

EXODUS

Magic and Healing Rules

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1. General Principles

It is generally expected that players will role play the effects of magic, whether it is being performed by them or on them.

Healers and Mages are expected to fill certain prop requirements according to the abilities they wish to use at an Exodus event.

A player may play a Healer and a Mage class at the same time; this multi-class suffers an armour divider of 6.

2. Healing Rules

Healing:

A Healer role plays magical or mundane healing for 30 seconds to perform a full heal upon another player or themselves.

A Healer role plays magical or mundane healing for 15 seconds to perform a half heal upon another player or themselves.

Magical healing is performed by a chant or song.

Mundane healing requires role-playing surgical healing or blacksmithing upon the wounded or dead player

Prior to beginning healing the Healer declares either a half heal or full heal will be carried out.

If a Healer ceases chanting or is struck as a result of game combat during healing it is considered interrupted and cannot be completed.

Hit points after healing are always rounded down.

In regards to "half heal", this is always half of the target players total hit points rounded down.

3. Magic Rules

Alchemical Sustenance:

A Healer or Mage using Alchemical Sustenance must satisfy the Prop Requirements for this ability (see Prop Requirements).

A Healer or Mage must chant/ramble and act out with their healing implements for 30 seconds as if they are making a potion or chemical concoction.

Once casting is complete the Player may "hold/carry" the potion provided they continue to chant and/or physical roleplay in order to maintain the "hold/carry". To receive the benefit of Alchemical Sustenance the Healer or Mage casting the spell must role play consuming a potion from a vial (or similar).

A Healer or Mage casting Alchemical Sustenance may pass it to another Player who must role play consuming the potion and then receive the benefit of Alchemical Sustenance.

Once these actions have been completed the Player is immune from damage by weapons other than Small and Great Engines of War for 10 seconds.

During this period of immunity the effected Player is expected to count aloud, and once this 10 second time period has elapsed they begin to take damage again as normal.

This ability may not be used more than once per third on a Friday night battle or 3 times per day during festival events.

Arcane Armour

A Mage using Arcane Armour must satisfy the Prop Requirements for this ability (see Prop Requirements).

A Mage using Arcane Armour must chant or sing for up to 30 seconds continuously, without interruption, to cast Arcane Armour.

A Mage using Arcane Armour must hold their chain out from themselves.

Any Player in contact with the Mage's Chain for the duration of the chant or song will receive an additional hit point above their total, but not exceeding the maximum number of hit points of an individual player (please refer to Hit Points in the Exodus General Game Rules).

Up to 5 Players may be in contact with the Mage's Chain to receive an additional Hit Point.

This ability **does not stack**.

This ability may only be used once per round on a Friday night or 6 times a day during festival events.

Divine Strike

A Mage using Divine Strike must satisfy the Prop Requirements for this ability (see Prop Requirements).

A Mage using Divine Strike must chant or sing for up to 15 seconds continuously, without interruption, roleplaying as they would be invoking great power.

Once casting is complete the Mage may "hold/carry" the Charge (see Prop Requirements) provided they continue to chant and/or physical roleplay in order to maintain the "hold/carry".

A Mage may not run or engage in combat while Divine Strike is being "held/carried".

Divine Strike is cast by throwing the Charge at an opponent and clearly shouting "Divine Strike"

A similar phrase may be used that clearly indicates the intent of Mage, but must:

- Be limited to 2 words
- Be in English
- Be simple enough to easily understand

A Player, when the Charge impacts their torso, suffers 3 damage, or

A Player, when the Charge hits a shield and would otherwise impact their torso, suffers 1 damage

A Player who places a limb in a manner as would block the Charge from striking their torso suffers 3 damage

A Player, when the Charge strikes an outstretched/out-of-the-way limb, suffers no damage.

This ability may be used 3 times per round on a Friday night or 18 times per day during festival events.

Force of Will

A Mage using Force of Will must satisfy the Prop Requirements for this ability (see Prop Requirements).

A Mage using Force of Will must chant or sing for up to 30 seconds continuously, without interruption, to cast Force of Will.

While casting, the Mage must wave their prop fan (as per Prop Requirements) with the attached fabric flowing in front of them.

The Mage does not suffer damage from any attacks from the direction of the cast.

The direction of the cast **cannot** be changed.

The Mage **cannot move around** while casting Force of Will; if the Mage moves from the place they began casting during the 30 seconds casting Force of Will it ceases to be effective.

The Mage **cannot** engage in combat while casting Force of Will.

Force of Will begins the minute the Mage begins the chant or song and waving up their fan.

This ability may only be used once per round on a Friday night or 6 times a day during festival events.

Heavy Weapon

A Mage using Heavy Weapon must satisfy the Prop Requirements for this ability (see Prop Requirements).

A Mage using Heavy Weapon must chant or sing for up 30 seconds continuously, without interruption, to cast Heavy Weapon.

Upon completing the chant or song the Mage must clearly indicate the Player they wish to effect and shouting "Heavy Weapon!".

A similar phrase may be used that clearly indicates the intent of Mage, but must:

- Be limited to 2 words
- Be in English
- Be simple enough to easily understand

A Player effected by Heavy Weapon must let their arm fall limp and not use their weapon while counting aloud for 10 seconds.

A Player effected by Heavy Weapon may, if and when safe, role play the weapon being to heavy to lift by dropping it or bending over as though their weapon were suddenly too heavy to lift.

A Player who is dual wielding **must choose** one arm to role play the effect of this spell.

A Player who is dual wielding may act as though both weapons are effected at their discretion.

This ability may only be use once per round on a Friday night and 3 times per day at a festival event.

4. Prop Requirements

Healing:

- A LARP safe staff
- Surgical tools, either real or realistic. Real tools need to be blunted if normally sharp.
- Blacksmithing tools, either real or realistic. Real tools need to be blunted if normally sharp.
- A large tome, stone tablet or other serious representation of a script bearing item measuring 25cm*15cm*5cm

Alchemical Sustenance:

- A small vial or medieval bottle/flask
- and at least 1 of the following three:
- A small, elaborate wand with no sharp edges, or;
 - A LARP safe staff, or
 - A set of vials or medieval bottles/flasks

Arcane Armour

- A looped metal chain of very large links, without sharp edges or points, at least 20 centimetres long. Ideally this will be made of differing types of metals

Divine Strike

- An appropriately designed, coreless foam item to represent the "Charge"
- Appropriately designed in this instance meaning, "To represent a blast or ball of energy, or other aspect or item to appear otherworldly."
- Knives, axes, bombs and other mundane throwing items may not be used to represent a Charge without modification and approval by the Armour, Equipment and Weapons team

Force of Will

- A fan with a long fabric trail at least 30 centimetres long

Heavy Weapon

- A LARP safe staff