

Let your words be as faithful as your soul. Keep to the scriptures, denounce the blasphemers and the idolator. Look to the stars.

Saint Invictus is the spiritual founder of the Church of Everrise, as well as patron Saint to the clergy and those who make laws of the soul.

During the Ascension when the Saints inherited divinity from the Old Gods, it was Saint Invictus who acted as their mouthpiece and spoke the language of the Gods to his fellows.

Saint Invictus teaches that the highest virtues one can pursue are honesty and obedience, for both serve to better the world and one's self.

Saint Invictus' holy day is called Oathday, which takes place on the first day of a new year, during which the faithful are expected to write down their goals and resolutions for the following year in a letter to themselves. Those who cannot write or lack the means to do so will often tie a knot in a cord, or carve a mark upon a tree (don't do this OOG) to remind themselves of their promise.

The fate of Saint Invictus is unknown. They were last seen bringing up the rear guard as the Saints marched into the firmament, defending their fellow Saints from a horde of monsters. Only their hand was ever recovered, which is now currently contained at the Cathedral of Everrise. All Pontivoxxs are sworn in on the Hand of Saint Invictus.

Refresh Mechanic: Once per weekend: Refresh after publicly extolling the virtues of the Saints, or when making a promise that you intend to honor.

Saint Anora the Unbeliever

*See, when all the world calls you blind. Ask and know this:
Though all may be permissible, you are still just a human.*

Saint Anora is the patron Saint of skeptics, doubters, and those who have committed heresies against their fellow humans. Known for having a dense and extensive doctrine, Saint Anora is not a particularly popular Saint for patronage and is rarely discussed in religious circles outside of being quoted by the occasional contrarian or provocateur.

Saint Anora teaches that none are above the mantle of humanity, and that even the Saints are plainly servants of the human race. It is the principle duty of the pious to speak truth to power. Furthermore, Saint Anora teaches that the human condition is one of wanting, and that it is natural for humanity to fall to sin. But so long as contrition is sought with an honest heart, forgiveness should always be offered.

In an old tale, it is said that when the Saints inherited the might of the Old Gods, they became wild and feverish with power. It was only when scolded by Anora that the Saints found calm. Though there are no holy days to Saint Anora (nor would she want any), the game Curios (a game where two people speak in only questions, and the one who stumbles or makes a statement loses) is said to be blessed by Saint Anora, and it is popular among children (who're said to have her protection).

Saint Anora was last seen facing down a great fiend upon the field of battle. She carried no weapon but spoke quietly to the daemon. Both disappeared beyond the firmament shortly after and were never seen again.

Refresh Mechanic: Once per weekend: Refresh after helping someone calm down. Or by being honest when it would be disadvantageous to do so.

Saint Gregori the Broken

Accept things for what they are. Know that scars will never fade, and some seekers will never be finders.

Called the Mad Saint, Gregori is the patron Saint of the permanently wounded, maniacs, and lepers. People pray to Saint Sophia to heal them of their maladies. People pray to Saint Gregori to help them accept a malady that will not heal.

Those able to interpret the writings of Saint Gregori say that the principle lesson they teach is that the world is chaotic and meaningless, and the only thing you truly can control is yourself. If you cannot change your life, then you must change your perspective on your life. When pressed, a human is more likely to change than to die.

Though few choose Gregori as their patron Saint, most venerate them or acknowledge their importance. Their holy days, the "Week of Pyres," are observed across Einstrom during the summer as a week when people give up something important to them, either literally or symbolically burning it in a communal fire. Saint Gregori did not join their fellow Saints on their march into the firmament, some say due to a disagreement with Saint Bastion, others say due to their inability to keep up.

***Refresh Mechanic: Once per weekend: Refresh when you Maim one of your own limbs.
"I Break my own limb ONE, I break my own limb TWO, I break my own limb THREE."***

Saint Theora the Philosopher

*Venerate the beauty of the human mind. Create clarity for yourself and wonder for others.
Pursue higher truths and detest baser wants.*

Saint Theora is the patron Saint of philosophers and artists. The doctrine of Theora says that expression is the greatest gift for exploring the self. And it is through self-discovery can we discover universal truths. The creation and protection of art is considered sacred to Theora, who teaches that it is art alone that can mend a soul.

Saint Theora claims no holy days per se, but occasionally her followers become struck by divine inspiration and become obsessed with creation for a day or so. Works of art created under these circumstances are profoundly beautiful and strange. Furthermore, dreams are considered holy by the faithful of Theora, who are often accomplished lucid dreamers.

The fate of Saint Theora after the Saint's War is unknown, however, according to the heretical writings of Luncir the Seeker, her body was found torn asunder upon a battlefield of white roses. Despite her dismemberment, she spoke quite calmly and described in depth about the places that her eyes "kissed by death" would wander to. Regardless of authenticity, no body has been recovered.

Refresh Mechanic: Once per weekend: Refresh when you create something you consider beautiful, or when you discover a truth about yourself.

Saint Helena the Wayfarer

See the world with your own eyes. Bring happiness to those who are foreign to you. Kill swiftly to keep your heart pure. Seek and you shall find.

Saint Helena is the patron Saint of travelers, explorers, and hunters, and is the protector of young women. Helena teaches that everyone is on a journey and it is foolish to deny what you were born to do. Life is best led by experiencing as much as you can.

To the faithful of Saint Helena, everyday that they live is a holy day, so long as they're willing to seek new things. Saint Helena is often associated with the moon and silver. Although there is little dogmatic evidence to support it, many people connect her to the Queen of the Crescent. Apocryphal stories involve Saint Helena being specially chosen by the Queen, or given secret knowledge, with some even claiming that Saint Helena is the daughter of the Queen of the Crescent.

Like many of her fellow Saints, Helena marched beyond the veil and hasn't been seen since.

Refresh Mechanic: Once per weekend: Refresh when you try something new, or when you connect with someone different than you.

Path of the Heretic

There are those in Einstrom who do not worship the Saints. Although this number of non-believers is very small and persecuted by the Church of Everrise, the option is still open to players. You may begin the game without a patron Saint (or you may forsake them in-game), in which case you lose access to their Refresh method. Furthermore you gain the **Heretic** Trait.

Regaining the grace of the Saints must be attempted In-Game. The Church of Everrise is said to have the ability to excommunicate sinners, cutting them off from their patron Saint. This is almost never done, however, as it's considered a fate worse than death.

The **Heretic** Trait does not come with a method of Refresh.

The Old Gods

The enigmatic Old Gods are paradoxically incredibly important to the culture and history of the world, and remarkably irrelevant to the lives of the people of Einstrom. Little is known about the creators of humanity. They were able to perform miracles and control nature at their pleasure, and were said to war with one another in their youth.

During the Age of Dawn, the Old Gods bequeathed their powers to the Twelve Saints of Humanity and retired to the heavens to become stars. Though there were many, only a few are still remembered and discussed among scholars. Citizens of the Empire do not actively pray to these ancient deities. Worship of an old god does not grant any In-Game benefits and does not provide a means of Refresh, as does the worship of a Saint.

Greater Old Gods

The Sunset King

Called Solar, or Solarii by the ancient Greken, the Sunset King was one of the two monarchs of the Age of Two Skies. He was often depicted on cave paintings as a robed man with a crown of fire.

He is said to have taught early mankind the secrets of fire, metallurgy, and agriculture, and protected them from ancient beasts.

The Queen of the Crescent

Called Luna, or Lunarii by the ancient Greken, the Queen of the Crescent ruled over the Age of Two Skies with the Sunset King. She was often depicted in cave paintings as an armored woman wearing a necklace of stars. She is said to have taught early mankind the deeper mysteries of philosophy and law. She is considered the mother of mathematics.

The Horned Mother

A goddess associated with forests and unbreakable bonds. The Memory of the Horned Mother is still worshiped by the Horned Children of the Eighteen Great Forests, but does not overrule the worship of the Saints.

She is believed by the Horned Children to have died and become part of Midir itself, contradicting the teaching of Everrise, who claim that all Gods ascended to Elysia. She's depicted as a massive woman with a face hidden behind a great hood, pierced by numerous antlers.

The Shepherdess

Neither an Old God or a Saint. The Shepherdess is an ancient personification of Death to the people of Einstrom. Depicted as a very tall thin woman robed in black and carrying a crook. She is said to wander across the starry sky and guide wayward souls to their final destination.

Lesser Old Gods

The Current Rider

A minor god associated with the movement of tides and waterfalls. He is sometimes described as a massive man with the head of a dolphin. It is said that he would dare mortals to try and catch him, as he ran and slid over the surface of water.

The Lord of the Broken Cliff

A god associated with mountains and cliffs. He's described as a colossal giant with goat-like features. Stories say he would hold great festivals and dance wildly over the mountain peaks. When he grew tired from drinking and making merry, he would bury himself and sleep in the underworld for years. Humans would dig deep underground to mine the first iron from his hooves while he slumbered.

The Sister of the Serpentine Waters

A goddess associated with rivers and healing. It's said the Sister blessed the world with reflections, and it's said her skin appeared like stained-glass mirrors of many colors. She greatly favored twins and would teach them magic in secret.

The Prince of Stars

A deity born from the tears of the Queen of the Crescent. With his skin of silver and heart of shadow the Prince of Stars was said to be impossibly beautiful. He is known to have taught humanity the secrets of poetry and the taming of animals. It was he who reached out to Saint Invictus and asked the Saints to be the inheritors of their power. The Prince is said to guard the gates of Elysia, the Starry Gardens.

The Weaver of Circles

A deity associated with cycles, symmetry, and patterns that repeat, as well as the ebb and flow of seasons. The Weaver's motivations are unknown, only that they taught early man the importance of cause and effect as well as the cycle of time. The Weaver is described as a vibrant young person in spring whose masculine features become more feminine as the year goes by. Only their honey-colored eyes remain the same.

The Geistwald

It is a scab on the world, a wound that not even the Saints could fully heal. If the toxic fumes don't get you, the horrors that dwell within certainly will. What does that say of the Jaegers who seek their fortunes in Midir's blood?

The Geistwald defies a consistent explanation. Indeed, many use the term interchangeably when referring to different aspects of this strange location. Some believe it to be the Underworld, the land of the dead where unhappy spirits linger. To others, it is the barrier that was forged by Saint Bastion the Unbowed to protect Midir from the horrors beyond. Many who have not laid eyes upon it believe it to be nothing but a haunted woods within the Exalted Zone. To Jaegers, these semantics mean very little. It is a place where they risk their lives for fortunes.

Although reports are inconsistent, the most common way into the Geistwald proper are described as motes of purple blue light which dance along an unseen periphery. Jaegers are said to use esoteric machines to track the Spektropic energy that signals the arrivals and departures of these gates.

Jaegers are frequently taciturn to describe the Geistwald to outsiders, though some have been more open. They describe it as having a different "texture" to it than our world. And despite being geologically similar to the rest of Midir, seasoned Jaegers often insist there is a sense of "depth" to the Geistwald, with some incursions going "deeper" into it than others. This perspective is common if unquantifiable.

The more ghastly threats of the area are not well understood, but are frequently discussed (especially in less reputable broadsheets). The Geistwald is filled with moving corpses, strange mutated creatures, fiendish spirits, and worse. There are ongoing efforts to record these horrors by the Ancient House of L'unimere and the College of Brannonwasser.

Each Saturday Night of game the pathways to the Geistwald opens and Players will find themselves in an immersive, open ended and self directed mod on the Staff side of the camp. This choose-your-own-adventure style of mod of the Geistwald will remain open for several hours before closing. Players may choose to enter and seek their fortune with or without a plan. You can always rely on a chance encounter with a Geist in the dark woods, or follow a dubious map to tombs to find your Relics. Danger and possible rewards await you either way.

Central Territories

Before the Saint's War, the lands of the Central Territories were considered remarkably beautiful. Several of the Saints were said to have elaborate villas nestled in the bountiful forests. The brutality of the Saint's War changed the whole of the Central Territories. Beyond the physicality of the land itself, the very spirit of the area is said to be disturbed. It is a region that feels haunted to many, and those who call it home are an equally ill at ease people. There are practical concerns with living in the Central Territories as well. It is said the wildlife is remarkably clever when compared to the fauna of the rest of Einstrom. With mutations also being common among the wildlife. A popular theory is that the ancestors of many animals swarmed the last battlefields of the Saint's War and ate the flesh of fallen Daemons. Consuming this abominable meat is what causes much of the warping and physical madness occasionally seen in the animals of the Central Territories.

Disease is also a frequent threat, especially the strange maladies from the Geistwald that are brought back by Jaegers. People in the Central Territories are sometimes mocked as hypochondriacs for the preventative measures they take against infection (frequent washing, keeping arms reach away from others, etc.).

The Liminal Wall

The Liminal Wall is patrolled by the Liminal Guard, a branch of the Imperial Military whose responsibility it is to ensure that nothing goes in or out of the Exalted Zone. It is illegal to trespass into the Exalted Zone (though there are extraordinarily rare exceptions), and it is the Liminal Guard's duty to prevent criminals from sneaking inside, as well as defend the Central Territories from monsters that seek to escape the Exalted Zone (an uncommon but very real threat).

The Liminal Guard is seen by some soldiers as a punishment assignment, as it is incredibly boring ninety-nine percent of the time, and unbelievably dangerous that other one percent. There is a certain mystique to the role, however, and some soldiers take a great deal of pride in it.

Though staffed entirely by soldiers in its current iteration, the Wall was historically maintained and guarded by prisoners. Though prison labor is quite common in Einstrom, the use of it for the Liminal Wall was expressly forbidden by the First Kaiser Gran. His reasoning, however, is still unknown to this day.

The Guard have their own command structure led by the First Captain, Oskir Lorne, who reports directly to the Warden of the Central Territories. The Liminal Guard actively seeks to prevent transit between the Exalted Zone and the rest of Einstrom, and are particularly antagonistic to Jaegers who dwell within the Exalted Zone.

The Exalted Zone

The Exalted Zone (EZ for short) is an area roughly within the middle of the Central Territories. It covers several forests, ancient battlefields, and the Geistwald itself. The Exalted Zone is surrounded by a series of interconnected walls built upon the ancient battlements left over from the Saint's War. This expansive fortification is known as the Liminal Wall.

Jaegers

The invention and subsequent theft of the first Holtz Industrial Breathing Apparatus changed the criminal underworld of Einstrom forever. Criminal engineers were able to replicate the design and mass produce cheap, but no less functional versions. This kickstarted the so-called “Spektral Economy,” the trade of Relics recovered from the Exalted Zone and the Geistwald itself. Those who engage in this profession are known as Jaegers.

Though not well-documented, Jaegers are said to have formed a strange and insular subculture amongst themselves. Those who share particular philosophies reportedly joined together to form large "gangs" which wield considerable social capital in Jaeger politics.

Jaegers have only existed for roughly the last nine years (beginning c.1214). Members of the earliest group of Jaegers are referred to as First Waves. Ignorant of the dangers of the Geistwald, the vast majority of them died and those that survived quickly sold their rigs and resigned.

Three years later, the Second Wave came, armed with the knowledge passed to them by their seniors. They were able to establish the foundations of the modern Relic trade. Second Waves also founded the first Jaeger Gangs and many are still active Jaegers today.

Another five years (current year c.1223) has the beginning of a new group of would-be Jaegers. These so-called Third Wave Jaegers, inspired by tales of adventure and riches, have begun moving en masse to join the treasure hunt within the Geistwald.

Players begin the game as Third Wave Jaegers who've just arrived in the Exalted Zone.

Why be a Jaeger?

One of the most important questions to ask yourself when creating a character for Geistwald is: “Why did my character come to the Geistwald?”

The Geistwald is an incredibly dangerous area where lives are lost more often than fortunes are made. Jaegers (the criminal adventurers who go into the Geistwald) are people typically driven by desperation or dread. The risks are not conventionally worth it, especially for people with things to lose.

Geistwald as a LARP is set mostly in the Exalted Zone, an area just outside of the Geistwald and it is illegal to be there. That requires your character to have willingly broken the law to engage with this Game. We hope this act brings up compelling questions about your character, some of which you may want to answer throughout your character's creation.

When writing your character history, you'll want to account for this unique set up including how you acquired your Jaeger Rig. Your character might be solely interested in wealth, and/or is already something of an outsider in their culture. There might be things that are so important to your character that they might value them before the law or societal expectations. An Ordained of Everrise might never want to break Ecclesiastical rules, but if they received a secret order or if they found out a beloved family member went missing, they might. Thinking about what values and motivations your character holds is an important process for answering this question. Individual cultural packets will also present ideas as to why a member of a particular culture might take the leap to become a Jaeger.

As part of your background you will need to consider and include how your character acquired their Jaeger Rig and why they are joining the 3rd wave of Jaegers converging on the Geistwald.

Cultures of Einstrom

Fierce are our bonds, humble are our souls, long are our nights, and short are our lives. Who could I not call brother? When all the world is our foe.

The most populous cultural group in Einstrom are the Einstrad. The Einstrad are inheritors of a culture that originated in the ancient Greken Republic but was heavily influenced by the Age of Long Shadows. Though there is much debate as to whether or not the Einstrad are true cultural descendants of the Greken themselves.

Most Einstrad identify themselves by the Region they come from, or their professional associations, such as the Forester's League or the Church of Everrise. The average citizen of Einstrom leads a relatively uneventful life. Most low-born Einstrad are educated in the trade of their parents and perform that work for the whole of their lives. Upward mobility is very difficult for commoners. Joining the Imperial Military and rising through its ranks is a popular option, as is becoming a skilled enough worker to join the Forester's League. Some exceptionally bright youths are able to join the College of Brannonwasser which offers unparalleled possibilities to those capable few.

Marriage is a popular ritual for citizens. Similarly to other aspects of daily life, marriage is overseen by the Church in a formal ceremony. This ceremony is structured the same, but can be wildly altered based on the Region someone is from. Marriage is defined as union between any number of consenting adults. By extension, there are no prejudices that people in Einstrom hold toward one another in regard to appearance, gender expression/identity, etc. (Note: This is the In-Game reflection of our Out-of-Game policy. See ([Harassment Policy](#))).

Einstrom is not without its societal woes, however. The power divide between the commoners and the aristocracy is very large and the exploitation of the underclass is a common occurrence. Furthermore, Einstrad are very xenophobic toward the nation of Thuria across the Eastern Sea. Even though most have never actually met a Thurian.

Lastly, there is a persistent Heretic panic that is very common among smaller or more religious communities. The two other largest cultural groups of Einstrom include the Gannogari of the Many, a semi-nomadic river-dwelling people, and the Horned Children, the longtime denizens of the Eighteen Great Forests of Einstrom. Both groups can also trace their histories back to the Age of Dawn, though they have maintained a more consistent identity over the ages. Different from the Einstrad in some ways, they are well respected for the diversity they provide to the cultural landscape that is Einstrom.

The last cultural group that makes up Einstrom are the Propuloi. As they number around a hundred, little remains or is remembered of their history.

The following are the playable cultures in Geistwald. Each culture has a more expansive packet associated with it. Once you've decided on a culture to play, email staff and we will send you that packet. For Mechanical purposes, when building your character you have to pick one culture to be from, and to gain the benefits and knowledge from.

The Gannogari of the Many

The Gannogari are a culture of people who travel along a network of rivers that cross most of Einstrom. Both playful and secretive, the Gannogari have remained largely unchanged over the centuries. They are known to observe traditions and rites that predate the Saints.

Largely but not exclusively nomadic, they make their living as traders and subsistence hunters along the numerous rivers and streams which intersect almost every region of Einstrom.

The Gannogari are protected on their waterways by an ancient religious decree of the Saints of Humanity referred to as the Edict of Water. This Edict enforces that no one may bar the passage of a Gannogari by water. The legitimate authorities of the Empire and the very faithful or honorable will respect this edict.

Being descended from a different cultural group than the Einstrad (whose culture is an evolution of the peoples of the ancient Greken Republic) the Gannogari values and priorities that might seem strange to the Einstrad. This is most prevalent in the adherence to a variety of taboos and proscribed behaviors.

Cultural Benefits: Gannogari come of age on the countless rivers of Einstrom, and are subject to an ancient decree made by the Saints. You gain the following abilities.

Riverborn: Gain the Swim Talent for Free. In addition, while in Deep Water, Call “No Effect” to Immobilize and Bind Effects from Mundane sources.

Edict of Water: (BGA Asset): which when submitted as a Travel BGA Asset allows uninhibited travel beyond the Exalted Zone.

When traveling outside of the Liminal Wall the Gannogari would be searched for Relics by the Liminal Guard. As such Players are assumed to have hidden them within the Exalted Zone and will not have access to any Relics in their bag or may use Relics as Assets during a Travel BGA.

Costuming: Gannogari prefer lightweight practical garments that are easy to swim in, and quick to dry. Linen and cotton are favored materials for cloth, and hemp, horn, shell, and driftwood are popular materials for accessories, with pearls being especially prized when they can be acquired. Nets are also worn as mantles and sashes.

Traditionally white and blue were the most common colors worn. But other colors are gaining popularity, though pallets largely learn toward oceanic colors and pastels. Darker colors naturally end up sunbleached anyway.

Among younger Ganno, embroidery and betik are wildly popular as a means of personal expression, as are decorative stitching and patchwork. It is also traditional for a Gannogari who has come of age to be given a cloak of oilskin or waxed canvas. These cloaks are often beautifully painted with geometric designs or symbols important to the family.

Among younger members of the Gannogari tattoos are becoming extremely popular as a form of self-expression. Considered something of a loophole in the taboo against the written word, Gannogari decorate themselves with important quotes, as well as symbols and pictograms.

Play this culture if you enjoy ritualism, storytelling, and esoterica.

The Ancient House of L'unimere

The Ancient House of L'unimere are a familial clan of monster hunters. These aristocratic hunters have an air of populous celebrity about them and are well loved by the common folk.

Though scattered across all the Regions of the Empire, it is said that a L'unimere is never far from where they are needed. When the children of House L'unimere encounter one another, they commonly refer to each other as Cousin, demarking their actual family ties as less important than belonging to this great house of hunters.

Though proud and strong, the family is not without its troubles. The L'unimeres bear an ancestral curse from an ancient enemy who they still pursue to this day.

Cultural Benefits: Due to your family's long history engaging with the supernatural you're more able to ward off the negative effects. You gain the following ability

Ancient Bloodlines: Your Temperance score is one point higher than normal.

Cultural Drawback: You bear the curse that has followed your family for generations.

Cursed: You begin the game with one level of the affliction **Moon-Rot**, which is that you must Roleplay occasionally forgetting minor details. Further effects of this Affliction must be learned In-Game by reviewing the Book of Maladies as this Affliction progresses one level every Event.

Costuming: A L'unimeres clothing is suggestive of the gentry, but heavily customized for their work as monster hunters. Waistcoats and Justacorps fitted with leather plates. Harnesses for carrying extra weapons and gear, all of the finest quality available.

Half-capes or shoulder capes are especially ubiquitous, with most being hand-me-downs from older relatives. L'unimeres color schemes are typically purples, blacks, and jewel tones as accents. Silver jewelry is common, with it often depicting the family crest: a crescent moon. L'unimere's weapons are of the finest quality and have been meticulously maintained and passed down for generations.

Play this culture if you enjoy family bonding, fighting deadly monsters, and gothic horror.

The Rogue College of Brannonwasser

The highest seat of learning in the Empire. The College of Brannonwasser is at the forefront of invention and pushing the boundaries of science. Considered to be the "Right Hand of the Empire" the College holds considerable cultural capital in the modern era, with the future only looking brighter.

With the goal of bringing illumination and progress to the people of Einstrom. Students can choose a major from numerous fields of science to learn the secrets of the natural world. Proponents of learning, they see knowledge as the best way forward in the unity and development of Einstrom and serve the Empire as teachers, advisors, and researchers.

As of Spring 1225, the College has officially shuttered its doors, closing itself off as a political entity during the Enistrom Civil War. Many of its Rogue Scholars can be found in the EZ, continuing the work of the Wicklund Expedition.

Cultural Benefits: Highly educated and well connected within the world of academia, your research and studies carry more weight. You gain the following abilities.

Academic Acumen: You gain a free Knowledge Skill based on your character's chosen Major.

Criminal Peer Review: As an additional BGA, you can submit a Thesis statement to be reviewed by the local Duskrunner and Rogue Scholars. This statement must be written as a stated belief and be no longer than a single sentence. As part of your BGA response you will receive short responses from college professors either agreeing or disagreeing with your stated beliefs. All **Peer Review** submissions become public knowledge amongst the local Rogue College faculty.

Costuming: Members of the College dress contemporarily, but conservatively. With fine coats, vests, breeches and stockings being standard. Conservative colors in warm tones with reds, browns, yellows, and golds being popular. They almost always carry notebooks and pens, as well as satchels to carry books.

Members of the college are very proud of the school they attended and will wear raiments of that school in the form of things like shawls, mantles, class jewelry, or robes. With the color of glove you wear being an immediate indicator of the school you attended.

The School of Fundamental Sciences wears brown gloves.

The School of Cerebral Philosophy wears yellow gloves.

The School of Esoteric Mathematics wears white gloves.

Play this culture if you enjoy diving into the lore of the world, puzzle-solving, and mad science.

The Shamed Knights of Ostregan

The Shamed Knights of Ostregan are a recently disbanded order of knights. For reasons unknown, they were stripped of all wealth and honors and made outlaws by order of the Kaiser. The last few years have been hard on the Order. They have little left in the way of means or identity and are all but pariahs in Einstrom society.

The Order of Ostregan was founded during the Age of Long Shadows, one of countless groups of warrior aristocracy that defined that era. So impressed was King Augustein Gran of the honor, chivalry, and poise shown by the defeated knights that he offered them a place in his personal retinue. Though hesitant at first, the Order accepted and were instrumental in solidifying the Empire in the early years of the Second Age of Dawn.

Far have they fallen from their ancient glory, now most spend their time begging, thieving, or those who still cling to honor, find what honest labor they can. Some few have gathered in the EZ and are rumored to have even turned rebel.

Cultural Benefits: Once trained knights of the Empire, practiced the art of defense and strategy your practice still holds true. You gain the following ability:

Armored Defense: You gain an additional point of armor when wearing armor. (This does not make your armor a higher tier of armor, a Knight wearing Medium armor, is still Medium even if it counts as +3)

Costuming: Costuming for Knights of Ostregan is typically medieval style garb, but dirty, torn, and soiled. Gambesons, padded jackets, and tabards are common. What little armor they have left is piecemeal and rusted. Your character might still have Oath rings from before their fall from grace.

Play this culture if you enjoy playing an underdog, engaging with chivalry, and uncovering a noir-esque mystery.

The Forester's League

A collectivist organization of laborers and craftspeople. The Forester's pride themselves on being the greatest assembly of organized labor in Einstrom. Though harried by rumors of heresy and serving untoward ends. The Forester's League is quickly cementing itself as a powerful new faction in Einstrom.

The Forester's League was able to utilize the power of collective bargaining to ensure safety and prosperity for its members. Over time this professional arrangement has developed into a sub-culture entirely unique. With most people considering their association with the League as more important than their place of origin or the culture they were born to.

Amongst the common folk of Einstrom the Foresters are generally thought of in a positive light for their role in developing infrastructure and providing good paying work. Though the Foresters also carry a reputation for godlessness that can put them at odds with more religious minded communities they try to help.

Over the last two years, worker strikes evolved into open rebellion against the tyrannical rule of the Kasier and the Empire's church driven laws.

Cultural Benefits: Well respected across all avenues of commerce in the Empire you never have to struggle seeking supplies. You gain the following abilities:

Forester's Pedigree: You gain an In-Game document that denotes you as a member of the Forester's League. Showing this document to any authority or merchant will ensure they deal favorability with you.

League Pay: You gain 3 Resource Tags at the beginning of each game.

Costuming: Rugged, practical clothing, canvas, leather. Aprons are very common. Tool belts and tools of the trade. Dark greens and grays are popular colors. Most Forester's carry an axe, if for tradition more than anything else. Hats are often worn for utility sake. Black scarves and keffiyehs are frequently worn so members can identify each other quickly.

Play this culture if you enjoy being a no-nonsense working class adventurer.

The Horned Children

The denizens of the Eighteen Great Forests, the Horned Children have great pride in being self-sufficient and thriving in some of the most dangerous places in the world. Erudite hunters, trackers, traders and guides, the Horned Children are highly valued for their knowledge of the omnipresent forests.

The Horned Children draw their name from the Horned Mother and their way of life from her teachings and the lessons gained from generations spent in the Eighteen Great Forests they call home. The Horned Children are notable for being one of the few groups to be allowed to worship entities alongside with the Saints. With special focus on the memory of the Old Goddess, The Horned Mother from whom they believe they are descended from.

The Horned Children are spread out across the entirety of the forests of Einstrom. The Eighteen Great Forests as they are known are home to the various tribes of the Horned Children. Many tribes tend to specialize in one particular craft or are strongly associated with one of the Great Forests or an area therein. Tribes take great pride in this individualism. One might craft the best arrows, or weave the finest linens in the empire. These hand made crafts are famed across Einstrom.

Cultural Benefits: Due to your people's deep connection to the forests of Einstrom and the Spektropic forces that haunted them, you may travel the Geistwald without the use of a Jaeger Rig. You gain the following ability:

Grace of the Mother: You do not need a Jaeger Rig to travel the Geistwald, but will be under the constant effect of an "Overwhelming Slow" while not wearing one.

Costuming: Clothing is designed to be comfortable as well as durable. The Horned Children regularly trade with Einstrad and wear clothing that is more common among the city people. Button-up shirts, breeches, suspenders, cloaks and ponchos are all the norm. The Horned Children will adorn these city clothings with accessories of bone, leather, and mantles of fur or feathers. Worked metal is rarely worn decoratively. Many Horned Children will have some form of face marking/face paint, usually in green, with patterns dictated by the forest you live in.

Horned Children will wear fetishes of bone, feather, leather and tooth of the animals that they have hunted or gathered and wear them in remembrance and to symbolize that everything, themselves included, are all part of the balance of nature.

All Horned Children love to wear fresh flowers or other fragrant plants.

Play this culture if you enjoy playing a world-wise woodsman, explorer of haunted woods or an outsider to the cultural and religious norms of the Empire.

The Ordained of Everrise

The Church of Everrise is one of the most powerful institutions in Einstrom. With a vast amount of sway over the hearts and minds of the common people. As well as the almost unequaled adjudicators of the law. The church is and has always been a powerful force in Einstrom. The Ordained make up the rank and file of the church and perform a number of different roles, from law-keepers, to those who spread the wisdom of the Saints.

The Ordained of Everrise can track their history back to The First Age of Dawn where they started as a cult-like following of the Saints themselves. They acted like bards and storytellers recounting the deeds of the Saints. During this time they collected stories and teachings from the Saints. Around the end of the The First Age of Dawn these bards started to congregate in temples and developed dogma and gave praise to the Saints in hopes of their return.

The Ordained are the spiritual and legal backbone of the Empire. Their spires stand as a testament to their will and conviction to the Saints teachings, with none standing taller or prouder than the great Cathedral on Mt Everrise. But not only known for their religious zeal, all citizens of the Empire know them for the iron grip they hold over the justice and penal systems.

There are three branches of the Church that the Ordained belong to, often working together for the betterment of the empire, these sects do not always get along or work in concert.

- The Ecclesiarchy - the religious and advisory sect of the Church.
- The Civilicus - the legal and social outreach sect of the Church.
- The Excubitor - the justice and penal sect of the Church.

Cultural Benefits: Your faith guards you from the terrors of the supernatural. You gain the following ability:

Litany of Courage: You may freely enter 3 Minutes of uninterrupted Roleplay praying or singing for the protection of the Saints without taking any offensive or defensive actions. For the 3 Minutes after you've completed this Roleplay, you may Call "Resist" to all "Fear" effects from any carrier while remaining silent.

Costuming: For religious functions the Ordained have a staggering variety of vestments for very specific rituals. More casually the Ordained will wear long dark coats and robes with a single accessory of crimson red. Sashes, scarves, veils, gloves, and stoles of the deepest red are very common for this.

Accessories also include necklaces with bells, the symbol of the church as well as the twelve spoked wheel of the Saints.

Play this culture if you enjoy exploring religion and faith, serving a powerful organization greater than oneself, and determining the difference between justice and law.

The Last of the Propuloi

Descended from a group of islanders far to the south, the Propuloi know very little of their history or culture. A minuscule group, estimated to be under a hundred, the Last of the Propuloi work to recover and preserve what remains of their lost people.

During the Age of Dawn, the Saints of Humanity forged great works of technology that allowed unprecedented travel and exploration across the world. The great golden ships that composed their Divine Fleet were capable of crossing not merely the rivers and coasts of Midir, but the fierce oceans as well. It was to the far south that the Saints made contact with the Propuloi.

Cultural Benefits: Players of the Last of the Propuloi interact with death differently than other Players. You gain the following ability:

Unknown Legacy: If you end up in a Critical State and receive Surgery come to the Staff Center and inform a Staffer that you are a member of the Last of the Propuloi.

Costuming:

Costuming for the Propuloi is whatever clothing is most common for your Region, occupation, or social class. The traditional clothing that the Propuloi wore when they lived on the Propulos Isles is not known. Though it is known that they used a lot of brightly colored patterns.

Play this culture if you enjoy small sad stories, anthropology, and high concept plots.

Jaeger Cultures of the EZ

Dregs of the Zone

The Dregs are remnants of militant groups within the Exalted Zone who have been destroyed or dissolved in the last few years.

Dregs are individualistic and see little in the way of comradery after the failure of their respective organizations and their leadership.

Though formerly antagonistic, many Dregs choose to take up the rig and become jaegers as a way of surviving life in the Exalted Zone. Few are welcomed warmly, however, as memories of bloody conflict remain fresh in many Jaegers' minds.

When creating a member of this culture, choose from one of the three subcultures below. This was the organization that you once were a part of.

The Free Armies

You were a trained soldier, a revolutionary, and a firebrand. You came to the Exalted Zone in the belief that, with bravery and strength, you could liberate it from the tyrannical Kaiser and forge it into a nation that bowed to none.

The Battle of Blackroost decided your fate, however. The move to take control of the Liminal Wall failed, and your forces were routed.

Your former leader, Colonel Volmere, still holds out with a small group of his elite guards. But you know in your heart that you'll never see the nation that you dreamed of.

Why did you join this organization?

Did you believe in the cause? Or was it easy money for someone of your skillset?

Players who choose this subculture are former members of an independent army who sought to form their own nation.

Costuming Guidelines: Heavily worn and ragged garments in black and gunmetal. Bits of military uniform as well, such as gorgets, epaulets, and tarnished medals.

Cultural Benefit: Soldier of Fortune - Reduce the reloading time requirement of firearms by 15 seconds.

Cultural Drawback: Dishonored - BGAs that involve interacting with Jaeger Clans almost always fail.

The Hungry

For whatever reason, you weren't accepted as a Jaeger. Either you didn't know the right people then, or you just didn't fit in. You struggled to find shelter, food and company while Jaegers all around you grew fat and rich.

One day, they came... They wore red and purple and were stronger than the Jaegers who turned you away. They told you that you could have a family with them, they would take care of you. As long as you took care of him - the one who gave the Hungry their name.

The warlord Vain gave you the power to eat Relics, to bolster yourself with their magic. The more you ate, the more you wanted to eat. He nurtured that addiction and made you feel powerful, made you feel special for it.

But he was killed, the Daemon possessing his cursed Relic was Exorcised and your life has changed for it. You are free now and, once more, you are yourself again. Your mind and soul are no longer bound to Vain's eternal, empty hunger. But even with him gone, there is an emptiness inside you, lingering from the supernatural satisfaction you once felt, and you don't have the appetite to fill it.

Why did you join this organization?

What went so wrong that you fell in with the Hungry? How did it feel when you consumed your first relic? Do you regret your actions when you were with the gang?

Players who choose this subculture are former members of a vicious gang who stole Relics to consume and feed to their demonic leader.

Costuming Guidelines: Faded garments of purple and red. Vests and sashes are common. A single faded line of purple running from the eye to the corner of the face. The chosen lieutenants of Vain would wear trench masks as a sign of their station.

Cultural Benefit: Glutton for Nourishment - You may Bestow yourself 3 Temporary Temperance. If you do, you cannot be bestowed the Blood Attribute above 1 until your next REFRESH.

Cultural Drawback: Dishonored - BGAs that involve interacting with Jaeger Clans almost always fail.

Firvala Heavy Industries

This was a job to you. A dangerous one, yes, but with perks and a hefty payout if it all went well. The company took care of its own. Company soldiers, scouts, and scientists alike were gathered for a dangerous and illegal, but well-paying job.

You heard through the grapevine that Duke Anton Firvala found something special inside the Exalted Zone, and it was worth the risk of getting on the bad side of the Church to get it. With the right allies and the right timing... there was no height you couldn't reach.

Unfortunately, things didn't go as expected. The local criminals and Gannogari of Stagnation pushed back harder than expected. When the tunnel back to Vand was sabotaged, it only got worse from there.

Why did you join this organization?

What started you down this path?

Was it just the good pay, or did you believe in the company message?

Players who choose this subculture are former members of an amoral company who violently occupied a town in order to harvest a mysterious material called T.E.A.L. from underneath it.

Costuming Guidelines: Threadbare tactical sweaters in bluish-gray. Leather harnesses, belts, and holsters. Blue sashes with gray lining.

Cultural Benefit: For the Bottom Line! - Whenever you search an enemy that you performed a Critical-Strike on, if you find Strommarks, Bestow yourself with a Temporary Attribute of your choice.

Cultural Drawback: Dishonored - BGAs that involve interacting with Jaeger Clans almost always fail.

Wayward Fetch

You were not born, but made. A creature formed of sticks and twine, blood and moss. You were created by a person or thing talented in occult workings to act as a simple servant or companion.

Your “life” may not have been happy, but it was uncomplicated. Things have changed so much since then, and you’re changing along with it.

Wayward Fetches are creatures made from artificial materials by supernatural entities. Fetches are usually not more than a few years old, and while they are as intelligent as your average person, are often uninformed about very common aspects of life. Fetches have no shared history or experience unless they were created and were in service to the same entity.

Some important questions to ask yourself when you submit your character history:

Who created you? The most prolific makers of Fetches are witches. However if you have an idea for a different type of creature to have created you, please mention this as part of your backstory for Staff to review. Did they create you for a particular reason? Do you share their aesthetic? How did you feel about them?

What happened? Wayward Fetches are no longer directly under the thumb of their creators. Part of your backstory should account for why this is the case. Did you escape? Did your maker die? Were you allowed to leave freely? Did you just get lost? Do you even remember?

Why did you become a Jaeger? Part of your backstory should include why your character decided to become a Jaeger. Many Fetches feel that they would be a poor fit for traditional society given their nature. So life on the fringes naturally calls to them. Be sure to mention where you obtained your Jaeger Rig, the device that allows you to breathe in the Geistwald.

Costuming Requirement: Wayward Fetches have what they call a “tell” a supernatural cosmetic feature that denotes their true nature. Every Fetch has at least one (though having more than one is common), and they usually have to do with the material they’re made out of.

There is a lot of flexibility in what this can look like, and it’s up to an individual PC to determine what their “tell” is. A Wayward Fetch made from glass might have a stick-on gemstone along their arms. Another might wear a contact lens in a strange color. Feel free to be creative. When in doubt you’re welcome to reach out to Staff for suggestions.

Cultural Benefit: Artificially Made - Whenever you take a “Bestow Armor” effect, you may instead take it as a “Bestow Blood” effect.

Cultural Drawback: Every Wayward Fetch’s life is connected to an object called a “Heartstone.” Whomever has possession of your Heartstone may freely make “Compel” calls on you.

Depending on your backstory, this item may be in the possession of your creator, in your possession, or lost. If your character has their own Heartstone, they will not willingly let it leave their person.

Beyond Einstrom

Midir is a world not fully explored. The furthest points of the cardinal directions remain unmapped. The technology of ocean-faring vessels is only recently being rediscovered, so journeys beyond the coast of Einstrom are rare and dangerous.

The Thurian Junta

Beyond the Eastern Sea lies the nation of Thuria. Little is known of Thuria and the lives of its people. Early dogma of the Saints refers to the “Tribe of Thuria,” which was banished by the Saints themselves.

Diplomatic missions are few and far between, and sustained dialog has yet been achieved. It’s long speculated that Thuria funds coastal attacks by partisans and pirates against the Eastern Region of Gauerholtz.

The Propulous Isles

The original homeland of the Propuloi. Writings attributed to the Saints refer to explorations performed predominantly by Saint Helena that refer to a chain of islands far to the South that are home to charming and welcoming people. Little remains of documentation about the isles, nor the navigation technology used by the Saints. Expeditions have been made to rediscover the Propulous Isles, but none have been so far successful.

The Nachtgarten

The Nachtgarten is a massive sprawling jungle continent easily dwarfing the size of Einstrom itself. The land itself is lush and fertile and home to a myriad of exotic flora and fauna. There are no native humans in the Nachtgarten and those who travel there are set upon by a shocking array of preposterously violent spiders and spider-like creatures.

As such, the land is not even remotely explored, with only a fraction of the coastline being mapped. After 18 years as an Einstrom colony, the Sovereign Coast of Nachtgarten began to revolt for its independence.

Physical Representations

Weapon Phys-Rep Construction Guidelines

Safety is of paramount concern at Geistwald. During Check-In players are required to submit all of their weapon phys-reps for safety inspection. The guidelines listed below should provide a framework for what qualifies as an approvable weapon at Geistwald, however, staff reserves the right to not approve any and all weapons that we deem unsafe regardless of whether or not they are demonstrably in conflict with any of the regulations specified below.

In addition, individuals may have their right to use specific weapon types that are generally permitted (Latex Melee Weapons, etc.) be revoked should they demonstrate that they can not be trusted to fight safely with them.

Melee Weapon Construction Guidelines

Melee Weapons that meet the following requirements will be considered for use in Geistwald pending a safety inspection at the beginning of each weekend.

- “Whip” or bend less than 10° when swung and halted Mid-Strike with reasonable force.
- Be able to engage in combat reliably without splintering or breaking. Weapons that break in combat must be immediately discarded and re-approved once repairs have been made.
- One-Handed Weapons may have no more than 10” of non-padded handles.
- Two-Handed Weapons including Pole-arms may have up to 24”.
- “Boffer” Specific Regulations:
 - Be made from 1/2” or 3/4” PVC (or fiberglass composite) tubing and padded with no less than 5/8” wall thickness pipe insulation.
 - Have padding on every striking surface sufficient to keep it from injuring or bruising when swung with reasonable force.
 - Have a thrusting tip at least 2” thick made from only open cell foam insulation or other similarly soft and spongy materials.
 - Have padding firmly affixed to the weapon’s core so it does not rattle when shaken.
 - Core should be plugged and taped at both ends to ensure that it does not pass through the thrusting tip and accidentally injure opponents.
- Latex Specific Regulations:
 - Thrusting with Latex weapons is specifically prohibited.
 - All striking surfaces should give and compress noticeably when pressure is applied.
 - All striking surfaces should be soft to the touch.

Jaeger Rig Construction Guidelines

Jaeger Rigs are crude technological masks that allow players to transit into the Geistwald, an area otherwise too toxic with spirit energy. Players are required to phys-rep these devices and as such there is a great deal of room for customization and artistic liberty. With that in mind there are some rules that should be followed when constructing your Rig.

- The mask should cover roughly 1/3 of the face, ideally around the mouth and nose. That being said if you have safety concerns about that then you may wear it around your neck instead.
- Rigs should have the aesthetic of a very old anachronistic gas-mask. Good materials to use or emulate are leather, brass, and dirty iron. The more gothic side of steampunk has some great examples.

- A tool for measuring time is not required but strongly recommended. An egg timer is a solid choice (You can also set your timer short, to give yourself a five minute warning)
- You may add lights and other aftereffects to your rig. Staff only asks that you keep just effects subdued, EL wire and photoreactive paint are suitable, while LEDs are not. Regardless of what you do, try to avoid glowing blue or purple effects, as these are indicative of the Geistwald and its spiritual energy.

Panzerhand Construction Guidelines

Characters with the Iron Hand Header gain the use of the Proficiency: Panzerhand Skill, which is exclusive to them. A Panzerhand is an armored gauntlet that covers the entirety of the arm up to and including the shoulder. Panzerhands must be constructed of foam to ensure they don't damage weapons that hit them. Like weapons, they must have a minimum foam wall thickness 5/8th and a maximum of 1 Inch thick. The width of the Panzerhand plating being no greater than 6 Inches across.

There are many guides in various cosplay forums to describe how to make EVA armor for the arms. If you do not want to construct your own from scratch, a padded forearm guard used in martial arts, or a hockey glove will work in a pinch. Make sure they are painted to hide any logos or Out-Of-Game symbols.

As an example: This [Martial Armor Hand/Forearm Guard](#)

Spell Packets Construction Guidelines

Spell packets are Do-It-Yourself bean bags. They are typically made from fine birdseed wrapped in a cloth and held together with a string tie. In-Game, they can represent a variety of effects based on context, but players will find they mostly represent grenades used by Grenadiers. To make/use spell packets, the following must be followed:

- The spell packet must contain fine birdseed with no large materials like corn or nuts.
- The spell packet must be constructed with some squish to it, as packets that are too tightly packed are unsafe to use and not allowed.
- May not be thrown with full force.
- It is preferred that biodegradable string is used in packets instead of rubber elastics.

Firearm Physreps

Firearms are represented in-game by foam dart blasters, such as those produced by Nerf, Buzzbee, or similar companies. Unless you have a tagged weapon or a specific skill that allows otherwise, you may only use a single shot rifle.

Reloading a firearm takes 30 Seconds

The 3D printed foam dart blasters are acceptable, as long as it is a single shot weapon, and are demonstrated to staff to shoot within a safe FPS.

Blowgun style blasters are also acceptable. Must Call “Peirce” before shooting. (Be careful if using this style of firearm in melee combat).

Blasters must be painted to look suitably In-Game. This can involve leaning into the 1700’s aesthetic by adding colors and patterns like wood grain, brass, and dark metal. Regardless of how you paint your blaster, you must retain the orange safety tip, as per state law.

Internal modifications to foam dart blasters are permitted, as long as the FPS does not exceed 90 FPS for Mega Darts and 130 FPS for Full-Length Darts within a 5 foot range.

Lights

We encourage Players to carry a light source so that they do not risk endangering themselves at night. Reusable LED Glow Sticks are acceptable. Minor LED wires and lights can be incorporated into your costuming, Jaeger Rig or chemist kit, but should never be enough to fully illuminate you.

Green Lights - Source of light for Players. In-game these are known as “Chem-Lights.”

Red & Orange Lights - Source of light for Players. LED Lanterns and Candles are appropriate In-Game sources for Geistwald’s setting.

Yellow Lights - Are reserved for Out-Of-Game Non Combatants and Safety Hazards.

Blue & Purple Lights - Denote the Spektropic Energies of the Geistwald.

(Staff only unless specified)

Flashlights - You may carry on your person for Out-of-Game safety reasons and Emergencies. Please do not use these lights In-Game. Einstrom has not advanced far enough for such technological devices.

Character Creation

Welcome to the Jaeger Forge! So you think you got what it takes to venture into the unknown? Well, I'll tell you what. You follow these here set of guidelines while yer making your preparations and you may just survive the night... Hell, you may even live long enough to tell the tale to all the Jaeger youngins when you get to be my age. But as I was sayin'. Get yer affairs in order and we'll be seein' you soon...

Character Points

Geistwald is a game about exploring the unknown and gaining hard earned riches along the way. However, when it comes to forging a Jaeger, the currency is Character Points or CP for short. At the very first Event of Geistwald, each Player will receive a total of 15 CP to build a Character. The total amount of CP will increase by 3 after each full weekend event. This will give you 3 additional CP to spend in preparation for the next event. Use this knowledge to plan ahead. All PC's CP will be equal to the CP Total of the current Event. Whether you have attended every Event, missed a few, or your first adventure happens at E10 your Player Character will have the same Total Character Points as everyone else. All CP purchases are permanent. Unused CP will be available to spend for the next Event. Contact Staff for Respec Options.

Event	E1	E2	E3	E4	E5	E6	E7	E8	E9	E10	E11	E12	E13	E14	E15	E16
CP Total	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60

Building Character

Background

- Name - Choose a name that fits your PC's personality and disposition. Consult the Culture Packets for their naming conventions to gain inspiration and ideas.
- Culture - Know where you are, go where you wish, but remember from whence you came. Choose one of the Eight available Cultures.
- Region - Where do you come from? Choose one of the Five Regions of Einstrom or the Outpost to hail from. None of the Cultures are geographically locked. Each Region has their own local customs and society.
- Patron Saint - All Citizens of Einstrom pay homage to one of the Twelve Saints of Humanity above all others as a cultural tradition. Heretics exist, to their own detriment.

Mechanics

- Attributes - Blood, Finesse, Might, Wits, and Armor.
- Headers - Choose a combat style that suits your character.
- Open Skills & Talents - Round out your character's capability.
- Knowledge Skills - There is much to learn in this world and one must never stop learning.
- Weapon Proficiency - Anyone can swing a sword, but do you have the skills to master it?

Attributes

A Character's Attributes are a measurement of what they are capable of accomplishing. Characters start at Level 1 in all Basic Attributes. Each Attribute Level provides 1 Point to use. Increasing your Blood, Finesse, Might & Wits Attribute's Level Cost CP specified in the table below. All Attribute Points start at the purchased Maximum at the beginning of the Event. Unless specified by Staff.

Temporary Points for Attributes can be gained through Items or Skills. Temporary Attributes may cause you to exceed your Maximum for a specified Attribute, but they never stack. Gaining Temporary Attributes from multiple sources for the same Attribute results in taking the higher valued bonus. Temporary Attributes are used up first when expending that Attribute. Unless otherwise specified, Temporary Attributes last until they are used or your next Refresh.

Starting Attribute Levels		Purchase Chart		
Attributes	Level	Attribute Level	CP Cost	Cumulative Cost
Blood	1	2	2 CP	2 CP
Finesse	1	3	3 CP	5 CP
Might	1	4	4 CP	9 CP
Wits	1	5	5 CP	14 CP

Concerning Attribute Points

- Armor is a Special Attribute that is the primary protection for your Blood Points. Your Armor Points will decrease before your Blood Points. When your Armor reaches 0 your Character's Blood Points will be vulnerable to further damage strikes. See (Armory)
- Blood Points act as your character's health. Every time you are struck with damage your Blood Points will decrease by 1. When your Blood reaches 0 you will become Unconscious for 3 Minutes. See (Death & Dying). The Blood Attribute's Maximum also acts as a gauge for your Level of Temperance. See (Temperance)
- Finesse is your character's ability to be flexible, swift, or execute with precision. When your Finesse reaches 0 Points, you may feel less graceful or slightly clumsy. Used for Header Skills.
- Might is your character's ability to strike hard, persevere, or perform feats of strength. When your Might reaches 0 Points, you may feel fatigued or encumbered. Used for Header Skills.
- Wits is your character's ability to concentrate, deduce, or maintain a clear mind. When your character's Wits reach 0 Points, you may feel light headed or distracted. Used for Header Skills.

Game Mechanics

Refresh

Refresh occurs at the dawn of each new day. All of your Attributes, Weapon Skills and Focus Ability are restored. Refresh does not affect Armor, “Maims” or “Breaks.” An additional Refresh is gifted by a Patron Saint if their conditions are met. Each Saint’s unique Refresh mechanism is associated with their belief.

Temperance

Items found in the Geistwald carry within them a potent aura that require a certain constitutional threshold to obtain them. Those who plunder too greedily will find themselves in dire straights for their avarice. These “geist-touched” Items are called Relics. They have an In-Game Tag attached to them. The Tag will provide a number scaling from 1 to 10. This signifying number determines how much Temperance your Character will need in order to carry the Tagged Item on their person.

Temperance acts as a pseudo maximum carry weight for your soul. Picking up additional Geist Items will be detrimental to a character’s well-being. They will become afflicted with the dreaded Affliction of Grey-Blood. Each point over your Temperance you carry gives you an additional Level of Grey-Blood See the Book of Maladies In-Game or (Afflictions & Addictions) if you receive Grey-Blood.

Upon finding a Relic, you may pick it up and read the Tag before deciding to interact with the Item. Once you have decided to bear its burden your character takes on the effect and it weighs on your Temperance. You may not move or pass the Item during this evolution. See (Tag Format)

A Character’s Temperance is determined by their Blood Attribute. Their Temperance Level is equal to double their Blood Maximum. Temperance Level does not diminish by the Character taking damage. Armor and Temporary Blood do not affect your Temperance Level.

Two or more people may combine their Temperance Levels to pick up and move a Relic together, but may not combine them for the purpose of wielding the Item.

Example: A Character with a Blood Maximum of 2 has a Temperance Level of 4. They may carry a Sword with a “3 Temperance” and a Bauble with a “1 Temperance.” Anything more will result in gaining the effects of the Grey-Blood Affliction. If they picked up a Tome with a “2 Temperance”, the Character now has Level 2 Grey-Blood.(After Grace Period)

Blood Level	1	2	3	4	5
Temperance	2	4	6	8	10

Essence & Grafts

Much like Relics and their Temperance, Grafts have their own numeral limitations called Essence. Essence is your body's physical resilience and capability of accepting foreign Grafts. These physical enhancements are a new discovery by the Jaegers of Odlaw.

A Character's Essence is determined by their Blood Attribute. Their Essence Level is equal to double their Blood Maximum -Versatile does not apply to Essence. Essence Level does not diminish by the Character taking damage. Temporary Blood does not affect your Essence Level.

Grafts are physical modifications, like additional organs implanted in your body. To implant a Graft, it requires 3 Minutes of Role Play by someone with the Surgery Skill. They cannot be removed without undergoing a Surgery. If performed at the Hospital, any White Beads pulled are not replaced with Black ones. All Grafts should be marked with appropriate scars or makeup and any Graft of 3 Essence or higher needs to be Phys-Repped.

Unlike Temperance, a Graft permanently uses and reduces your remaining Essence.

Example: you have 5 Blood/10 Essence and you get a 3 Essence Graft, your remaining Essence for additional, new Grafts is 7 Essence.

Essence is Represented by Roman Numerals (I, II, III, IV, Ect.)

I  Ingrid's Vigilant Eye -Sanctified Grafts- Once per Event you may call "Detect: Mortal." This Graft can replace a lost eye. <i>Blessed are those who keep watch in the night</i>	II  Gustav's Nail -Sanctified Grafts- Bestows +1 Temperance <i>Hallowed are the Nails of the Nailmaker, Crafted from his own blood, sweat and tears.</i>
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IF YOU EXCEED YOUR MAXIMUM ESSENCE REPORT TO STAFF IMMEDIATELY

Items

With the exception of all basic Weapons and Armor, all In-Game Items must be represented by a Phys-Rep and a Game Tag.

Phys-Reps are the prop that Physically Represents the Item in question. The Phys-Rep of an Item holds no official In-Game value and may not be taken from a participant without their explicit permission. If a Phys-Rep is damaged or broken and may cause bodily harm Out-of-Game do not continue to use it. Inform Staff and we will look into a replacement. If your Weapon breaks you may ask Staff to borrow a temporary replacement.

A Game Tag is the small, colored piece of paper with information about the Item on it described above. The Tag portion of an Item contains all In-Game value and may freely be taken from other participants without their permission. However, the Tag must then be attached to another Phys-Rep by its new owner. Just as with PVP actions, there may be In-Game ramifications for In-Game thievery.

Game Tags

Geistwald's Game Tags are divided across four different colors.

Below are explanations as to how they are used.

GREEN- Green Tags are Single Use Items. After the ability is activated, the Tag and its associated Phys-Rep must be placed into the Discard Bin. Green-Tagged Items can include potions, special bullets, chemicals, anointing oil, and similar disposable objects.

YELLOW- Yellow Tags are Permanent Items that are not disposed of when their ability is used. The Item's text supersedes this rule, however. A particular Item may be disposed of under stated circumstances. Yellow-Tagged Items can include a myriad of objects. From maps, clocks, titles of land, to weapons and armor. All Relics are Yellow Tagged Items.

PINK- Pink Tag Items are Single Use Buffs that are gained through the Public Works System. Pink Tags work exactly the same as Green Tags, but unless otherwise specified, you cannot have more than one on you at once.

RED- Red Tags denote special locations, ambient effects, or static props. Unless otherwise stated on the Tag, Red Tags cannot be moved. Examples include a Tag that describes animal tracks, ghostly lights, or a big box that cannot be moved.

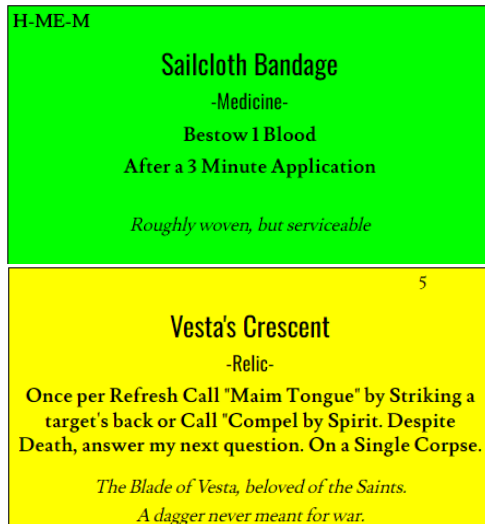
NOTE: Knowledge Skills are expressed In-Game as labeled envelopes with the message inside, not Tags as in previous Be-Epic Games. Unless specified do not take the envelope or the tag inside.

Item Code	Temperance 1-10
Item Name	
-Item Type-	
Item Effects	
Flavor Text	

Tag Format

Every Tag will have the Item's Name, Type and Effects.

- **Item Name** - All Tags will have the name of the Item. Top and center.
- **Item Type** - Category of Item including: Armor, BGA Asset, Poison, Relic, Weapon, etc...
- **Item Effects** - The Item's Effects, Number of Uses, Stipulations, and Limitations.



Most Tags will have Flavor Text for lore or immersion.

Flavor Text - A flavorful description. Mundane items often have flavor text that is indicative of observable features, or commonly understood lore.

Some Tags will have Game Mechanic markings.

Item Code - For Green, Pink and some Yellow Tags there is a Code found in the top left corner of the Tag. Those with a knowledge for appraising can use this when conducting commerce.

Temperance Number - For Relic Tags there is a Number found in the top right corner of the Tag. that indicates how much Temperance it costs to willingly interact with this Item. See [\(Temperance\)](#)

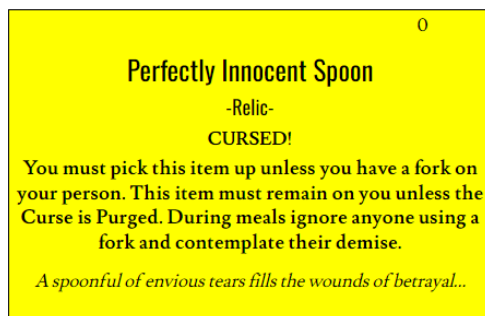
Relics

Relics are Yellow Tagged Items that play an essential role in Geistwald. Their effects can be beneficial or detrimental to the survival and success of every Jaeger. They are bought, sold or traded to fences and merchants or even fellow Jaegers. The general public know very little about their existence and worth, but the authorities recognize these items as contraband. Being caught with Relics on your person may result in imprisonment, death or worse.

There are three kinds of Relics to be aware of whilst plundering in the Wald. There are those that only require a specified level of Temperance to carry and utilize. However, there are two other variations of Relics. Cursed Relics and Investment Relics

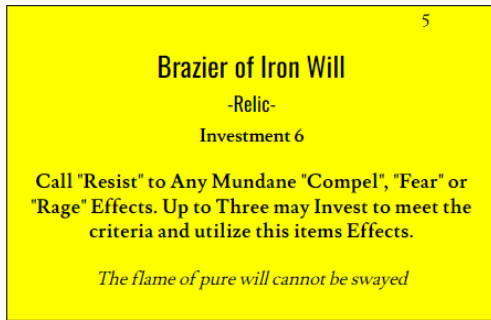
Relics can be subject to the Break call, and cannot be repaired at The Forge. To Purge a Break on a Relic must be discovered via In-Game means.

Cursed Relics



Some Relics will have the text CURSED! Anytime a Cursed Relic Tag is read the reader must follow the written instructions of the Tag. These instructions take priority over all Relic related rules. Some Cursed Relics have Effects which may make them difficult to remove. Removing a cursed Relic should be explored In-Game. If you take the Item, you take the Cursed Effect.

Investment Relics



There are Relics in the Wald that can be utilized even when they are not on your person. These Relics require a certain amount of Temperance to be allocated to them in order for their effects to function. At the beginning of each Event, Temperance allocated in this way resets. Allowing you to invest in different Relics if you wish.

Multiple people cannot spread an investment cost between them unless specified on the Tag.

Jaeger Rigs

The atmosphere within the Geistwald is heavy and saturated with a toxic haze. While this spektropic miasma is relatively harmless outside of the body, once inhaled it causes rapid tissue damage in a poorly understood process. Breathing in the atmosphere is potentially fatal, requiring surgical intervention. Prolonged exposure of the lungs can lead to death. To prevent lung tissue damage, Jaegers don specialized equipment called Jaeger Rigs. Jaeger Rigs have the ability to cleanse the air of the toxin and provide its wearer with oxygen. Rigs consist of a gas mask, an air tank, and a timer. See [\(Physical Representation Guidelines\)](#)

Each Player Character is required to maintain a Jaeger Rig to enter the Geistwald. The Rig is not required to be equipped in town and advised to be properly stowed while traveling abroad. These Rigs are powered by special chemicals made from ingredients found in the Geistwald. Every Jaeger begins the event with **1 hour** of chemicals inside their tank. Acquiring additional chemicals/time can be discovered In-Game. If your Hexen Fuel runs out or you remove your Jaeger Rig within the Wald take an “Overwhelming Critical”, unless you are a Horned Child. Come to Staff Center if your character gets left behind within the Wald.

For Your Real-Life Personal Health & Safety! We Do NOT Require You To Wear The Jaeger Rigs Over Your Nose & Mouth! We DO Require An Apparatus Described On The Physical Representation Page.

Chorus of Combat

Skills and Abilities are communicated during the game via Calls.

Each Player’s Call can only be subject to One Prefix and One Suffix. Staff Only prefixes are the exception, where Overwhelming and Crushing can be applied to other Prefixes as well.

Players may also discover other Suffixes in-game that denote less common effects.

[Prefix] [Call] By [Suffix]

Example: “[Area] [Knockback] By [Fire]”

Prefixes:

- **Area:** 3 Foot Radius (or 1 Big Step) of effect from target location.
- **Line of Voice:** Single Target Verbal Call for an Effect.
- **All in the Sound of My Voice:** All who hear the Verbal Call for an Effect.

- **Lasting:** This effect lasts until it is Purged.
- **Everlasting:** This effect can never be Purged.

Staff Only Prefixes

- **Crushing:** Strike is a hit regardless of a block by Weapon or Panzerhand.
- **Overwhelming:** Effect cannot be Resisted by Mortals via any means.

Calls:

- **Calls** have a Single Effect. Some can be modified by various Prefixes and Suffixes

See ([List of Effect Calls](#))

Suffixes:

- **Fire** - Carrier Suffix - Denotes an effect caused by fire, explosions, smoke etc.
- **Poison** - Carrier Suffix - Denotes an effect caused by poison, chemicals, venom etc.
- **Spirit** - Carrier Suffix - Denotes an effect caused by supernatural forces.
- **Mundane** - The Silent Suffix - Denotes an effect caused by what is observably causing it. Mundane is not spoken out loud. (Any Strike that does not have a Carrier Suffix)

Resistances:

- **Dodge** - Call “Dodge” and Resist any single Call via Melee, Bullet, Area or Grenade.
- **No Effect** - Effect does not hit, and will never hit. Resources are still expended.
- **Reduce** - The Call Effect is taken by a target at a lesser strength.
- **Resist** - Effect hits, but bounced off due to a limited resource

In Geistwald, the Suffix takes priority in order of Resistance. You must be able to Resist the Suffix in order to Resist the Effect. Resistance to both is not required.

Example: “Bleed by Fire”, can only be Resisted by a “Resist Fire” even if the player has the ability to Resist the “Bleed”. However, you do not have to Resist the “Bleed” as well.

Rule of 3

All Call Effects in Geistwald are based around the Rule of 3. The Duration of an Effect Calls or Distance of an Effect Call can all be broken down into the formats below. See ([List of Effect Calls](#)) All Status Effect Calls stack and do not end the Duration of other Effects.

Distance of Effects:

- **Area** - 3 Feet from source or 1 Big Step from target location.
- **Knockback** - 3 Meters with a 3 Seconds delay to reengagement.

Duration of Effects:

3 Seconds

- **Agony** - 3 Seconds of Roleplaying extreme pain.
- **Disarm** - 3 Seconds before you may retrieve Disarmed Items.
- **Stun** - Unable to attack or use abilities. The effect lasts 3 Seconds.

3-Count

- **Focus** - Verbal 3-Count Skill that requires a 5 syllable chant per count.

30 Seconds

- Bleed - After 30 Seconds target drops to 0 Blood and falls Unconscious.
- Bullets - Requires Roleplaying for 30 Seconds to load a Firearm.
- Countdown - Specified Effect takes place after 30 Seconds.
- Expose - Next Effect is Overwhelming. Effect lasts 30 Seconds.
- Fear - Run away from the caster. Effect lasts 30 Seconds.
- Immobilize - Cannot move or use abilities. Effect lasts 30 Seconds.
- Rage - Swing Strikes at nearest target in anger. Effect lasts for 30 Seconds.
- Slow - Move slowly and unable to “Dodge”. Effect lasts for 30 Seconds.
- Temperance Grace Period - Players have 30 Second to read a Geist Item’s Tag until Afflicted.

3 Minutes

- Bind - Specified target is bound to a second specified target for 3 Minutes.
- Sleep - Asleep State of Life. Effect lasts for 3 Minutes.
- Stifle - Unable to use any ability. Effect lasts for 3 Minutes.
- Surgery - 3 Sets of 3 Minute long Roleplaying.
- Waylay - Unconscious State of Life. Effect lasts for 3 Minutes.
- Compel - Obey a command. Effect lasts 3 Minutes.

30 Minutes

- Critical - Effect lasts 30 Minutes.

List of Effect Calls

All Strikes do 1 Point of Damage in Geistwald. Strikes that are made with Effect Calls do 0 Points of Damage regardless of their Suffix. Exceptions to this rule are Effects that do the specified damage in their definition below.

- **Afflict X** - Gain 1 Level of the stated Affliction, See the “Book of Maladies” for details.
- **Agony** - Target Roleplays extreme pain for 3 Seconds. The Effect acts as a “Stun”. If the Strike hits a Limb it also acts as a “Disarm”.
- **Awaken** - “Purge Unconscious & Bestow 1 Blood”.
- **Bind X** - Target X are bound together, or to a specified object (e.g. Bind Legs to Ground) for 3 Minutes.
- **Bleed** - After 30 Seconds the target drops to 0 Blood. Does not affect Armor. Restoring Blood by any means ends the Bleed Count.
- **Break X** - Target object cannot be used until fixed. Does not affect Armor.
- **Cleave** - Reduces target’s Blood to 0 Rendering them Unconscious. Does not affect Armor.
- **Compel X** - Target must follow the given command for 3 Minutes.
- **Countdown** - Stated Effect will occur in 30 Seconds unless otherwise noted.
- **Critical** - Target’s Blood & Armor is reduced 0 and target becomes Unconscious. The State of Life is Critical. See [\(Death & Dying\)](#)
- **Death** - Permanently kills the struck target. The State of Life is Dead. See [\(Death & Dying\)](#)
- **Detect X** - Target must reveal In-Game information about X. Context specific.
- **Disarm** - Target drops anything held in the affected limb and may not pick it up for 3 Seconds. Must hit the Weapon or the Limb carrying it. If you’re wearing a Panzerhand, you’re only disarmed if it hits the Weapon.
- **Dodge** - Call “Dodge” and Resist any single Call via Melee, Bullet, Area or Grenade.
- **Drain X** - Reduces Specified Attribute Maximum by 1 Point until Refresh. Your Blood Max cannot drop below 1. Targets struck with “Drain Blood” with a Max Blood of 1 will still fall Unconscious with 0 Blood and can only be “Awaken” at the Hospital expending 1 Resource.
- **Expose** - Target takes the next Called Effect from an enemy as Overwhelming. Effect lasts 30 Seconds.
- **Fear** - Target must run out of sight of the caster for 30 Seconds.
- **Immobilize** - Target cannot move or take any actions for 30 Seconds unless otherwise stated. Effect cannot be stopped by Compel, Fear or Rage. However, these Effects are still taken.
- **Knockback** - Strike may hit the target’s Weapon or Body. Target is pushed back 3 Feet and may not reengage for 3 Seconds.
- **Maim** - Struck limbs cannot be used until “Purged”. You may move slowly with one maimed leg by dragging it behind you or hopping on your good leg.
- **No Effect** - Effect does not hit, and will never hit.
- **Pierce** - Reduces target’s Blood & Armor to 0 Rendering them Unconscious. This Call must be yelled if delivered by a Firearm. This call cannot be blocked by a Weapon or Panzerhand. The State of Life is “Unconscious” See [\(Death & Dying\)](#)
- **Purge X** - Ends the specified Effect.
- **Rage** - Target must attack the nearest friend or foe for 30 Seconds forgoing any defense.
- **Refresh** - All of your Attributes, Weapon Skills and Focus Abilities are restored. Does not affect Armor, “Maims” or “Breaks.”

- **Rend** - Reduces Armor to 0 and expends Heavy Armor's "Resist" to "Pierce" until Repaired to Maximum.
- **Reduce** - The Call Effect is taken by a target at a lesser strength.
- **Resist** - Effect hits, but bounced off.
- **Sleep** - Target falls Asleep for 3 Minutes. Taking damage or someone completing a Focus to rouse a sleeping target stops the Effect. The State of Life is "Asleep" See [\(Death & Dying\)](#)
- **Stifle** - Target cannot make Calls for 3 Minutes.
- **Slow** - Target cannot run for 30 Seconds.
- **Stun** - Target cannot take offensive actions for 3 Seconds.
- **Waylay** - Target falls Unconscious for 3 Minutes. Strike must hit the center of the target's back. Does not affect Armor or Blood. The State of Life is "Unconscious" See [\(Death & Dying\)](#)

Focus

Focus is a Verbal 3-Count Skill. A Focus is a phrase that is repeated three times to denote that an Effect is about to occur. Focus Skills are available to players through their Headers. This is also used to telegraph that an enemy is powering up or readying a powerful attack.

A Focus is broken if you take any other action. This includes moving your feet, blocking a Strike or being hit by a Strike or Effect. Focus 3-Counts must be a minimum of 5 syllables per count. This is customizable by the player to fit their character and the Ability.

Focus Example: A Scarecrow might Call: "I stitch myself together ONE! I stitch myself together TWO! I stitch myself together THREE!" After which the Scarecrow will heal itself.

Traits

Traits are descriptors that are attached to characters so they know that an effect will affect them. As an example, a Geist might call, "All in the Sound of my Voice: All **Mortals**: Agony by Spirit!" This means that the call will only affect characters with the **Mortal** trait. Traits can be gained through skills, plot, and other methods.

All Players start the game with the following traits: Mortal, Header, Culture & Region.

After completing your first run in the Geistwald, your character will gain the trait of **Jaeger**.

Afflictions & Addictions

The world of Geistwald is a dangerous one, filled with terrible sickness and diseases. While many Afflictions are quite **Mundane** like disease and sickness, others come from a far more **Supernatural** source like curses and possessions. Others still are caused by vicious narcotics that cause intense **Addictions**.

Barber Surgeons may have ways of aiding those ill with a Mundane Affliction, but Supernatural ones may require more extreme measures or may not have any cure at all. These Afflictions can be discovered In-Game, in our Book of Maladies. Whatever your Affliction is, you gain an additional Level of it in between each Event unless otherwise specified in the Book of Maladies. Those trained in medicine will be able to craft Remedies for Mundane Afflictions and Addiction, given enough research and resources.

Examples of a Mundane Afflictions:

Fae Fever - An Affliction that increases in Level every In-Game day. Depending on the Level it can be Purged by simple means or the passage of time.

Hollow Vein - An Affliction that increases in Level every time a Playable Character is struck with a “Hollow Vein” call. Without treatment, this Affliction **Does** increase by One Level between Events. Players were able to find a way to combat this Affliction directly using Mundane means.

Examples of a Supernatural Afflictions:

Grey-Blood - This Affliction increases in Level if the total ([Temperance](#)) of the Relics you carry exceeds your own. Each point over your Temperance is an additional Level of Grey-Blood. This Affliction **Does Not** Increase or Decrease between Events. However, it may require a treatment that goes beyond any Mundane means.

Moon Rot - This Affliction **Does** increase by One Level between each Event. It is a curse based Affliction and is limited to a specified Culture. This Affliction may also require a treatment that goes beyond the Mundane.

Examples of Drugs that cause Addictions:

Rose Hash - A base drug that bestows a varying amount of Might and other Effects depending on how it is concocted. Addiction potency may also vary.

Lily Dust - A base drug that bestows a varying amount of Finesse and other Effects depending on how it is concocted. Addiction potency may also vary.

Orchid Milk - A base drug that bestows a varying amount of Wits and other Effects depending on how it is concocted. Addiction potency may also vary.

Lotus Wine - A base alcohol that bestows a varying amount of Blood and other Effects depending on how it is concocted. Addiction potency may also vary.

Deep Water/Drowning

Areas of Out-Of-Game asphalt are considered to be Deep Water In-Game. Under certain circumstances, Deep Water may also be identified with a Red Game Tag. Deep Water cannot be traversed without the Swim Talent. While Swimming in Deep Water your character movement is restricted with an “Overwhelming Slow” Effect. With Swim you may engage in combat as if you were standing on land, except you cannot use Firearms. You may assist 1 Non-Swimmer across bodies of Deep Water at a time, but neither participant can engage in combat while doing so. If either engages, the Non-Swimmer is dropped and they will immediately begin to Drown.

If you move or get moved into Deep Water you begin to Drown. Characters with Swim will also begin to Drown if their State of Life is **Unconscious**. When Drowning, you take an “Immobilize” Effect and you begin a 30 Second Countdown to Critical. If you are already Critical or complete the Countdown to Critical, in Deep Water you then begin a 30 Second Countdown to Death. Countdown to Critical and Countdown to Death counters are “Purged” upon being removed from Deep Water. You are returned to the **Unconscious** State of Life you were prior to the Countdown.

Lock Picking

Lock Picking in Geistwald is done entirely through Tags. Locks In-Game will be a Tagged Item with a code on it which will similar to this:

01-01-AA

In order to unlock the lock, you must either have a Tagged Key with the same code on it, or use a number of lockpicks (single use items) equal to the first number in the code. You must also have the Lockpicking Talent to use lockpicks.

Locks that are unlocked with a key, may be kept and reused.

Traps

Traps may not be moved unless you have the [\(Trapologist\)](#) Talent. Trapologists may gather and reuse Traps, but can only place one per Refresh. Collecting, moving and placing Traps requires 30 Seconds of Roleplaying the act. There are several types of Traps in Geistwald. Players may bring their own phys reps, limited to a size of 1x1 ft square, for any of the traps listed below:

- **Fire Burst Trap** - Phys-Repped with Bubble Wrap or other loud popping Traps. These Traps do one point of Fire Damage per time it is stepped on causing a pop.
- **Adhesive Trap** - Phys-Repped with inside out Duct Tape or other adhesives. These Traps “Bind” the limb to whatever the Trap sticks to on your person.
- **Chemical Gas Trap** - Phys-Repped by the strong smell or flavor of Mint. These Traps do One Point of Poison Damage per inhalation or consumption.

There may be other Traps that have other Effects. These can be discovered In-Game.

Headers

Headers are the foundation for all Jaegers' play style. A character may only follow the methods of one Header. Each of the seven Headers depicts a character's capabilities in a uniquely broad stroke. The diversity of the Headers complements and contrasts one another. Rally your allies and assemble your crew. Remember, to enter the Geistwald alone is to court a fool's death.

Your choice of Header will determine a great deal about your character so choose wisely. Specific Perks and Focused Abilities come naturally to all Jaegers as they decide which path to follow. There are also five unique Skills available for purchase within the Header as you continue on your journey. Do not forget to pack your Armor!

-
- **Header Perks** - Perks consist of specified Proficiencies, Skills, Talents or Knowledge in different fields of study. These Perks cost 0 CP to unlock and are available immediately.
- **Special Focused Ability** - They require a verbal 3-Count to be activated and recharge with every Refresh. These Abilities cost 0 CP to unlock and are available immediately. See ([Focus](#))
- **Header Skills** - Skills give your character a means to interact in this world with a little flair. All Header Skills are designed to provide opportunity for your character to Roleplay and Be Epic. Each Skill Cost CP to unlock with an Attribute Point Cost to Activate.
- **Armor** - Headers have limitations to the Armor Level in which they may equip.
 - Each Armor Type is a Prerequisite to the next:
 - Light Armor Limited - May Unlock **Light Armor**
 - Medium Armor Limited - May Unlock **Light Armor & Medium Armor**
 - Heavy Armor Limited - May Unlock **Light Armor, Medium Armor & Heavy Armor**

Juggernaut

These frontline bruisers and warriors are inclined to throw caution to the wind and run headlong into the fray. They are partial to the Zweihander.



Header Perks:

Juggernauts may take “Fear” Call Effects as “Rage” Call Effects instead. Additionally they start with 1 Free Weapon Proficiency in a **Two-Handed Weapon** or a **Polearm** Class.

Special Focused Ability:

Once per Refresh, Focus and Bestow “Rage” to self and Call “Break” on the Next 3 Strikes while in the “Rage”.

Armor Limitation: Medium Armor

Skills:

- **Massive Swipe:**
Cost: 3 CP, Activation: 1 Might
Call “Knockback” on your next 3 Strikes within 30 Seconds of Activation. Must be with a **Two-Handed Weapon** or **Polearm**.
- **Field Correction:**
Cost: 4 CP, Activation: 1 Wits
Call “Purge All Maims” to self after completing a Focus.
- **Controlled Berserker:**
Cost: 2 CP, Activation: 1 Wits
If struck with a “Rage” Effect, you gain the capability to prioritize foes over allies.
- **Reckless Defense:**
Cost: 3 CP, Activation: 2 Finesse
For 30 Seconds, Call “Resist” to all Non-Effect Mundane Strikes.
- **Crippling Barrage:**
Cost: 2 CP, Activation: 2 Might
Call “Agony” with your next Strike. If the Strike hits and the Effect is not Resisted, you gain a single secondary “Agony” on the following Strike.

Iron Hand

This immovable wall prides themselves as the unkillable guardian. With their trusted Panzerhand and aptitude for stubbornness on the battlefield, they will see victory.



Header Perks:

You gain the **Panzerhand**. A **Panzerhand** is a combination of a gauntlet and a buckler that spans the length of the user's arm up to and including the shoulder. This gauntlet acts as a shield. See ([Panzerhand Guidelines](#)).

Scavenge Skill is Free. Activation Cost still applies. Iron Hands may also use **Scavenge** to Repair Ally's Armor.

Special Focused Ability:

Once per Refresh, Focus and utilize **Scavenge** Skill on a Single target to Restore your Armor or an Ally's Armor to Maximum with no Activation Cost.

Armor Limitation: Heavy Armor

Skills:

- **Low Guard:**
Cost: 2 CP, Activation: 1 Finesse
Call "Resist" to a Mundane Melee Effect Call that hits your Waist or Legs
- **Fortitude:**
Cost: 3 CP, Activation: 2 Might
When you drop to 0 Blood, you may take a knee. Within 30 Seconds of falling Unconscious, Call "Bestow 1 Blood" to self.
- **Last Bulwark:**
Cost: 3 CP, Activation: 1 Might
When you drop to 0 Armor you may Call "Area Knockback" on the next 3 consecutive Strikes.
- **Feint and Riposte:**
Cost: 3 CP, Activation: 1 Finesse
Block a Melee Strike with your Weapon or Panzerhand, then immediately Call "Disarm" with your next Strike. Strike must happen within 3 Seconds of the block on the same target.
- **Ready for the Worst:**
Cost: 3 CP, Activation: 2 Wits
Call "Bestow 1 Temporary Blood & 1 Temporary Armor" after 30 Seconds of preparation Role Playing

Lightfoot

Quick on their feet and never without some trick up their sleeve, the Lightfoot are the Skirmishers, Scoundrels and Rogues of Einstrom



Header Perks:

The **Lockpick** and **Escape Artist** Talents are Free.

Special Focused Ability:

Once per Refresh, Focus and Call “Resist” to all “Bind”, “Immobilize” and “Slow” Effects for 3 Minutes.

Armor Limitations: Light Armor

Skills:

- **Follow-Up Strike:**
Cost: 3 CP, Activation: 1 Finesse
Witness an ally perform a Mundane Melee Effect Call on an enemy. Call “Maim” on that same enemy within 30 Seconds.
- **Boundless Luck:**
Cost: 4 CP, Activation: 3 Finesse
Call “Dodge” and Resist any Single Area, Bullet, Grenade or Melee Effect Call that Strikes you.
- **Opportunist:**
Cost: 3 CP, Activation: 1 Wits
Call “Bleed” if the target is under the Effects of Bind, Immobilize or has both legs “Maimed.”
- **Danger Sense:**
Cost: 2 CP, Activation: 1 Wits
Call “Resist” to 3 triggered Traps within 3 Minutes of Activation.
- **Garrote:**
Cost: 2 CP, Activation: 1 Might
Call “Lasting Immobilize” on a target with a Strike between the shoulders. Must be with a **Short One Handed Weapon**. Immediately Roleplay garroting them. (Do Not actually garrote them) If you stop the Roleplay, take damage or move away from the target Immediately Call “Purge Immobilize”.

Fusilier

Well trained hunters and soldiers, Fusiliers have learned to make full use of muskets and are the only sharpshooters talented enough to wield the highly volatile pistol.

Header Perks:

Start each Event with 4 Bullet Tags. You gain the **Marksman I & II & III** Talents for Free. So you can use a Rifle, Pistol and a “Merryweather Mk II Ro-Terror” or a 6-shot Revolver. **One** loaded Revolver or Pistol and **One** loaded Rifle may be carried on your person Simultaneously. “Dual Wielding Pistols or Revolvers” Requires purchasing the Special Header Talent Hold Out.



Special Focused Ability:

Once per Refresh, Focus and enter a state of **Fast Fingers** for 3 Minutes. For the duration of **Fast Fingers** each bullet reload is now a Focus reload instead of 30 Seconds.

Armor Limitations: Medium Armor

Special Header Talent:

- **Hold Out:** Cost: 2 CP - Load and carry a Second Pistol or revolver. Limited to only **One** Secondary Pistol or revolver. This Talent Unlocks the Ability to Dual Wield Pistols.

Skills:

- **Ricochet:**
Cost: 3 CP, Activation: 2 Finesse
If a target Calls “Resist” to your Bullet’s “Pierce”, immediately Call “Line of Voice: Maim Leg” to that target.
- **Warning Shot:**
Cost: 2 CP, Activation: 1 Wits
Fire into the air and Call “Area Fear.” This **Does Not** expend a Bullet.
- **Take Cover:**
Cost: 3 CP, Activation: 2 Might
Call “Resist” to a “Pierce” from a Bullet if kneeling behind cover or laying prone.
- **Trick Shot:**
Cost: 2 CP, Activation: 1 Finesse
Call “Line of Voice: Disarm.” This **Does Not** expend a Bullet.
- **Steel Core:**
Cost: 2 CP, Activation: 1 Wits
If a target Calls “Resist” or “No Effect” to your Bullet’s “Pierce”, role play fixing a malfunction and reloading the Bullet for 30 Seconds to fire it again. **Does Not** expend a Second Bullet.

Grenadier

A new breed of inventor and chemical soldier. Grenadiers have learned to master fire and poison deploying their devastating craft on and off the battlefield to great effect.



Header Perks:

At Character Creation choose between two chemical compositions as a Carrier Suffix “Fire” or “Poison.” All Grenades are thrown with the chosen Carrier Suffix. See [\(Grenades\)](#) Grenadiers may carry an unlimited amount of packets or other Phys-Repped Grenades on their person. See [\(Spell Packet Guidelines\)](#) Thrown Weapons & Handle Chemicals Talent are also Free.

Special Focused Ability:

Once per Refresh, Focus and Throw 3 “Area Fire/Poison” Grenades utilizing the chosen Carrier. Must be used within 3 Minutes after Activation

Armor Limitations: Medium Armor

Skills:

- **Bombardment:**
Cost: 2 CP, Activation: 1 Might
Throw a Grenade and Call “Area Knockback by Fire/Poison” Carrier Specific.
- **Pressurized Astringents:**
Cost: 4 CP, Activation: 2 Wits
 - **Cauterizing Astringent:** Throw a Grenade and Call “Area Bestow 1 Temporary Blood by Fire.” Requires **Fire Carrier**.
 - **Invigorating Astringent:** Throw a Grenade and Call “Area Awaken by Poison.” Requires **Poison Carrier**.
- **Pressurized Canisters:**
Cost: 3 CP, Activation: 2 Finesse
 - **Muscle Burnout Canister:** Throw a Grenade and Call “Agony by Fire.” Requires **Fire Carrier**.
 - **Joint-Lock Canister:** Throw a Grenade and Call “Slow by Poison.” Requires **Poison Carrier**.
- **Knockout Gas:**
Cost: 3 CP, Activation: 1 Wits
May throw Grenade and Call “Sleep by Fire/Poison” Carrier Specific.
- **Deadman Switch:**
Cost: 2 CP, Activation: 1 Finesse
At 0 Blood Immediately Call “Area” via Carrier Specific or use a Tagged Grenade Item as you fall Unconscious. Limit 1 Grenade Activation.

Barber Surgeon

Skilled in the rare and often underappreciated sciences of Hygiene and Medicine, Barber Surgeons are any citizen's best bet for a haircut, shave or an amputation.



Header Perks:

Barber Surgeons have the **Basic Diagnose** Talent Free.

The **Awaken** Skill is Unlocked & Activated for Free.

Special Focused Ability:

Once per Refresh, Focus and the next 3 uses of **Medical Training** Skills or **Awaken** Skills Bestow 1 Temporary Blood to the recipient in addition to the Skill's Effects.

Armor Limitations: Light Armor

Skills:

- **Medical Training:**

Cost: 3 CP, Activation: 1 Wits - You have access to the following Medical skills:

- **First Aid:** Roleplay for 3 Seconds & Call "Bestow 2 Blood" on a target.
- **Restore Limb:** Roleplay for 30 Seconds & Call "Purge Maim".
- **Slow Healing:** Roleplay for 3 Minutes & Call "Bestow X Blood" equal to your Max Wits (Does not include Temporary Wits).

- **Primp:**

Cost: 2 CP, Activation: 1 Finesse

Spend 30 Seconds with someone improving their appearance. Call "Bestow Resist to the next Disarm, Knockback or Stun." **Does Not Stack.**

- **Surgery:**

Cost: 3 CP, Activation: None (Must have at least 1 Wits remaining to perform Surgery)

You have the ability to perform Surgery. See ([Surgery](#))

- **Confusing Concoction:**

Cost: 3 CP, Activation: 2 Finesse

Roleplay applying the concoction to your Weapon for 3 Seconds. On your next Strike Call "Rage by Poison" or "Fear by Poison".

- **Investigate and Inoculate:**

Cost: 3 CP, Activation: 2 Wits

- Roleplay for 3 Seconds and Call "Detect Afflictions" for Free.
- Refer to the Book of Maladies & if the Affliction is of Mundane origin, for (2 Wits), you may prevent the afflicted from raising 1 Level of a Single Affliction between Events . Players may only be Inoculated Once per Game.

Silver Tongue

Adapt at studying and learning from their environment and foes, the Silver Tongue bolsters those around them in preparation for any given situation. The origins of the Silver Tongue stretch back to classical strategists and to the Orators of the Age of the Saints.



Header Perks:

Silver Tongues gain 1 **Knowledge Skill** for Free. They may also submit a short **Secondary BGA**, purely for research purposes about one of their known Knowledge skills. They start with one of the following skills unlocked for Free: **Iron Mind**, **Iron Skull** or **Iron Spine**, you must still pay the activation cost.

Focus Ability:

Once per Refresh, after giving a few words of motivation to a group of 3 willing allies, complete a Focus and Bestow +1 Temporary Attribute to each individual. This Attribute cannot be Armor.

Armor Limitations:

Light Armor

Skills:

- **Counter Charm:**
Cost: 2 CP, Activation: 1 Wits
When you see an ally get struck with a “Compel” or “Rage” Effect Call you may Call “Purge Compel/Rage” within 30 Seconds.
- **Ruthless Ridicule:**
Cost: 3 CP, Activation: 2 Wits
Roleplay provocations for a Focus and Call “Area: All Enemies Rage on Me.”
- **Stunning Shout:**
Cost: 3 CP, Activation: 1 Might
Roleplay shouting a warcry and Call “Area: Stun.”
- **Distracting Barrage:**
Cost: 3 CP, Activation: 2 Finesse
Roleplay a distraction for up to 30 Seconds and Call “Resist” to all Mundane damage or Non-Effect Strikes.
- **Fearless March:**
Cost: 3 CP, Activation: 1 Wits
Roleplay a courage inspiring speech for 30 Seconds and Call “All Allies Area: Bestow Resist Fear”.

Hybrid Headers

Hybrid Headers represent one's evolution as they master one Header, and begin to learn a second.

- You must spend 35 CP before you can purchase the Hybrid Header Talent
- It costs 5 CP to purchase the Hybrid Header Talent - you pick a secondary Header from the Rule Book and gain its Header Perks and Special Focus Ability. You may only activate one of your two Special Focus Ability per Refresh.
- Like all Talents, you may only purchase the Hybrid Header Talent once.
- You also unlock the ability to purchase skills from the secondary Header.
- You also unlock the ability to purchase the three Hybrid Header skills for your Hybrid mix.
- Your Armor Limitation is the higher of your two Headers.
- If your new Hybrid Header combination gives you a Talent or Open Skill for free that you had already purchased, you can refund the CP from the duplication. However you must redistribute that CP as part of the 35 CP spent before you qualify for Hybrid Headers.

	Juggernaut	Iron-Hand	Fusilier	Grenadier	Silver-Tongue	Light-Foot	Barber-Surgeon
Juggernaut	X	Dreadnaut	Vanguard	Catalyst	Bravo	Lancer	Reaper
Iron-Hand	Dreadnought	X	Steel-Palm	Chem Fiend	Duelist	Blackguard	Hospitaliar
Fusilier	Vanguard	Steel-Palm	X	Trapper	Arbiter	Desperado	Commissar
Grenadier	Catalyst	Chem Fiend	Trapper	X	Seraph	Sapper	Chirurgion
Silver-Tongue	Bravo	Duelist	Arbiter	Seraph	X	Subversive	Alienist
Light-Foot	Lancer	Blackguard	Desperado	Sapper	Subversive	X	Euthanist
Barber-Surgeon	Reaper	Hospitaliar	Commissar	Chirurgion	Alienist	Euthanist	X

Follow this link for the list of Hybrid Header Skills - [Tier 2 Hybrid Header Skills](#)

Open Abilities

This section contains Open Skills, Talents and Knowledge that may be purchased by any player regardless of Header. Everything listed in this section costs Character Points. Open Skills require the use of Attributes to Activate as well. Whereas Talents and Knowledge only require a single CP purchase and may be utilized Freely.

Open Skills

These Skills spend Attributes Points to Activate, much like Header Skills.

Finesse Skills:

- **Iron Skull** - (3 CP) (1 Finesse) - Resist Waylay (as long as no Suffix Carrier)

- **Jaeger Special** - (2 CP) (1 Finesse) - Roleplay for 30 Seconds coating your Weapon with filth and rust. Call “Poison” for the next 3 Strikes. This call cannot be combined with other skills. Must be used within 3 Minutes after Activation.
- **Limber Up** - (2 CP) (1 Finesse) - Roleplay deep breaths and stretches for 30 Seconds “Purge Stifle” to self.
- **Pop Into Place** - (1 CP) (1 Finesse) - Roleplay fixing a “Maim” limb for 3 Seconds. Temporarily “Purge Maim” for the next 3 Minutes. Limb resumes “Maim” after 3 Minutes expires.
- **Scavenge** - (1 CP) (1 Finesse) - Roleplay for 30 Seconds removing pieces of a defeated enemy’s Armor to Repair 1 Point of your own Armor. Does not need to be done at the Smithy.

Might Skills:

- **Bend it Back** - (1 CP) (1 Might) - Roleplay fixing a broken Item for 3 Seconds. Temporarily “Purge Break” for the next 3 Minutes. Item resumes “Break” after 3 Minutes expires.
- **Brace For Impact** - (2 CP) (1 Might) - Plant your feet and do not move and for 30 Seconds & Call “Resist” to all Mundane “Knockback” and “Stun” Effects.
- **Desperate Pin** - (2 CP) (1 Might) - Call “Bind Limb to Ground” the Weapon you use to deliver this Skill immediately takes a “Break” Effect.
- **Iron Spine** - (3 CP) (1 Might) - Resist Fear (as long as no Suffix Carrier)
- **Power Through** - (2 CP) (1 Might) - After 30 Seconds of Roleplay you can negate the effects of 1 Level of a Mundane Addiction or Affliction for 30 Minutes.

Wits Skills:

- **Apply Pressure** - (1 CP) (1 Wits) - Must keep one hand on the “Bleed” site. Delay “Bleed” Effect from 30 Seconds to 3 Minutes.
- **Awaken** - (1 CP) (1 Wits) - Roleplay for 30 Seconds Call “Awaken” an Unconscious target.
- **Einstrom Cocktail** - (2 CP) (1 Wits) - Roleplay for 30 Seconds packing empty bottles with alcohol, oils and greases. When activated you may throw 3 “Fire” via Packets, one packet per 3 Seconds. Must be used within 3 Minutes after Activation.
- **Iron Mind** - (3 CP) (1 Wits) - Resist Compel (as long as no Suffix Carrier)
- **Mental Flexibility** - (2 CP) (1 Wits) - Read a Knowledge Tag that you are not proficient in. Must be from the list of Open Abilities Knowledge listed below.

Talents

These Purchasable Skills are Passive and Do Not Require Attribute Points to Activate.

- **Academic** - (1 CP) - Gain a +1 towards Tags requiring Wits to interact with.
- **Acrobatic** - (1 CP) - Gain a +1 towards Tags requiring Finesse to interact with.
- **Athletic** - (1 CP) - Gain a +1 towards Tags requiring Might to interact with.
- **Basic Diagnose** - (2 CP) - Call “Detect State of Life” to any PC or NPC.
- **Chem Tolerance** - (3 CP) - Resist 1 Level of Addiction per Event for each type of drug. ([Afflictions & Addictions](#))
- **Diver’s Lung** - (3 CP) - Prerequisite: Swim. While in Deep Water you may remain underwater for up to 3 Minutes and Call “No Effect” to Bullets and Grenades. Effects of Drowning are delayed by 3 Minutes. Must symbolize submerging yourself in Deep Water by holding your arm straight up with your pointer finger in the air. Cannot move from the spot where you submerged.
- **Escape Artist** - (3 CP) - All “Bind” Call timers are 30 Seconds. Roleplay the removal of the Bind. This may be used on yourself or others, but you must remain there for the 30 Seconds.

- **Florentine** - (2 CP) - Can wield Short One-Handed Weapon in your Off-Hand.
- **Florentine II**- (3 CP) - Prerequisite: Florentine. Can wield Long One-Handed Weapon in your Off-Hand.
- **Handle Chemicals** - (3 CP) - Can use Chemical Tags on Weapons.
- **Hybrid Header** - (5 CP) - You must spend 35 CP on Attributes, Open Skills, and Header Skills before you can purchase the Hybrid Header Talent. See page 77 above.
- **Knot Artist** - (3 CP) - Roleplay for 30 Seconds & Call “Lasting Bind Limbs to Rope” to a willing target or one that is Asleep, Immobilized or Unconscious.
- **Lock Picking** - (3 CP) - Can use Lockpicks. See ([Lock Picking](#))
- **Marksman I** - (2 CP) - Freely equip a Single loaded Two-Handed Rifle. Every Bullet fired is a “Pierce.” Takes 30 Seconds of Roleplay to reload.
- **Marksman II (Pistol)**- (2 CP) - Freely equip a Single loaded Pistol. Every Bullet fired is a “Pierce.” Takes 30 Seconds of Roleplay to reload.
- **Marksman III (Revolver)** - (0 CP) - Prerequisite: Fusilier Header. Freely equip a One loaded Revolver. Every bullet fired is a “Pierce.” Takes 30 Seconds of Roleplay to reload each bullet. Revolvers break after 6 shots and need a Resource Tag to be fixed at the Forge.
- **Swim** - (2 CP) - Freely move in an area of Deep Water. See ([Deep Water/Drowning](#))
- **Thrown Weapon** - (2 CP) - Coreless weapons such as daggers or rocks. Skills cannot be used.
- **Trapologist** - (2 CP) - Disarming and placing Traps requires 30 Seconds of Roleplaying the act. You may only place Three Traps per Refresh. See ([Traps](#))
- **Versatile** - (4 CP) - Choose between Finesse, Might or Wits to calculate your Temperance instead of Blood. Single Purchase only.

Knowledge

These passive skills are what allow you to interact and read specifically Red labeled Knowledge Tags you would find in game revealing more information . For example you may encounter a plant with a Knowledge: Nature Tag associated with it, or a letter from a church official with a Knowledge: Ordained of Everrise. Your character can read Red Tags with your Region of origin written on them.

- Cultures (1 CP) Each.

Choose one of the following Cultures to specialize in and you also gain access to the respective cultural packet of the knowledge skill purchased. Your Character's Culture is Free.

- Gannogari of the Many
- Ancient House of L'unimere
- College of Brannonwasser
- Shamed Knights of Ostregan
- Ordained of Everrise
- Forester's League
- Last of the Propuloi
- The Horned Children
- The Thurian Junta (There is no Culture Packet)
- The Greken Republic (There is no Culture Packet)
- History (1 CP) Each.

Choose one of the following periods to specialize in:

- The Age of Two Skies
- The Age of Endless Hands
- The First Age of Dawn
- The Age of Long Shadows
- The Second Age of Dawn
- Theology (1 CP) Each

Choose one of the following theologies to specialize in:

- The Old Gods
- The Saints of Humanity
- Science (1 CP) Each

Choose one of the following sciences to specialize in:

- Appraisal (Gain Access to the Appraisal Packet)
- Chemistry
- Medicine
- Mechanics
- Nature
- Politics (Gain Access to the Politics Packet)

Armory

Within the Armory you will find every Armor and Weapon Type in the game of Geistwald. There are Twelve Weapon Types and Three Armor Types. Your character may become Proficient with any Weapon Type available. However, your character is limited as to which Armor Type they may equip based on their Header. In the world of Midir anyone can pick up a sword and swing it. Every Melee Weapon is available to use freely without any CP Cost. Each Strike of a Weapon to a target will do 1 Point of Damage whether you are Proficient with it or not. Only through unlocking Levels of Proficiency may you utilize the Weapon Skill. All Armor is required to be Physically Represented.

Coat of Arms

Panzerhand - Cost: 0 CP, Prerequisite: **Iron Hand Header**. A versatile piece of armor that can be used to deflect blows and protect its wearer from injury. Strictly worn only by Jaegers with a propensity for armor and defense. These brave souls came to be known as the Iron Hands. Strikes to the Panzerhand are blocked the same way they would against a Weapon. Panzerhands can be broken with a “Break” Call. Strikes to a **Broken** Panzerhand are taken as if they hit your body. Panzerhands hit with a “Disarm” Call will not drop the weapon in that hand, nor the Panzerhand. Two-Handed Weapons and Polearms may be equipped while using a Panzerhand. The “Pierce” Call from a Bullet cannot be blocked by basic Panzerhands. However, Single target Grenades can be blocked.

Light Armor - Cost: 1 CP, Prerequisite: **None**. The Armor maketh the Jaeger. Protection from the dagger need not always be in the form of clunky and hampering metal. A sleek cloak or dashing shawl may be all you need to keep death from knocking. This Armor Type is available for All Headers. Light Armor provides 1 Total Point of Armor and allows for any Light Armor Tagged Items to be equipped. Limited to 1 Tag.

Medium Armor - Cost: 2 CP, Prerequisite: **Light Armor**. For the Jaeger who is ready for the rough and tumble that needs a little extra protection. This is the fashionable yet functional Armor Type. A bit of thick leather or possibly chainmail to cover the vital areas. This Armor Type is available to Juggernauts, Iron Hands, Fusiliers and Grenadiers. Medium Armor provides 2 Total Points of Armor and allows for any Medium Armor Tagged Items to be equipped. Limited to 1 Tag.

Heavy Armor - Cost: 3 CP, Prerequisite: **Medium Armor**. Bring your hammers, your axes, your spears... They shall break upon this wall of a Jaeger. Scale and plate are this guardian’s choice for protection. Heavy Armor provides 3 Total Points of Armor and allows for any Heavy Armor Tagged Items to be equipped. Limited to 1 Tag. Heavy Armor Bestows 1 “Resist” to “Pierce”, taking a “Rend” instead. Restore Armor to full in order to regain the “Resist” to “Pierce”.

Training Hall

Simply flailing about may get the job done back on the farm, but here in the Exalted Zone it will get you and your crew dead. Is it in you to steel yourself by tapping into your own potential and become the master of your craft? Jaegers are resourceful folk with enough knowledge in weaponry that they are able to fight with any melee weapon at their disposal. Choose the weapon that speaks to you and compliments your fighting style.

Remember, some Headers can be more prevalent with Weapons Types or Classes. Certain Header Skills require Proficiency in a Weapon Class to be utilized. CP spent towards Proficiencies in one Weapon Type does not count towards the Proficiency of any other weapon regardless of its Type or Class.

Weapon Proficiency Matrix

Class	Type	Novice Proficiency	Advanced Proficiency	Specialist Proficiency	Master Proficiency
Short One-Handed	Dagger	Slow	Slow	Immobilize	Learned In-Game
	Club	Stun	Stun	Waylay	Learned In-Game
	Hatchet	Disarm	Disarm	Rend	Learned In-Game
Long One-Handed	Sword	Disarm	Disarm	Stifle	Learned In-Game
	Mace	Knockback	Knockback	Break	Learned In-Game
	Hand Axe	Agony	Agony	Maim	Learned In-Game
Two-Handed	Greatsword	Maim	Maim	Cleave	Learned In-Game
	War Hammer	Break	Break	Immobilize	Learned In-Game
	Battleaxe	Rend	Rend	Bleed	Learned In-Game
Polearm	Spear	Agony	Agony	Bleed	Learned In-Game
	Quarterstaff	Knockback	Knockback	Waylay	Learned In-Game
	Halberd	Slow	Slow	Cleave	Learned In-Game

- **Novice Proficiency** - Cost: 3 CP, Prerequisites: None.
Specified Call Effect can be made by Weapon Strike. Once per Refresh.
- **Advanced Proficiency** - Cost: 3 CP, Prerequisites: Novice Proficiency.
Novice Weapon Call Effect can be made a Second Time. Once per Refresh.
- **Specialist Proficiency** - Costs: 4 CP, Prerequisites: Advanced Proficiency.
Specified Call can be made by the Weapon Strike. Once per Refresh.
In addition to Advanced Proficiency.
- **Weapon Mastery** - Find out in game.

You can purchase Proficiency in any number of Weapons.

Mettle's Caliber

Your weapon's length and design must fall within the specification for the desired Class and Type.

Please stay within these measurements and use these references for inspiration.

Weapons measured to 18", 45" or 60" must be declared as one Weapon Type or the other. Not Both.

Short One-Handed Weapon - Minimum Length of 12", Maximum Length of 18".

- Dagger - Razorblade, Bayonet, Dirk, Stiletto, Kukri, Etc...
- Club - Stick, Truncheon, Mallet, Cudgel, Etc...
- Hatchet - Rock Pick, Tomahawk, Carver Axe, Sickle, Kama, Etc...

Long One-Handed Weapon - Minimum Length of 18", Maximum Length of 45".

- Sword - Rapier, Falchion, Cutlass, Sabre, Broadsword, Etc...
- Mace - Flanged Mace, Escrima Sticks, Tree Branch, Scepter, Aikido Bokken, Etc...
- Hand Axe - Felling Axe, Pickaxe, Hooked Axe, Horseman's Axe, Damascus Axe, Etc...

Two-Handed Weapon - Minimum Length of 45", Maximum Length of 60".

- Greatsword - Bastard, Claymore, Nodachi, Buster, Zweihander, Etc...
- War Hammer - Maul, Morningstar, Spiked Mace, Sledge Hammer, Cudgel, Etc...
- Battleaxe - Scythe, Single or Double Headed Axe, Executioner's Axe, Etc...

Polearms - Minimum Length of 60", Maximum Length of 75".

- Spear - Glaive, Shovel, Pitchfork, Lance, Pike, Etc...
- Quarterstaff - Polehammer, Clubbed Staff, Longer Tree Branch, Long Pipe, Bo Staff, Etc...
- Halberd - Bardiche, Battle Scythe, Billhook, Poleaxe, Parade Halberd, Etc...

Dual Wielding

The ability to wield two weapons can be a powerful tool in a Jaeger's arsenal. Understanding how to properly utilize this fighting style will make you a force to be reckoned with. CP spent towards unlocking **Florentine** or **Florentine II** does not count towards **Proficiency** in any weapon. It only unlocks the ability to fight with more than one weapon.

Florentine - Cost: 2 CP - Allows a Jaeger to wield a Short One-Handed Weapon in their Off-Hand while wielding a Long, Short One-Handed Weapon or Pistol (Fusilier) in their Dominant Hand.

Florentine II - Cost: 3 CP - Allows a Jaeger to wield a Long One-Handed Weapon in their Dominant Hand & Off-Hand.

Dual Wielding two of the same Weapon Type that you are Proficient in Does Not double the number of Call Effects. For instance, if a Jaeger has **Florentine II** and a **Novice Proficiency** in **Long One-Handed Sword**, they may only Call a "Disarm" Once per Refresh even if they are wielding Two Swords. However, if that same Jaeger was also a **Novice Proficiency** in **Hand Axe** they could wield a Sword and Hand Axe and Call a Single "Disarm" and a Single "Agony" Once per Refresh with the respective Weapons.

Grenades

Grenades are generally represented by spell packets In-Game. See ([Spell Packets Guidelines](#)) Grenades are a Special Weapon that require the following mechanics to be followed:

- Grenades are considered to be a One-Handed Weapon.

- Grenades cannot be held in a hand that wields a Weapon, nor can you hold more than One Grenade in either hand.
- Grenade Packets require a 3 Second Roleplay of lighting a fuse or pulling a pin.
- Grenadiers may carry an unlimited amount of packets or other Phys-Repped Grenades on their person.
- Grenades Do Not Require Florentine to use with another Weapon in being wielded.
- Pistols & One-Handed Weapons may be used without hindrance while using a Grenade.
- Two-Handed Weapons & Polearms may only be used in One Hand for Defense while using a Grenade.
- Grenades that are a Tagged Item may be utilized by Jaegers with the **Thrown Weapons** Talent.

Firearms

Firearms are represented by Nerf or other blasters See ([Firearm Physreps](#)). Firearms are Special Weapons that require the following mechanics to be followed:

- Only a Single loaded Rifle, and a Single loaded Pistol may be equipped on your person at a time.
- Rifles may not be used with other weapons in hand.
- A Pistol may be wielded with other weapons within the parameters of the **Florentine** Talents.
- Only Fusiliers may wield Revolvers.
- Revolver's break after 6 shots and need a Resource Tag to be fixed at the Forge
- Bullets are represented by foam darts with Green Tags. A Firearm cannot be fired without a Green Tag Bullet unless you have a Skill that allows you to do so.

Between Game Mechanics

Public Works

Public Works are In-Game locations where Jaegers can go to Buff, Heal and Repair themselves and their kits. In order to receive a benefit from a Public Works location, Jaegers must consume material goods in the form of Pink Resource Tags. These Resource Tags are stored in an envelope at each Public Works. Players must spend **3 Minutes** Roleplaying before pulling a Pink Resource Tag at random from the envelope. Each consumed Pink Resource Tag Bestows an Effects and possibly a Temporary Buff.

Pulling a Pink Tag from a Pubic Work reduces the overall supplies available to Jaegers from that location. There will be a few In-Game means of refueling these locations. Merchants will arrive with supplies to sell of varying quality. NPCs such as Foragers and Hunters may take Jaegers out on plots to get more Pink Tags. Jaegers may pull more than One Pink Tag per Public Works location. However, Roleplaying for 3 Minutes is required for every pull. Jaegers cannot benefit from more than One Temporary Buff at a time. If you utilize the Effects from more than One Pink Resource Tag at a Public Work, you must choose only One of the available Temporary Buffs. The Effects are taken, but the other Temporary Buffs are discarded. Spent Pink Resource Tags are placed into a Discard Box after being drawn. They do not leave the Public Work.

Pink Resource Tags must be entered into the Public Works envelope before they may be used. Transporting these Tags should be Roleplayed as if they are physical supplies. The carrier cannot engage in combat.

Pink Resource Tags do not regenerate in between games. If upkeep is not maintained the Public Work's supplies will dwindle. Public Works can be repaired, restocked and upgraded with Player BGAs. Most Public Works upgrades require Blueprints, Blueprints are BGA Assets that can be found In-Game and will contain instructions on what is required for the upgrade. Better Quality Resources can also be discovered in game.

Examples of some current Public Works and a list of some potential upgrades:

The Forge

Base Ability: 3 Minutes Roleplaying then draws a Pink Forge Resource Tag.

- “Restore 1 Point of Armor” or “Purge Break” on a Weapon.

Bog Iron Claim - 5 BGAs, 100 Mks & 5 Construction Material.

- Receive 10 Pink Forge Resource Tags at the beginning of Each Event.

Improved Armory - X BGAs, X Mks, X Construction Material & Blueprint.

(Price of upgrade will be included on Blueprint)

- Armor repairs restore your Armor’s value to Max instead of by 1 Point.

Clean Burning Fuel - X BGAs, X Mks, X Construction Material, a Unique Material & Blueprint

(Price of upgrade will be included on Blueprint)

- Draw Two Smithy Resource Tags and choose between them.

(Other Tag gets placed back into the Resource Envelope)

The Alchemist Lab

Base Ability: 3 Minutes Roleplaying then draws a Pink Alchemist Lab Resource Tag.

- “Resist Poison” or “Resist Fire”

Bullet Press:

- Fusiliers start each Event with a 4th Bullet.

The Hospital

Base Ability: 3 Minutes Roleplaying then draws a Pink Hospital Resource Tag.

- “Purge Maim”

Anointed Surgical Environment - 10 BGAs, 200 Mks & 10 Construction Material.

- Pay 5 Hospital Resources to Purge a Surgery Complication. Red Stone goes back in your bag.

The Pantry

The Pantry does not utilize Resource Tags. Instead over the course of an Event Players may gain Food Tags which are added to the Pantry. During Dinner or “The Last Rest” from (6:00pm-8:00pm) these Tags are available for a buffet. Players may choose **One** Tag and gain its Effects. Then return the Tag to the Pantry Bag. Multiple Players may choose the same Tag.

The contents of the Pantry Bag Spoil at the end of every Event. In addition, participants in “The Last Rest” gain the following effect: “Bestow All Blood”

The Rookery

The Rookery is used to send letters to NPCs provided that they have given you explicit permission to contact them. If they are within the Exalted Zone it is Free to send this mail. If it is outside of the Exalted Zone it costs 3 Marks (place these in the Box along with any letters sent, or hand them to a Staff NPC). If you apply a Special Raven Stamp to a letter, that covers the cost of Marks used to send the letter outside the Exalted Zone. Ravens can only carry messages and/or very small Items.

BGA & Assets

A BGA is a Between Game Action, a description of what your character is doing between each game. These actions can have a big effect on the world and the stories that occur within it. Players in Geistwald may take **ONE** action between each Event (unless otherwise stated).

To add additional flavor/structure/efficacy to your BGAs you can submit what **Assets** you are using for it. Assets are advantages, either implicit, or explicit that give you an edge in achieving your between game goals. Assets can be anything from Knowledge Skills, Asset Items, NPC Allies, Piety Abilities or even references to previous BGAs.

Players may only add 3 Assets to each BGA (unless otherwise stated).

Open BGAs

These BGAs are open ended, you simply declare what your character is doing in a brief sentence and you'll get a response before the beginning of the next game.

Example: Godrik the Thief would like to spend his BGA on robbing the estate of a local Baron. A dangerous endeavor, that could be pretty lucrative. His BGA might look like this:

BGA for Event 3: Robbing Baron Hans von Kleist,

I spend my BGA breaking into Baron Kleists estate and stealing as much stuff as I can safely.

My Assets are:

- 1. I paid Leonhardt the Lockmeister to come along to assist me, especially with the locks on the vault.*
- 2. I have the BGA Asset Item "Von Kleist Estate Map" so I should know the floor plan.*
- 3. I used a previous BGA for Event 2 to case the estate, and learn when the guards change their shifts.*

With his good and varied use of Assets, Godrik will probably be very successful in the heist.

Assets have a big effect on how a story continues to unfold. For example, if instead Godrik submitted the following Assets for the above BGA:

My Assets are:

- 1. My class is Grenadier, I would like to use my Knowledge of Chemistry to set fires around the estate to create chaos.*
- 2. I have hired the services of the Krähe Raiders, a gang of bandits who'll attack the guards in exchange for 70% of the treasure.*
- 3. I have the vestments of an Arch Hierophore of the Church, I'll pretend to be looking for shelter from the bandits.*

Travel BGAs

A **Travel BGA** is a special kind of BGA that involves your character traveling outside of the Exalted Zone to other Regions of Einstrom. Because the perimeter of the Exalted Zone is walled and guarded specifically against things leaving the area, you must secure means of traveling outside of the Geistwald if you'd like to spend your BGA in another Region.

The methods of doing so must be discovered in-game. Many of which are temporary and/or have a cost associated with it. These methods must be noted as an Asset unless you've been specifically told otherwise, when in doubt email staff.

Traveling to another Region without a method to do so almost certainly involves your character being

arrested by the Liminal Guard. Which can involve being jailed (nullifying your BGA), having property confiscated, and creating unwanted attention for other Jaegers.

The extra preparation can pay off, as there are many opportunities that can only be explored beyond the Central Territories.

Staff Lead Open BGA's and Travel BGA's may have some modifiers that can affect your results.

- *Dangerous* - These areas contain forces that mean you harm.
- *Afflicted* - These areas contain diseases.
- *Haunted* - These areas contain spirits and geists.
- *Ordained* - These areas are under the influence of the Church of Everrise.
- *Watched* - These areas are under the influence of greater powers.

Example: Henfry finds a map in the bottom of a chest of treasure. It might state the following:

Lanir's Hollow

-Asset Map-

An isolated forest to the North East

The burial place of Luka Lanir, the Blue Knight.

You may use this item as an Asset when traveling to Lanir's Hollow.

This area is **Haunted** and **Dangerous**.

Public Work BGAs

There will be a number of In Game locations around town that can be improved and invested in to the benefit of all. Many of these Public Works will require multiple BGAs, Construction Materials, and Marks to be spent in their construction and development.

If you have any interest in running an In Game Location, please reach out to staff and email us at geistwaldlarp@gmail.com and we would be happy to work with you to turn these ideas into physical locations and possibly a Public Works.

Passive BGAs

If you select this BGA option you will not have the ability to write a request, instead you will receive rumors and information about what is happening in your local area of the Exalted Zone.

Feats & XP

Earning XP: just attending and playing the game does not gain you XP. You get 1 XP for if you help with setup, 1 XP for helping with clean up, and an additional 1 XP if you stay to the end of clean up. A player who helps setup and clean until the end gets 3 XP per Event.

XP points will also be rewarded for donations, crafting and external help. Up to an additional 5 XP can be gained per Event for Donations and going above and beyond to aid Staff.

- Players can only ever bank up 10 XP.
- You may only spend up to 10 XP for One Event.
- XP over 10 XP must be spent or it will be lost.
- When you buy a Feat or Piety, you must use it the BGA cycle you purchase it for or the next game depending on the Feat. If you do not use it, you lose it, unless otherwise specified.

List of Feats

- **Alert** - (5 XP) - Call “No Effect” to all “Waylay” Calls for 1 Event.
- **Alter Course** - (4 XP) - Refund all spent CP and Re-Spec.
- **Alter Faith** - (3 XP) - Pick a new Patron Saint to worship and gain their Refresh mechanic.
- **Avoid Death** - (10XP) - Remove a Black Stone from your Surgery Bag. This will be run as a Plot during the game. Limited One per character.
- **Breathing Exercise** - (5 XP) - Add 5 Minutes to your Jaeger Rig’s time while in the Geistswald.
- **Determination** - (5 XP) - When you reach 0 Blood, you may use this Feat to not fall Unconscious for 30 Seconds. When this timer ends you are knocked Unconscious.
- **Fuck Off** - (3 XP) - If unarmed and surrounded you may Call “Area Compel, Leave me Alone” to a group of enemies.
- **Hard to Kill but Easy to Hurt** - (4 XP) - “Resist” 1 Critical Strike, then “Awaken” and take an “Overwhelming Agony” within 3 Minutes of the “Resist”.
- **Hold Your Guts In** - (6 XP) - Within 3 Minutes of being in a “Critical” State of Life you may regain consciousness and halt your Critical State for up to 1 hour. During this time you are under the Effects of “Slow” & “Stifle” and unable to wield a Weapon. This Feat ends when you undergo Surgery. If you are struck while this Feat is Active you are knocked Unconscious and resume “Critical” State of Life.
- **Jackpot** - (7 XP) - A Great Windfall that gains you a bunch of money. Limited One per Character.
- **Martial Surge** - (3 XP) - After using a Weapon Matrix Novice Skill you can immediately use it again.
- **Mundane Benefactor** - (7 XP) - You gain the attention of a named and known NPC Benefactor who has taken special interest in aiding you. You may specify who this NPC is. Limited One per Character. This is a permanent benefit that persists for the duration of the Character.
- **Mysterious Benefactor** - (10 XP) - You gain the attention of an unknown and powerful Mysterious Benefactor who has taken special interest in aiding you. Limit One per Character. This is a permanent benefit that persists for the duration of the Character.
- **Scrounge Shot** - (3 XP) - Once per purchase, you may take any Item Tag and use this as a Single round of ammunition for a Firearm.
- **Thick Blood** - (6 XP) - When you are roused from Unconsciousness with an “Awaken” you come back up with 2 Blood instead of 1 for the duration of the Event.

- **Vigorous** - (6 XP) - You have a better chance to survive your 1st Surgery of an Event. If you take a Surgery, inform the Barber Surgeon conducting the Surgery that you have this advantage. Draw 2 Stones and accept the better choice.
- **Vital** - (6 XP) - The “Bleed” Effect takes 3 Minutes to drop you rather than 30 Seconds for the duration of an Event. You also recover from the “Stifle” post Surgery in half the time.
- **Well Dressed** - (3 XP) - You dress impeccably and take good care of your clothes. Start the game with 2 Points of Temporary Armor. You Do Not need to Phys-Rep if you are wearing quality clothing. This Feat is only purchasable if you do not have Armor Proficiencies. You cannot Repair Temporary Armor. However, the 2 Temporary Armor points Refresh. Shamed Knights of Ostregan cannot purchase this Feat. This Feat’s Effects only last One Event.
- **Well Fed** - (1 XP) - Start the game off with 2 Points of Temporary Blood. Does Not count towards your Temperance limit.
- **Windfall** - (3 XP) - Gain a small amount of money. May purchase once per Event.

Piety

Piety is simply a flavored list of BGA only Feats. Each Saint has associated Piety abilities that PCs may purchase with their XP the same as any other Feat. Unless otherwise specified each purchase of Piety acts as a BGA Asset, and counts towards that limit.

These are thematic classification and you are by no means restricted to only purchasing Piety from the Patron Saint you follow In Game.

Saint Siegfried the Lion-Blooded

- **Resilient:** (BGA Asset) You may journey to any “Dangerous” BGA location without negative effects. (3 XP)
- **Size Them Up:** (BGA Asset) You to get a rough impression of the strengths and weaknesses of an NPC that you are with during your BGA. (3 XP)

Saint Ingrid The Vigilant

- **Take Heed:** (Additional BGA) You may choose 3 NPCs or Players and receive a very brief and vague description of what they did in their BGA. (5 XP)
- **Cover Tracks:** (BGA Asset) Your actions will be concealed from NPCs and other players who purchase the “Take Heed” feat. (3 XP)

Saint Bastion the Unbowed

- **Civic Restoration:** (BGA Asset) Any Marks and Construction Materials spent towards restoring a damaged Public Work will count as Double towards the total amount needed. (3 XP)
- **Access of Power:** (Travel BGA) You are able to express a powerful social standing that can open doors otherwise closed to you. You may gain access to an exclusive meeting or a function of your choice. (7 XP)

Saint Emmaline the Surgeon

- **Heal the Sick:** (BGA Asset) When spending a BGA working on a cure for a Mundane Affliction your action counts a double towards finding its cure. (5 XP)
- **Scholarly Endeavors:** (BGA Asset Slot) You gain a fourth BGA Asset Slot that you can only apply a Knowledge Skill you know to. (3 XP)

Saint Gustav the Nailmaker

- **Honest Day’s Work:** (BGA Asset) Any BGA Action spent working towards constructing an upgrade to a Public Work will count as Double towards the total amount of Actions needed. (3 XP)
- **The Stride of the Humble:** (BGA Asset) During your BGA if you cause no violence or harm, you may imitate a local and walk unnoticed by the resident NPCs. (5XP)

Saint Iosef the Drowned

- **Blessing of the Drowned:** (BGA Asset) If you spend a BGA traveling over water, you're guaranteed to reach any known or previously visited location. (5XP)
- **Mantle of the Half-Dead:** (BGA Asset) You may journey to any "Haunted" BGA location without negative effects. (5 XP)

Saint Gregori the Broken

- **Walk Amongst the Sick:** (BGA Asset) You may journey to any "Afflicted" BGA location without negative effects. (3 XP)
- **Endure the Inevitable:** (BGA Asset) No matter how ill advised your BGA is or how bad the consequences could be in the attempt, the only negative effect you would endure is to start game with a Maimed Leg. (10 XP)

Saint Anora the Unbeliever

- **Honest Council:** (BGA Asset) You may use this skill during a BGA to help convince an NPC to be less zealous, angry, or irrational. (6 XP)
- **Unbeliever's Impunity:** (BGA Asset) If your BGA involves a public act of Low Heresy during a BGA and you will not suffer the consequences. (8 XP)

Saint Theora the Philosopher

- **Stars Gaze Back:** (BGA Asset) Temporarily gain a Knowledge Skill that you do not possess and apply it to the results of this BGA. (4XP)
- **Truth in Dreams:** (BGA Action) You focus your dreams and allow deeper understanding and clarity to come to you. As your full BGA you may submit a question about a subject of your choice or the future and receive a cryptic answer. (7XP)

Saint Sophia the Mother of Angels

- **In the Arms of an Angel:** (BGA Asset Slot) You're certain you have the mystic protection of one of Sophia's children. You will gain a nebulous benefit from adding this fourth Asset to your BGA. The more faithful you are, the greater the boon. (Variable: 1-10 XP)
- **For the Love of thy Neighbor:** (BGA Asset) When you are submitting a BGA for helping someone else the effect of your good actions are more pronounced. (5 XP)

Saint Helena the Wayfarer

- **Travel into the Unknown:** (Travel BGA Asset) You may Travel to find a place no one's ever been before. (It might be mundane, but it'll be unexplored). (5 XP)
- **The Hint of Mystery:** (BGA Asset) Wherever you go, you learn more about the local legends and myths, and get a list of 3 rumors regarding the subject of your inquiry. (5XP)

Saint Invictus the Voice of Gods

- **Divine Bureaucracy:** (BGA Asset) When dealing with matters concerning the Church's penal and legal system your actions will have a more pronounced effect. (7XP)
- **The Righteous Path:** (BGA Asset) You may journey to any "Ordained" BGA location without negative effects. (3 XP)

Death & Dying

The Geistwald and the Exalted Zone are dangerous and wild places, where safety and sanity are not guaranteed. As a PC of Geistwald, you may often find yourself felled in combat, and in need of attendance from your local healers and Barber Surgeons. Below is a breakdown of various states of unconsciousness and death you could find yourself in.

States of Life

- **Alive** - You are alive and awake, the normal State of Life.
- **Asleep** - You are Asleep, stuck with “Sleep” or Roleplaying a nap.
 - Lasts for 3 Minutes - You wake up. Maybe a little groggy.
 - Call “Detect State of Life” is the only time you can communicate your “Asleep” State.
 - Damage or a Focus may rouse you from your State.
 - If you hear a “Pierce” Call from a gunshot you also are roused from your State.
- **Unconscious** - You are Unconscious, dropped to 0 Blood or struck with Waylay or Pierce.
 - Last for 3 Minutes - You will Awaken if left unattended after the 3 Minutes.
 - Call “Detect State of Life” is the only time you can communicate your “Unconscious” State.
 - Awaken is the only Skill that may bring you to consciousness regardless of any healing.
- **Critical** - You are struck with a “Critical” Strike or a Completed Focus of Critical while Unconscious.
 - Lasts for 30 Minutes - You must enter Surgery in this timeframe, or you are Dead.
 - Call “Detect State of Life” is the only time you can communicate your “Critical” State and your remaining time before you reach the “Dead” State.
 - At any time during this State you may choose for your Character to Die.
- **Dead** - Your character has passed beyond the mortal coil.
 - You were in a Critical State beyond 30 Minutes, or pulled a Black Stone in Surgery.
 - Call “Detect State of Life” is the only time you can communicate your “Dead” State.
 - During this period other players may perform last rights and/or hold services.

*** Note:** You may simulate carrying a body that is in any State of Life by stating “I pick you up.” You may not run and you must stay within arms reach of the body. You will stop carrying the body if you enter combat, walk away from the body or state, “I set you down.” Physical Contact is NOT required.

When an NPC or PC is Unconscious they may be subject to a Focus of Critical Strike by an NPC or PC sending them closer to death.

- “Critical Strike ONE, Critical Strike TWO, Critical Strike THREE”. Creature/Player is in Critical State of Life.
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- When a PC is Unconscious or Critical they may be subject to a Focus of Death-Strike by an NPC sending them straight to Dead State of Life. Reserved for Staff only.

“Death Strike ONE, Death Strike TWO, Death Strike THREE”. Creature/Player is Dead.

Surgery

Surgery is an important part of the game, these are dramatic and tense moments where the life of a PC is on the line and Barber Surgeon struggles with all their might to save them. With that in mind our Surgery system is designed to encourage both the Surgeon and the Patient to Roleplay for the duration of the procedure.

Barber Surgeon handles all aspects of Surgery from the below Roleplaying aspects to the actual pulling and marshaling of the Surgery Bag. They are encouraged to hold the player's Surgery Bag while they are in the "Critical" State until they are ready to pull their Stone.

Every PC will get their own Surgery Bag. Each bag will always have a total of 10 Surgery Stones in the Bag. Players start with **8 White Stones & 2 Red Stones**.

Surgery is broken down into Three 3 Minute segments for a total of 9 Minutes of Roleplaying. Surgeons work towards saving the other Player's life. **Once Surgery begins the Patient awakens and is conscious for the duration and is encouraged to Roleplay along during the medical operation.**

- Resuscitation:
 - 3 Minute Roleplaying that is an inspection of the wounds, stabilization of the patient and inquiring as to what creature/weapon felled them.
- Procedure:
 - 3 Minute Roleplaying that is the surgery itself, intense and painful. Patients may act out discomfort and agony. Surgeons and others involved may act or react accordingly.
 - This is then followed up by the drawing of the Surgery Stone.
- Postoperative Stabilization:
 - 3 Minute Roleplaying inspecting your work and analyzing the wound to see how it has healed after the drawing of the Stone. Also fielding inquiries regarding how the patient feels and the general outcome post procedure.
- Players pull a Surgery Stone for their Bag as the last step of a Barber Surgeon's Surgery, the different colors of Stone represent different outcomes of the Surgery.
 - White - Survive
 - Red - Survive with a Complication
 - Black - Dead

When a White Stone is pulled during a Surgery it is replaced with a Black Stone in their Surgery Bag. When a Red Stone is pulled it is returned to their Surgery Bag to maintain the same chance of future Complications. After surviving a Surgery, the patient returns to an "Alive" State of Life. They then begin to recover from Surgery with 1 Blood and a "Stifle" Effect.

There will be In-Game ways to advance and improve your characters chances of surviving Surgery. Funding a Hospital Public Work would greatly improve your survivability.