

Lorien Trust Role-Playing

(L.T.R.P.) System

Consolidated List of Rules 3 Updates and Changes.



Dated 11/02/2014

Lorien Trust

Here is an easy reference list of all the Officially Announced Rules Changes to the Lorien Trust Rules 3 Rules.

----2009----

Faction Moots

Attending a Lorien Trust Moot will now earn you 10 OSP instead of the listed 5 OSP.

Terror

We have introduced the following effect:

Name: Terror

Class: Magical Special Effect

The target of this ritual level effect is targeted as if by a Fear spell, but it is not possible to resist it or to be immune to it unless a lammie or loresheet explicitly grants an immunity to or ability to resist Terror.

----2010----

Sigils

While Inactive (not yet cast) they have a power rating of 0, however when active they have a power rating of 1 (note this information will be indicated on the sigil card as well). If the total amount of power you are carrying goes above your current maximum limit to the point where Items stop working the effect will also stop, if the total reduces they will start working again. If you go over your limit to the point where Items would start being destroyed, All active Sigils (and associated effects) will expire (no damage caused), before any thing else.

Scrolls

All uncast scrolls have a power rating of 0 while being carried (unless they say otherwise). However some powerful scrolls create a Sigil effect when cast. As such they should then be counted as an active Sigil. (see above). It will indicate on the scroll if this is the case.

Alchemy

Some Special Liquids/ Alchemical Preparations (potions/poisons/oils) may have a power rating above 0. This will be indicated on the front of the Lammie. When consumed or upon use, it will have the power rating indicated on the inside of the Lammie. Please note, all Special Liquids with a power rating above 0 count as an "Active Sigil" for determining if it or its effect stops working, or is destroyed earlier than its normal expiry.

Regeneration (X)

The user recovers lost wounds at a faster rate, one hit per location is recovered every X time period. Any wound that could be normally recovered using the 'Cure Wound' or 'Heal Wound' effects can be regenerated. If this property is on an item, only wounds taken while wearing the item can be regenerated. If regeneration would recover a hit at exactly the same time as something else happens (e.g. Grace Period ends), the regeneration is considered to happen first. Silver damage can never be regenerated. If any of the damage to a location(LHV) is of a type that can not be regenerated then all damage to that location(LHV) is considered to be of that type for the purposes of regeneration, thus preventing regeneration on that

location until that location is restored to full health.

Armour

If a character has AV from two different sources(e.g. a paladins Armour and chainmail) then both sets of Armour will take damage at the same time if struck.

We are also making a change to Magical Armour (Paladins Armour, Mage Armour etc) limiting its maximum value to 4 via any appropriate Armour boosting methods.

Carrying Items and Power Ratings

The ability for people to carry items of power in Erdreja has increased slightly.

Only items stop working or are destroyed by the following rule not other powers such as Special creatures, powers or talismanic auras. In addition rare items such as Artefacts and Iconic items are also immune to this destruction, and will not stop working.

If the sum of the Power Rating of all lammies you are carrying exceeds 12 then all items with a Power Rating greater than 0 that you carry will stop working immediately. If you exceed 13 points of power then your magical items (those items with a Power Rating greater than 0) will be Destroyed. Each item will become hot for 10 seconds prior to its destruction, first all potions and sigil effects (these all heat up and are destroyed together), then proceeding through each item starting at the one with the lowest Power Rating. If your Power Rating exceeds 14 points after all magical items on you have been Destroyed, then your torso will be Destroyed by Artefact damage. You may not sneak additional magic items onto another character without there being a ref present and aware of your intentions.

The 'Command <X>' Occupational Skill

This now includes (and replaces) the Occupational Skill Oathsworn<X>.

----2011----

Death and Dying.

From 1st January 2011 we are changing the rules on what happens when all locations are at -1.

Prior to this date, unless you were under a sanctuary, if all your locations were at -1 your character would immediately die.

The New Rule is as follows:

If all your locations are at -1 you will enter your grace period (if you are not already in one) and if the current time remaining in the grace period is higher than 4 minutes it will immediately drop to 4 minutes.

While all locations are at -1 you may not regenerate damage unless a Loreshet or Lammie specifically states that you may regenerate when at -1 on all locations.

Note: This does not affect normal curative or healing actions, only the Regeneration effect. This rule change does not alter how the Wasting effect works in any way.

Special Creatures and Powers

From the start of the Spring Moot 2011 all Special Creatures and Special Powers should have an explicit power rating. If you have one of these cards without an explicit power rating on them you may bring your

card to Game Control to have it replaced. All Special Creatures/Special Powers without an explicit Power Rating may still be used, however from the start of the Spring Moot they count as Power Rating 6 for all calculations until the card is replaced with its new individual Power Rating. This is to bring Special Creatures and Powers in line with the rest of the power rating system.

Special Items/Powers/Creatures/Weapons/Liquids

From 10am Monday of the Gathering 2011 all such Lammies will become invalid if they do not have an explicit power rating.

Note: they will not be allowed to be used In-Game or in the Gathering battle and any lammie replacement requests started on the Monday will be processed after the event.

20 Point Characters

As of the start of May 2011, all characters should be 16 points please contact the office if you have not yet been converted and need assistance or help with the conversion.

Oathsworn

The OS "Oathsworn" does not count towards your limit of 12 skills, however the finite amount of space on an LT character card will always constitute an absolute cap on the number of skills that your character has. You may only purchase the Oathsworn skill for one Faction and one Guild.

The OS "Immune to Through"

This grants the person Immunity to the through effect regardless of source.

Physician

Has no effect on a person suffering from Disease, Decay or on a location with a Fatal wound.

Faction Wards and Ritual Circle Seals

No effect or ability including discerns or detections may pass through these barriers unless it specifically states it can.

Vapour poisons

These are Mass effects, and will effect everyone within a 10' range as per the rules for mass effects, they may only be called by a referee. If placed within a magically sealed area they may expand to fill this area at a referee's discretion.

Charity and Evaluate Lammies

Charity Lammies and Evaluate Lammies are no longer available.

Enthral

The description for the Enthral spell has be changed and now reads.

For as long as the caster continues to talk in meaningful sentences (as per a chant), the target will follow them anywhere. Whilst under this effect the target cannot cast any spells or perform any action other than

to follow the caster. This effect will be broken if the target takes a wound (not armour damage) or if the caster ceases to speak meaningfully. This effect is a Charm and breaks concentration.

----2012----

Changing your Character skills

Towards the end of 2011 it was brought to our attention that some players had sought to gain advantage by changing their character skills mid season, so as to have their over winter Occupational Skills early. At this stage we have decided to not take this any further, however we will be bringing in a 5 OSP charge to change your character skills. Note that you may change your Character Skill during pre-book for no OSP cost. Additionally we will be enforcing the removal of Occupational Skills (with no refund) that has a Character Skill they no longer have, as a pre-requisite to use.

I.e. the OS:Armour Mastery will be lost if you have no Armour Use Character skills.

Money

A new coin, named the "Cascataal" or "Taal", has been introduced to the game and has a value of 4 Gold. This coin is larger than the Quarter, Stell, and Gold, but it has the same shape and design as these other LT IC coins. The shape and design of all of these coins are OOC trademarks of Merlinroute Ltd. No part of these designs may be reproduced by any means, save with the written permission of Merlinroute Ltd.

The amount of money earned for booking each Main event has been increased to 1 Gold per event.

----2013----

Rites

There are three main questions we often get asked about these, and we would like to take this opportunity to clarify them for you:

What are rulebook/ad hoc/plot rites?

There are three terms we use to describe rites.

"Rulebook" rites are what they sound like those rites described in the rules (and on certain loresheets).

They have clearly defined rules on who can do them, when and how they are performed, and what effects they have.

"Ad hoc" rites are those non-rulebook rites that you decide to attempt, in order to accomplish an objective or get a greater power to help you. These are generally considered to be hopeful at best, and often receive little or no result unless a powerful entity happens to offer assistance (usually to further its own goals).

"Plot" rites are those that have been prescribed as a requirement to complete a goal or objective. They have predetermined criteria that must be met in order to succeed, and predefined effects that will occur based on success or failure although you will not necessarily know what those criteria or effects are in advance. Plot rites normally receive an immediate and obvious result when completed correctly.

What do you need to do to perform one?

The requirements for rulebook rites are specified in the rules for each rite these vary from rite to rite, but will usually require at least one specific CS, OS, or loresheet.

For ad hoc and plot rites, all you need to attempt a rite is an appropriate Referee, and one person with ritual magic 1 or higher who spends 4 spell cards. There are several other factors you can include in your rite in order to improve the chances of the right people hearing your message or request for help; these include getting more people involved, using a ritualist with higher skill levels like ritual magic 2 or 3, using a specific appropriate rite focus, and/or offering up more spell cards. All spell cards must come from the person performing the rite unless they have the rite master OS.

What can I get from performing an ad hoc or plot rite?

Plot rites normally get an immediate result appropriate to the plot. Ad hoc rites normally get no immediate response, but can occasionally trigger later encounters or influence the power level of certain powerful entities.

Identifying / Discern wounds

There has been some confusion about the 'Identifying wounds' skill found on page 12 of the Rulebook. Formerly known as 'detect wounds' is now called 'Discern wounds'. A new definition to this rule is as follows.

This ability is available to characters with either the Character Skill Healing or Physician. Using this skill requires 3 seconds of concentration, while holding your primary hand 2" (approx. 5cm) away from a single target, and stating "Discern Wound, Poison, Pattern Effect or Disease" (The new vocal)

If the target is dead then the ability reveals that fact, and no further information is given.

If the target is not dead then the ability reveals the number of hits remaining on each location and the maximum they can be restored to. It will also reveal the presence of any of the following effects on the target: Disease, Decay, Fatal, Petrify, or Poison. In the case of Fatal it will also reveal the specific location(s) affected. No further information will be revealed.

----2014----

Chants

We are updating and clarifying the rules on Chants as follows:

An effect is a chant if, and only if, the bold text part of its description uses the words "chant", "chants" or "chanting". A chant effect that is modified by an OS (e.g. Cast Mass Charms) is still a chant. An ability similar to a chant spell that is granted by an OS (e.g. Rally, Source of Unlife) is not a chant.

The maximum duration of a chant effect by a single caster is 10 minutes - an on-going chant effect automatically ends 10 minutes after it was started. Even if the caster immediately recasts the effect this still counts as stopping and restarting - e.g. this will break an ongoing Sanctuary by a single caster. Multiple sanctuaries may still be maintained on a single target simultaneously, and each one is timed

separately.

The vocal of a chant must be audible to the target or, if the caster and target are the same, it must be audible to anyone within 3 feet (~1 meter) of the caster.

The chant effect ends if the vocal is interrupted for more than 3 seconds at a time for any reason - interruptions include (but are not limited to) breathing, eating, drinking, and making other game calls (e.g. damage calls, "Innate Repel" when casting Forbidding, "Retribution <location>" when casting Retribution). Responding to a Discern does not count as an interruption, but should only take as long as is necessary to convey the required information. Repeated use of this to avoid the need to chant is an abuse of the rules

and will be considered cheating. If a specific vocal is defined for a chant then an uninterrupted vocal must be completed at least once every 10 seconds or the effect will end.

Group packs and Group Registration.

All groups need to be registered with Game Control.

Group size is a minimum of 3 gathering prebooks.

The group leader must prebook the Gathering as a member of that group.

Group members who pre-book may get rewards. These rewards vary year on year. The more people you have in your group the more rewards you may receive.

Each Group is tied to a Faction, where groups belong to two or more Factions a new group will require creation.

These packs are handed out via your faction command at The Gathering of Nations.

Note: If your character does not have a group, you will be assigned to that factions default group (e.g. people of the Harts or people of the Dragons). This default group receives no group rewards.

If you find your group name has got NGL appearing in front of it, it means you need to assign a new group leader to your group as your current one is invalid, to do this you should visit game control at some point(when they are quiet) before the gathering, you do not need your character card reprinted.