

TRIUMPH LARP:

**Warrior's
Handbook
4.0**

Character Creation Worksheet: Warrior
Name:

Health: (8) Magic: NO! Race:

Free Weapon Skill:

Starting Skills Worksheet: 20 Points to spend.

Racial Modifiers

Health 5

Weapons Skills:

- 1hand Blunt 4
- 1hand Edged 4
- 1 1/2 Hand Blunt 4
- 1 1/2 Hand Edged 4
- 2 Hand Blunt 6
- 2 Hand Edged 6
- Bow 5
- Crossbow 5
- Polearm 6
- Shield 4
- Small Weapons 2
- Staff 3
- Thrown Weapons 3

Fighting Skills:

- Armor Maintenance 3
- *Dirty Fighting 4
- *Disarm 4
- *Dual Weapons 4
- Extra Armor 5

- Feat of Strength 4
- *Fighting Master 10
- *Florentine 5
- *Masterful Parry 4
- *Parry 4
- Precise Shot 3
- *Smashing Blow 4
- *Stunning Blow 4
- Surestrike 2
- Valor of Heroes 5
- *Weapon Master 12
- *Weapon Proficiency 4

Scholar Skills:

- 1st Aid 5
- Herb Lore 9
- Literacy 4
- Read Magic 8

Magic Skills:

- Alchemy 12
- *Exp. Alchemy 16

Thief Skills:

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

Production Skills:

- Armorsmith 8
- Weaponsmith 8

Special Skills:

- Wealthy Background 10
- Hero's Stand 20
- **Barbaric Fury 4

*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

Additional Skills:

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 8, 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 7 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. Warriors 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, a privilege for warriors only. The chart in the middle of the page lists all skills that are available to a first level Warrior 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 Warrior's Path

The warrior is the sellsword, the soldier, the guardsman, the adventurer. The warrior has dedicated their life to the mastery of the ways of battle. In choosing this path, a person has decided that the old adage "Live by the sword, die by the sword", is likely true, and they are OK with that. Rather proud of it actually. You can always tell the warrior in the group. They are usually the one who is heavily armed, armored, and in the front. Of course, there are those warriors who take a different slant on the archetype, but all in all, when the charge is called, you want a warrior somewhere close by. 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 Warrior'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.

Arms and Armor

Ok, if you were planning on being a warrior, and weren't at least planning on carrying a sword... What are you thinking?! Lantai can be a dangerous place, and a Warrior makes their living by doing the killing. The Warrior's skills cost reflect this, by giving them an advantage in purchasing

most weapon and fighting skills. 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. Few Warriors 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), and is a staple with most Warriors. 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 a warrior, 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, and that face more often than not belongs to a person playing a Warrior. 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. 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 five minutes	Wake with 1 Health
-1 to -15	Dying 10 minutes -if you receive first aid, go to 0 -if healed, take health granted (i.e. Heal 6 will put you at 6 health) -if no healing, go to -16	DEAD
-16	Dead five minutes -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.

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 a Warrior you have but one way in which to use magic; 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.

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 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. You Warriors, of course, will likely charge back in immediately. 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.