

TRIUMPH LARP:

**Archer's
Handbook
4.0**

Character Creation Worksheet: Archer

Name:

Health: (6) Magic: NO! Race:

Free Skill: Bow

Starting Skills Worksheet: 20 Points to spend.

Racial Modifiers

Keen Arrow	1
Flame Arrow	3
Frost Arrow	3
Sparkling Arrow	4
Piercing Arrow	4
Poison Arrow	4
Stun Arrow	5
Entrapping Arrow	5
Flame Arrow 2*	6
Frost Arrow 2*	6
Sparkling Arrow 2*	7
Piercing Arrow 2*	7
Poison Arrow 2*	7
Crippling Arrow**	9
Flame Arrow 3***	9
Frost Arrow 3***	9
Sparkling Arrow 3***	10
Piercing Arrow 3***	10

*Requires 2 of the prerequisite arrow, the 1st circle version, per purchase
 **Requires 2 Stun arrows per purchase
 ***Requires 2 of the prerequisite arrow, the 2nd circle version, per purchase

Weapons Skills:

- 1hand Edged 4
- 1hand Blunt 4
- 1 1/2 Hand Edged 4
- 1 1/2 Hand Blunt 4
- 2 Hand Edged 7
- 2 Hand Blunt 7
- Crossbow 3
- Polearm 8
- Staff 3
- Small Weapons 2
- Thrown Weapons 3
- Shield 5

Fighting Skills:

- Armor Maintenance 4
- Dirting Fighting 5
- *Disarm 6
- *Dual Weapons 5
- Extra Armor 5
- Feat of Strength 5
- *Fighting Master 10
- *Florentine 6
- *Masterful Parry 6
- *Parry 6
- Precise Shot 2
- *Smashing Blow 6
- *Stunning Blow 6
- Surestrike 3
- Valor of Heroes 5

- *Weapon Master 15
- *Weapon Proficiency 6

Scholar Skills:

- 1st Aid 5
- Herb Lore 8
- Literacy 3
- Read Magic 5

Magic Skills:

- Alchemy 12
- *Exp. Alchemy 16

Thief Skills:

- *Assassinate 7
- Backstab 7
- *Clobber 7
- Disarm Traps 8
- Dodge 6
- Escape Artist 9
- *Hamstring 7
- Identify/Appraise 8
- Lockpick 6
- Pickpocket 8
- Trapmaker 7

Production Skills:

- Armorsmith 8
- Weaponsmith 8

Special Skills:

- Wealthy Background 10
- Hero's Stand 20

*Skills with Prerequisites. See Below. All other skills must be held for one day before purchasing again, except for Health and Magic.

Prerequisite Paths:

- Surestrike-1 Day-Surestrike-1 Day-Surestrike-1 Day-Weapon Proficiency-1 Day-Parry-1 Day-Parry-1 day-**Disarming Strike**
- 1 hand Weapon-Florentine-1 day-**Dual Weapons**
- A weapon Skill-**Weapon Master**
- Weapon Proficiency-1 day-Parry-1 Day-Parry-1 Day-Parry-1 Day-**Masterful Parry**
- Weapon Proficiency-Feat of Strength-1 day-**Smashing Blow**
- Smashing Blow-1 day-**Stunning Blow**
- Surestrike-1 Day-Surestrike-1 Day-Surestrike-1 Day-**Weapon Proficiency**
- Keen Arrow-1 Day-**Piercing Arrow**
- Entrapping Arrow-1 Day-Entrapping-1 Day-Stun Arrow

The above worksheet, and the handbook that follows, is intended as an aid in character creation. It should in no way replace the manual. It is your duty as a player to familiarize yourself with the manual, especially those rules governing safety, combat and cheating, much of which can be found in the first two pages of the manual.

Using the Character Creation Sheet

A Character Creation Sheet can be found on the second page of this handbook. This is to help with the initial creation of a character. After reading the manual and using this handbook and the appropriate Race handbook to fill out this sheet, you can then email it to the dev crew (place an X next to each skill you have chosen then cut and paste the entire sheet into an email) or bring the hard copy to your first event. First fill in your name. This sounds easy, but put some thought into it. Remember, you are going to have to answer to it. On the next line, you will find the health. You begin with 6 which you will find in parentheses. Add to this any modifiers you get for your race and any additional health that you have purchased with your Triumph points (for which you will receive 5 additional per purchase). After adding all these numbers up, write your health in the blank spot. This is how much damage you can take, less armor, the value of which will be assigned at each event. Next you will find the slot for your magic points. Archers do not receive magic, so you may skip this. Next is the slot to mark your race. Next to which is a box that you may write down your racial modifiers, both advantages and disadvantages. On the next line, a space is provided for your free weapon skill, Bow, a privilege for Archers only. The chart in the middle of the page lists all skills that are available to a first level Archer and their cost, along with a slot for any additional skills that are available to specific Races. Remember to apply any and all racial modifiers to skills costs. All skills requiring a prerequisite are marked with an asterisk. Please refer to the manual for a better understanding of these prerequisites and a simple chart has been provided to help you better understand the requirements to reach some of these prerequisite skills. Note that you must have some skills for an entire day before you can purchase that skill again or moving on to the next level. A step on the prerequisite path is marked one day after each of these said skills.

The Archer's Path

An Archer is very different from a warrior who uses a bow. An Archer is a master of death from afar. When closing in on the enemy, it is always advantageous to be able to weaken them before swords can even cross. The Archers of Lantai have discovered a sort of metamagic that allows them to enchant the arrows they fire. Imagine the terror of their foes as arrows of acid, fire or ice rain down upon them. Imagine the shock of being hit by an arrow that passes right through the armor you were so sure would protect you. The Archer is prized for his ability to turn the bow into a weapon that can turn the tide of battle. This handbook, along with a Race handbook of your choice, is intended to aid you in becoming that person. It includes some of the rules you need to be the most familiar with and a few tips and suggestions on game play. This should in no way replace the reading of the actual game manual. This handbook is merely an additional resource. In fact, if you haven't read it yet, put me down and go do that now, especially the first two pages. You will also find here a few stories and legends from the world of Lantai about Archers. These would be familiar to most characters that have chosen the Archer's path and may also help in giving some inspiration in creating a background for your character. Remember, the more rounded out your character's persona, the better your experience will be. The story being told is made up of its characters, and you are about to be one of them. The motto of the development team (who aids in bringing this story to life) is, "We will make you laugh, we will make you cry, we will make you scream, but most of all, we will make you a hero." So, welcome to Lantai, welcome to Fairhame, and may you Triumph.

The Bow

Draw smooth; breathe steady; gauge the distance; mark the wind; both eyes open; flick the string, don't roll it; all this in a split second while your target is charging at you, along with his 50 friends. Courage under fire is the most notable trait of a good Archer. Choosing to become an Archer means more than just becoming good with a bow (or crossbow). Hitting what you are aiming at is hard enough. Doing it consistently and quickly, while the target is moving (maybe even at you) and making sure you are doing it safely (8 Foot Rule) may be nigh on impossible; unless you are an archer. The most heavily regulated weapon in the game of Triumph is the bow. Using one in the game is considered a privilege that must be granted and can be taken away. Firing an arrow at someone (even a boffer safe arrow) in the game means you are assuming a tremendous amount of responsibility. As an Archer, you should also be able to at least hit your target sometimes. If any of this doesn't appeal to you, you may want to consider playing another character.

8 Foot Rule

Because of its importance to the safety of the game, this rule deserves special attention. When firing an arrow at another player, you must ensure they are not within 8 feet of you. A good way to gauge this distance is to imagine you are lying down between you and your target with your arms extended towards them. For most people, this is roughly 8 feet. You may **never** release an arrow at anyone within this distance. If someone is within 8 feet of you, it is time to either pull a sword and stand your ground or run, swiftly, away. The only time it is acceptable to use your bow within 8 feet is when you have been charged upon by someone with a melee weapon (which is exactly what they are going to do whenever they get the chance as you are a primary threat). Even then you may not release the arrow. This bears repeating. If someone has charged within 8 feet of you, do not fire an arrow. The procedure to deal with this is as follows:

Point Blank Procedure

Bow

1. Pull the arrow back as though it were to be fired, but do not pull the string. (If you have already pulled the string prior to being charged, you may continue holding the string, but do not fire the arrow).
2. Aim at the target.
3. Call "Point Blank" then any appropriate damage calls. Your target has now taken damage from your "arrow".
4. Pull the arrow from the shelf and throw it to the ground (if you have the arrow knocked then release the string gently and under complete control, then discard the arrow).
5. Draw a sword and fight, if your foe is still coming, or run out of the 8 foot zone.

Crossbow

1. Load and charge the crossbow (if it is not already) as you normally would. **Remove your finger from the trigger!**
2. Aim at the target.
3. Call "Point Blank" then any appropriate damage calls. Your target has now taken damage from your arrow.
4. Pull the arrow from the shelf and throw it to the ground.
5. Draw a sword and fight, if your foe is still coming, or run out of the 8 foot zone.

Archer Skills

1ST CIRCLE

Entrapping Arrow

This skill allows an archer to fire an arrow that has the power to hold the target fast. A target creature/person hit with such an arrow is to freeze for a timed count.

Call: 3, Stun for 5 count!

Flame Arrow

This skill allows the archer to touch the potential of flame in the arrow, sending a fiery shaft at their enemies. A flame arrow strikes for fire damage.

Call: 4 fire!

Frost Arrow

This skill allows the archer to access the plane of ice and imprint an arrow with its frosty rime and strikes for frost damage.

Call: 4 frost!

Keen Arrow

This skill allows the archer to fire an arrow that has been subtly altered to fly straighter and faster, doing an extra damage point, in addition to any other bonuses applied.

Call: (adjust the call by adding 1 damage)

Piercing Arrow¹

This skill allows the archer to create a tiny planar rift at the tip of the arrow, allowing it to ignore any armor.

Call: 3 direct!
Requisite: Keen Arrow

Poison Arrow

This skill allows the archer to fire a poison arrow at the target, which will poison them if it does health damage (as opposed to damage to Armor). It is like a 1st Circle Poison, which delivers 2 damage per minute for 10 minutes.

Call: 3 poison!

Sparking Arrow

This skill allows the archer to touch the magic of electrical potential in the arrow. The sparking arrow strikes for shock damage.

Call: 5 shock!

Stun Arrow

This skill allows an archer to fire a specially prepared arrow to knock an enemy out as if hit by a Clobber.

Call: 3 stun!
Requisite: Entrapping Arrow x2

2ND CIRCLE

Flame Arrow 2

This skill allows the archer to excite the potential of flame within the arrow, sending a more powerful flaming shaft at their foes. Flame Arrow 2 strikes for fire damage.

Call: 8 fire!
Requisite: Flame Arrow x2 per purchase.

Frost Arrow 2

This skill allows the archer to send a more powerful frosty shaft at their foes. Frost Arrow 2 strikes for frost damage.

Call: 8 frost!
Requisite: Frost Arrow x2 per purchase

Piercing Arrow 2

This skill allows the archer to create a somewhat larger rift at the head of the arrow, sending a more powerful piercing shaft at their foes. Piercing Arrow 2 strikes for direct damage, ignoring armor.

Call: 6 direct!
Requisite: Piercing Arrow x2 per purchase

Poison Arrow 2

This skill allows the archer invoke a magical poison in an arrow, which is the equivalent of a 2nd circle alchemical poison. An arrow of this kind striking a foe for health damage will cause 5 damage per minute for the next 10 minutes.

Call: 6 poison! (A hold may be necessary to explain the poison.)
Requisite: Poison Arrow x2 per purchase

¹ Skill has a prerequisite. Please read skill definition to see requisite(s).

Sparking Arrow 2

This skill allows the archer to send a more powerful electrically charged shaft at their foes. Sparking Arrow 2 strikes for shock damage.

Call: 10 shock!
Requisite: Sparking Arrow x2 per purchase

Crippling Arrow²

This skill allows the Archer to fire an arrow that will deaden a limb on the target, equivalent to the skill Hamstring.

Call: 3 crippling!
Requisite: Stun Arrow x2 per purchase

3RD CIRCLE

Flame Arrow 3

This skill allows the archer to access the potential of flame within the arrow, sending a very powerful flaming shaft at their foes. Flame Arrow 3 strikes with fire damage.

Call: 16 fire!
Requisite: Flame Arrow 2 x2 per purchase

Frost Arrow 3 Error! Bookmark not defined.

This skill allows the archer to fire an arrow of intense cold at their foes. Frost Arrow 3 strikes with frost damage.

Call: 16 frost!
Requisite: Frost Arrow 2 x2 per purchase

Piercing Arrow

This skill allows the archer to create a focused planar rift at the head of the arrow. Piercing arrow 3 strikes for direct damage, ignoring armor.

Call: 12 direct!
Requisite: Piercing Arrow 2 x2 per purchase

Sparking Arrow

This skill allows the archer to send a very powerful arrow downrange, discharging as if a bolt of lightning upon contact. Sparking Arrow 3 strikes with shock damage.

Call: 20 shock!
Requisite: Sparking Arrow 2 x2 per purchase

² Skill has a prerequisite. Please read skill definition to see requisite(s).

Arms and Armor

There is much said in the manual in regards to weapons and armor, and we have even created a separate pamphlet to help you make sense of it all. We won't repeat the same information here; rather we will say a few words to help you make these two vital tools apart of who you are. First, choose a weapon you can actually wield. This isn't table top RPing or LARPs where rock, paper, scissors determine the outcome. You are going to have to actually use your weapon to inflict "damage" upon your foes. Now, don't fret if you are not a master with the sword or spear or pole arm or hammer. As an Archer, your primary weapon will be the bow. At some point, though, it is inevitable that you will have to pull a sword to defend yourself. If you aren't very sure of your skills, do two things. 1) Use it as a part of your character's persona and RP it, 2) Find someone to help you. There are plenty who will. Second, find your comfort level with armor. Armor increases the amount of damage you can take (with a couple of exceptions), and is a staple with most Archer. Armor is also expensive, heavy, bulky, hot, restricting and requires lots of maintenance, both in game and out of game. Third, as you wield these tools, they will be wielded upon you. As an Archer, you will likely be on the receiving end of more strikes from weapons than any other character type in the game. Though they are boffer weapons and go through safety check before every game, they can still sting a little when they hit you and sometimes accidents happen. A hold is often called during combat for someone who has taken an errant sword to the face. If any of these considerations do not appeal to you, or you believe they may be difficult for you to handle, please consider the possibility of playing another character class. On the other hand, if you are still rarin' to go, let's press on. Also, please read the first two pages of the manual.

Hold

The most important device in the game is the Hold rule. Holds may be called by anyone for an unsafe act or for clarification of rules. When a hold is called, everyone should take a knee. Resolve the situation, make sure everyone is ready, and then call "Lay on? 3-2-1 Lay on!"

Combat and Safety

The Combat section of the manual should be read thoroughly to gain an understanding of the combat system in Triumph LARP. A pamphlet entitled Triumph Combat and Safety will also aid you in playing this portion of the game. After reading these resources, always remember, "Safety is more important than game play."

Health, Death and Dying

Rarely will an event go by without your character being injured. Sometimes they might even be mortally wounded, and they may just die. Hey, that's life. This section will explain in simple terms useful for quick reference. A full understanding should be sought within the manual. Here will be explained a few simple rules to remember.

1. Though armor takes damage like health, it can not be healed like health. Armor points lost in combat must be restored by a player with the 'Armorsmith' skill at a smithy, or by use of your own "Armor Maintenance" skill.. A player who has 13 health and 4 armor can take 17 points of damage during a combat. If they took 7 points of normal damage during combat, they can be healed for 3, and must have an Armorsmith restore the other 4.
2. Some types of attacks bypass armor. The person calling the point damage of that attack will follow it by a call of "Direct!"
3. On overnight adventures, 1/2 of your health is restored at dawn.
4. Keep track of your health during combat.

- When unconscious, dying, or dead, get out of the way of combat if safety warrants such, and speak to no one (except Necromancers). Don't even make sounds to let your friends know you are down. Just lay there and play dead... or dying... or unconscious.

This Chart will serve as a quick field reference for death and dying rules.

Current Health	Effect	Next Step
1	Healthy	Healthy
0	Unconscious for 5 minutes	Wake with 1 Health
-1 to -15	Dying 5 minutes <ul style="list-style-type: none"> If you receive first aid, go to zero health If healed, take health granted (i.e. Heal 6 will put you at 6 health) If no healing, go to -16 	DEAD
-16	If resurrected, go to zero health	Spirit, seek cauldron

It may be helpful to make a copy of the above chart and laminate it so you can carry it in game as a quick reference. Also, please read the first two pages of the manual.

Being a Spirit

The Gods and Goddesses of Lantai have a special place in their collective hearts for Heroes. As such, when a Hero falls, there is a chance that they may be returned to life to continue on with their work. If your Character has passed into the spirit world, you have two choices; either seek resurrection (at the cauldron or a character capable of resurrection) or simply choose to pass on. If you choose to pass on, go directly to logistics to either report that you are now playing your secondary character, or to play the rest of the day as an NPC. If you choose to attempt resurrection, tie on your Spirit Band and place your body spike where you fell, along with any Item Cards you have on you. As a Spirit, there are only four people you may talk to prior to reaching a Keeper of the Cauldron; any Ref, players who are out of game (in a hold situation or in an out of game area, no revealing of in game information here, though), a cleric who has cast the Spell "Dead Man's Tale", or any Necromancer. If you are in a remote location, you may call out "I seek resurrection", and a nearby Ref may be able to direct you to a closer Cauldron rather than having to walk all the way back to the main Cauldron. Be patient, the Ref must complete their current duties before attending to you. If there is no remote Cauldron, then you should begin your journey to the main Cauldron, whose location will be told to you at the beginning of the day. On the way to the cauldron, you may speak freely to any Necromancer you encounter. You are not obliged to tell them anything you don't want to, though. Clerics who have cast "Dead Man's Tale" may ask you three questions, the answers to which you are obliged to answer truthfully. Once you reach the Cauldron, speak to the Keeper and take your chance at life as the Keeper instructs you. If the Cauldron gives you Death, report to logistics as before. If you are given Life,

go and find your body. You may speak to anyone Out of Game to help facilitate this, especially if your body has been moved. Anywhere your Body Spike goes, your body goes. When you reach your Body Spike, pick it and your item cards up (don't be surprised to find things missing) and then occupy that space with zero Health, meaning you are unconscious for five minutes and will then wake up with one Health.

Magic Happens

The world of Lantai is full of magic. Sometimes, it happens to you. For good or for ill, at some point you will be affected by magic. If you are, the person casting the spell, through the appropriate call, will tell you how you have been affected. Do not hesitate to call a hold in order to clarify what has just happened to you. Magical affects can be delivered in one of four ways: Packet delivered (you must be hit by the packet in order to be affected), Touch cast (you should be touched gently), "Point and Click" (the caster must simply point at you and call the affect) or by Bard Song (if you hear the Bard, you have been affected.) Sometimes spells do damage, sometimes they heal. Sometimes they have other strange and magical affects. As an Archer you have but one way in which to use magic (besides your Archer's skills); by reading a scroll. Scrolls are always written in a magic language, which means you must purchase the skill "Read Magic" in order to do so. If you find yourself in possession of a scroll and the skill with which to read it, the scroll will tell you the effects of the magic and the call you must make to use it. Please read through the spells in the Magic section of the manual so you have at least some idea of what sort of things are out there and how they may be used.

Role Playing and Staying in Character

This is a total immersion game. This means that from the time you complete check in until the time the Development crew calls "Game!" you are in the world of Lantai as much as we can possibly manage. Now, we can't remove the airplanes from the sky or the cars from the parking lots, but you can refer to them as "Great Birds" or "Steele Carriages", or you can ignore them completely, and just pretend they aren't there. People around the game area who aren't playing the game just aren't there. Out of Game clarifications can be made quietly so as not to jar other people who are still in character. Inside jokes that exist out of game, can be veiled using in game verbiage. We understand that it is difficult to remain in Character the entire time you are at the game. We also understand that calling out across the Tavern "Hey, Bob, how do you like that new television?" will completely dissolve any immersion that has been created for anybody within earshot. Round out your character so you have something to talk about. If you run out of things to talk about, ask people about past In Game happenings, even if you already know about them (it is sometimes interesting to get another viewpoint on the subject.) You may even try coming up with a way to tell a personal story of yours as though it happened to your Character, just using more period verbiage and circumstances. Basically, try to stay in Character as much as possible, and avoid jarring others out of Character who do not wish to be. If you do this, then when a Demon starts crossing the field towards you, it won't be a crewmember dressed up in an incredibly made costume that may hit you with his boffer claws; it will be a Demon walking towards you. Your soiled pants will be worth it.

Role Playing Damage and Rhino Hiding

More often than not, combat during the game is exhausting and confusing. Keeping track of the damage you have taken can be extremely difficult. Counting backwards from 42 by 2, and 3 and 4, and sometimes a 7 or 6 is enough to make even Steven Hawking scream for a slide rule. There are two things you can do to help with this. First, when you take damage, role play it appropriately. If you only take 2 damage and you are sitting at 42, a simple ouch is appropriate. If you take 10 or more points at anytime, a good yelp of pain is in order. If you take better than 50%

of your current health in one strike, you may want to step back out of the fight and seriously consider your own mortality, and the power of the foe you face. Role playing damage like this will let the other person know they have been successful, and they can then, in turn, help you keep track (remember, in real life, they would have left a bloody wound, and would be able to tell themselves). Second, call a hold every once in a while to recount your current health status. If you have 8 and the person you are facing is dealing out 2 damage per blow, then you know four touches from their weapon will take you to zero. Now, we aren't talking about an exact science here (even though it is Math), mistakes will be made. It is essential however to remember the Spirit of the Game (found on page 1 of the manual, please read it) when counting damage. If you go one or two below zero because you lost count, you will likely be forgiven. If you have been getting solidly bested in the combat, you should take the honorable road and lie down and begin hoping for a healer. If you are going any number below zero because you don't want to lose the fight, then you are Rhino Hiding. A better way of saying this, you are CHEATING. We have a rule against cheating, it's on page one of the Manual. Don't cheat. There is no need to cheat. If you are going to die, make it a good story. That's what this is all about.

That about recovers it (since you have read the manual, right?) We hope this Handbook has aided you in the creation of your character and the rounding out of its persona. Once again, please remember, this Handbook is only a supplement, and is not intended to take the place of actually reading the manual. The subsequent pages of this Handbook are full of tales concerning your class. Read them at your leisure, and may they inspire you in your new world.