

TRIUMPH LARP:

**Ranger's
Handbook
4.0**

Character Creation Worksheet: Ranger
Name:

Health: (7) Magic: Race:

Free Skill: Tracking

Starting Skills Worksheet: 20 Points to spend.

Racial Modifiers

Health 5
Magic 5
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
Bow 3
Crossbow 5
Polearm 7
Staff 3
Small Weapons 2
Thrown Weapons 3
Shield 4
Fighting Skills:
Armor Maintenance 4
Dirty Fighting 5
*Disarm 4
*Dual Weapons 2

Feat of Strength 5
*Fighting Master 7
*Florentine 1
*Masterful Parry 4
*Parry 4
Precise Shot 3
*Smashing Blow 5
*Stunning Blow 5
Surestrike 2
Valor of Heroes 5
*Weapon Master 15
*Weapon Proficiency 4
Scholar Skills:
1st Aid 5
Herb Lore 6
Literacy 4
Read Magic 8
Magic Skills:
Alchemy 12
*Exp. Alchemy 16

Thief Skills:
Backstab 7
*Clobber 7
Disarm Traps 8
Dodge 6
Escape Artist 9
*Hamstring 7
Identify/Appraise 8
Lockpick 6
Pickpocket 8
Trapmaker 5
Production Skills:
Armorsmith 8
Weaponsmith 8
Special Skills:
**Barbaric Fury 4
Hero's Stand 20
Wealthy Background 10
Beast Lore 7

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

**Barbarian Race only

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**

Backstab-1 Day-Backstab-1 Day-**Clobber**

Backstab-1 Day-Backstab-1 Day-Backstab-1 Day-Backstab-1 Day-**Hamstring**

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 7, 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 6 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. Rangers start with zero and gain 2 magic points per purchase, with a maximum of 5 purchases. 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 is your free skill, Tracking, a privilege for Rangers only. The chart in the middle of the page lists all skills that are available to a first level Ranger 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 Ranger's Path

Rangers are scouts, trailblazers, border patrollers and explorers. Rangers are in tune with nature and some of its magic and are specialized in light and quick fighting styles. Rangers are the ones everyone relies upon to find the way; whether it be to a place or to a creature, whose location is unknown. Rangers make fierce swordsmen, gaining the ability to fight with two equal length one handed weapons much faster than any other class. Do not assume this makes a Ranger a front line fighter, though, for they can only wear up to 15 points of armor. Rangers also have access to 1st level Shaman Spells, though must pay for even their initial magic points, OR they can choose to become a Beast Lord (more on this choice later in the Handbook). In the world of Lantai, Rangers are referred to as Farwalkers, and are widely respected and prized for their skills. 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 warriors. These would be familiar to most characters that have chosen the Ranger'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.

Spell Caster vs. Beast Lord

Rangers have a choice in their career path: to be in tune with the Natural Magics, or to be in tune with the Beasts of the wild. They can not do both. Simply put, you may never have both skills; Magic and Beast Lore. Once you have purchased one, the other is forever out of your reach. Game balance, people, Game balance.

Spell Caster

If you choose to be a spell caster, and purchase magic, you then gain access to all 1st Level Shaman spells. Learn these spells and how they are cast. Please read the Magic section of the Manual and become very familiar with it. Let us take the 1st level Shaman spell, “Fire Nut”, as an example. It is a 1st level spell which does 4 fire damage and is delivered by a packet. To cast this spell, you would begin with the primer followed by the incantation then the call. Examples of primers can be found in Appendix 6 of the Manual and have been repeated here in this Handbook for your convenience. “By Fire’s Fury” is a good example, but you could also use something like “In the name of the Trees” or “As Nature stands strong”, but let’s keep it simple and stick with the first one. So, take the spell packet in hand and say “By Fire’s Fury let this nut hold fire’s power.” While the primer can be personalized to you, the incantation must be repeated exactly as it is written in the Manual. Once you have finished ‘summoning’ the magic by saying the primer and incantation, you may throw the spell packet at your target, but no earlier. If your packet strikes your target, then call your effect by saying “4 Fire!” Unless your target has some sort of immunity to either Fire or Magic, then they must then take 16 points of damage away from their total Health. You should then subtract 2 points from your total available Magic points (all of the spells available to you take 2 points to cast) even if the packet missed or the spell was ineffective. If your packet strikes your victims loose fitting clothing, like a cloak or flowy skirt, their shield, weapon, or anything else they are holding or are in possession of, then the victim must take the effect of the spell. A few of the spells require a touchcast, and one, Light, simply requires you to have possession of the appropriate piece of equipment.

Beast Lord

If you purchase the skill *Beast Lore*, you have the ability to gain and hold the attention of most non-sentient beasts. A non-sentient beast is one who has no real sense of self or a conscious; basically a dumb animal. A Giant Spider or a Grass Stalker would be a Beast susceptible to the skill. An Orc or an Ogre or any undead would not. Much like the tracking skill, you will utilize the Plot crew and a Ref in the execution of this feat. They will be the ones who determine a Beast’s ability to be temporarily enamored by you, and they may also give you hints and insights into the Beasts behavior. The skill comes in 3 levels, costing you 7 points each to purchase. You have three uses of the skill per day. A purchase of the next level still leaves you with 3 uses, but now at the next level. You may never accumulate more than three uses of this skill per day. You will not have the ability to use 3 uses of Level 1 and 3 uses of Level 2, only 3 uses of Level 2. Keep in mind that the perception of the crewmember or your attentiveness to them is paramount to this skill working. Soooo.... enamor them, don’t just speak the words!

Level 1: Ranger must be in (or get in) the beast’s face, within 8 feet and directly in line of sight and remain still and looking at the Beast. The ranger may not be currently aggressive. Neither the Ranger nor the Ranger’s allies may aggress the beast or do anything that will go against the creature’s currently major motivation and/or desire. (This “motivation and/or desire” will be determined by the plot crew for every individual situation, which will be known by the crew member playing the monster).

Call: Look at me, Beast, Look at Me! Beast Lore Level 1!

Example: A spider is protecting a live girl it is saving for it’s soon to hatch young (the spider’s major motivation and/or desire). A Level 1 Beast Lord must get right up into the spider’s face, with their weapon at their side and calls “Look at me, Beast, Look at Me! Beast Lore, Level 1!” As long as the Ranger doesn’t raise their sword to the spider and remains still and full attentive to the spider, as long as the Ranger’s allies did not make any aggressive moves toward the spider, and as long as the Ranger’s friends did not make a move to rescue the girl, then the spider will remain fixated on the Ranger’s visage.

Level 2: The Ranger may distract an aggressing animal from its focus of aggression from within 20 feet; the Beast does not have to be looking at the Ranger. Once gaining the beast's attention, the ranger may move about slowly, as long as their major focus is the beast, and neither they nor their allies make an aggressive move upon the animal. The Ranger's allies may make moves that go against the Beast's major current motivation and/or desire with limited affect (to be determined by plot crew).

Call: Look at me, Beast, Look at me! Beast Lore, Level 2!

Example: The spider in the above example is attacking a poor mage who can do little more than defend himself; and run. The Ranger tells the mage, "I am going to reason with the Beast mage, get away from it! Look at me, Beast, Look at Me! Beast Lore, Level 2!" The spider stops attacking the mage and focuses its attention on the Ranger, moving towards it out of curiosity. The Ranger moves slowly to get the spider away from the girl. The Ranger's allies can now go and free the girl. The spider won't take its attention away from the girl entirely, though, and as soon as the girl is free, then it will realize what is going on and attack. However, if the Ranger's allies attempt to make any move on the Spider's eggs (whether real or only perceived as such by the spider) then the Spider will attack. The eggs mean too much to the spider to allow such a low level Beast Lord to distract it from them.

Level 3: The Ranger may distract an aggressing beast from battle, even if it is currently being attacked, from within "earshot" of the Beast. The Ranger may move about slowly and even look away from the animal for short periods of time. The Ranger's allies may move against the Beast's major motivation and/or desire with complete impunity, but may not aggress the Beast. The Ranger, on the other hand, may make the first attack against the Beast before it 'realizes' what is happening. Once the Ranger does damage to the Beast, it will attack.

Call: Stop, ye wild Beast! I am your Lord and Master!

Example: The above spider is engaged in intense combat with a great warrior, and the spider is winning. The Ranger calls out to the warrior "My friend, you must trust me, do not attack the beast once it turns away! Stop ye Vile Beast, I am your Lord and Master!" (The ranger could have accomplished this from clear across the field, as long as the crewmember playing the spider heard it, and the warrior didn't attack the spider once it turned away) The spider now turns away from the battle and begins moving toward the Ranger out of curiosity. The Ranger turns his attention to his allies for a brief moment and says, "Get the girl, and take the eggs while your there. I know a crazy old fool who will pay money for them." His friends do as such, and, as they clear the area, the Ranger raises her sword, putting all her might and resources (maybe a spell or potion on the sword) into this one strike. "You will menace this town no more, you eight legged freak!!!" She strikes the spider with a mighty blow before it knows what is happening, which is just enough of an advantage the Ranger needed to defeat the spider in the end.

Notes:

- 1.) During the initial seconds of using the skill, there will be some confusion. If the Beast is attacked by the Ranger's allies because they don't know what is going on in the first couple SECONDS, then it may be possible to repeat the skill's call and regain the Beast's attention, with no charge to your uses for the day. This won't work if the ally knows what is going on and ignores what is going on, i.e. says something to the effect: "I ain't done with it, yet," whack, whack, whack. Then the Beast has been attacked, it knows what is going on, and cannot be distracted by the same Ranger again, ever.
- 2.) Beasts that can be distracted and manipulated by a Ranger will be determined by the plot crew prior to deploying the creature. Be patient with that crew member. They may not hear you exactly, and you may want to clarify to them your ability level once you have their attention.

They will know what you can do and not do in order to maintain control over them. Remember, even if the NPC *perceives* that you have done something to lose control, you have lost control. They are playing a 'dumb animal', so be careful. Also, don't argue. Learn from your mistake and move on.

- 3.) Remember, you may either begin buying the Magic skill, or you may begin buying the Beast Lore skill. You may never in the entire career of your character have both.

Natural Magic: Shaman Spells

1st Level Shaman Spells

Delay Poison

This spell will delay the effects of poisons, slowing the metabolism of the target. With a successful touchcast, a poison will have no effect for one hour, after which it will resume its effects unless it has been removed or countered.

Type: Aid
Incantation: The venom slows.
Duration: 1 hour

Endure Elements

This spell will allow the recipient to endure one elemental damage type of either: fire, frost, or shock. This spell resists damage from one of these types.

Type: Elemental Affinity
Incantation: I withstand (element).
Call: Resist (when elemental damage is taken)
Duration: 8 damage or 1 hour

Entangle

This spell causes the plant growth around the target's feet to grasp the target, holding one foot firmly to the ground for a time. A successful packet hit is required, and plants must be underfoot the target as well.

Type: Binding

Incantation: Let the plants give me aid.
Call: Entangle one foot 10 count
Duration: 10 count

Firenut

This spell allows the shaman to imbue a nut or acorn with the power of fire. This may be thrown at an enemy (spell packet) inflicting fire damage.

Type: Attack
Incantation: Let this nut hold fire's power.
Call: 4 fire
Duration: Instant

Light

This spell calls forth a magical light for the spellcaster to see. This is represented by a small LED flashlight, which should be kept hidden or palmed.

Type: Utility
Incantation: I bring forth the light.
Duration: 1 hour

Lesser Healing

This spell restores health to an individual, healing minor wounds. This is delivered with a successful touchcast.

Type: Aid
Incantation: I bring forth healing.
Call: Heal 6
Duration: Instant

Arms and Armor

Rangers often find themselves far out in front of the party, (if they are even with a party) and are usually the ones who find trouble first. Lantai can be a dangerous place, and a Farwalker strides headlong into it. 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 and to be sure this class is for you. First, choose a weapon you can actually wield. This isn't table top RPing or LARPs where rock, paper, scissors determines the outcome. You are going to have to actually use your weapon to inflict "damage" upon your foes. Though the skill costs for Rangers lean heavily towards dual weapons fighting, it doesn't mean this has to be your style. Now, don't fret if you are not a master with the sword or spear or pole arm or hammer. Few Rangers start their careers as such. 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), but isn't always a good idea for a character who may often find themselves going long distances and/or up steep slopes, many times at a run. Armor is expensive, heavy, bulky, hot, restricting and requires lots of maintenance, both in game and out of game. Also remember that as you wield these tools, they will be wielded upon you. As a Ranger, you will likely be on the receiving end of many a sword. 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, and that face often belongs to a person playing a Ranger. 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.

Tracking

Rangers have the skill of Tracking. Of course, we don't expect you the player to actually be able to track in order to play a Ranger, but you should at least be comfortable walking in the woods. The skill of Tracking is simulated in the game in a variety of ways. The most common way is through a game Ref. It is assumed that since a Ranger spends much of their time in the forests, they know the area very well. If someone were to come into the Tavern looking for a guide to a certain Temple, but did not know the way, a Ref may walk up to you, the Ranger, and say "You know where that is," and simply lead you there. Another method is for the Ref to follow along behind you, giving you clues as to where your quarry may have gone. You may also find colored envelopes on the trail marked "For Trackers Only". These will also contain clues. Don't always expect the clues you find in these envelopes or receive from the ref to be as simple as "turn left" or "go down this trail." They will often times be simple logic puzzles, which will require you to know certain things about what you are trying to find, i.e. the time they left, how many there were, etc. Keep in mind that mistakes will be made, as they often are in reality. If you are persistent and search thoroughly, though, you will prevail.

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. 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, 1/10th of your health is restored at dawn.
4. Keep track of your health during combat.
5. 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.

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 stay in character, 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 will suffice. 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.