



# LORIEN TRUST

## LIVE ACTION ROLE play



THE SOCIETY OF KOREAN DRAGONS

Self-Print Loresheets, Game Sheets and Information

## Lorien Trust Printable Loresheets & Files 4.06

This downloadable file contains printable sheets that are available for attendees of the Lorien Trust game. The information and rules in these sheets relate to the current Version 4 of the Lorien Trust Rules and replace any previous versions. In addition there are several new pages that are available for keeping track of the power you have for casting spells, Herb use, a sheet for recording daily Sigils (long lasting spells) for each day and additional printable files for having an in-character tent, for attaching to a concealed item (an occupational Skill) and for marking self-made or plot documents to indicate they are a legitimate part of the game.

These files are also to allow those interested in different parts of the game the options that are available and to see if a particular creature, power or path of progression would suit you. Some of the options listed will require roleplay in the game to find a source or character willing to help you on your journey to progression.

**We recommend only printing the files you require for your character to minimise paper waste. Ensure that any used or replaced sheets are disposed of through a recognised recycling system.**

### Loresheets and File Updates

**Occupational Skills available from the following sheets may have unique Tiers, costs or other restrictions that are unique to that creature or power. These differences to those listed in the Lorien Trust Handbook are representative of the ease or availability of the Skill or power for that creature.** The relative Tier of a Skill will be listed in the Loresheet Tier/Notes section of the occupational Skill option and are included for comparison purposes only\* - some Skills may cost more OSPs or count as a different level for different creatures. Skills available on these Loresheets do not require training facilities (Generally Required for Guild or Faction training) and are not restricted except where explicitly mentioned. Loresheet Skill purchases count towards your limit of 4 Skill purchases per year. *\*Tier 5 Skills are capped to a maximum of 4 per character (see Lorien Trust Handbook for more details).*

From time to time this file will be updated, this may include additions or corrections that we hope will improve the game for all. The updates of the latest version will be listed at the end of this document. We recommend downloading and familiarising yourself with the latest version and updates regularly and to check for changes before each event. **Please note that unless an occupational skill explicitly mentions that it does not require the purchase of a prerequisite, all skills do require the prerequisite skills to be purchased as per the Rules Handbook descriptions.** This document can be downloaded from [www.lorientrust.com/publications/](http://www.lorientrust.com/publications/)

Any questions regarding the Lorien Trust Role-Playing System or Lorien Trust events should be directed to [enquiries@lorientrust.com](mailto:enquiries@lorientrust.com)

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



# Lorien Trust Event Power Sheet

A valid and authorised Lorien Trust character card must be carried with you at all times whilst in-character. A Spellcasting and/or Power usage character may not be played unless this sheet is carried and your character details for the event have been filled in. **After a spell is cast and power used, mark a single box using a dark pen (not pencil). You cannot cast any spell without this sheet. Any unspent power for each day is lost.**

Spring Moot ☐    Great Erdrejan Fayre ☐    Summer Moot ☐    The Gathering ☐    Sanctioned Event \_\_\_\_\_ ☐

Total Spell Power each day: \_\_\_\_\_

## Friday

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Ritualist Performance ☐    Ritualist Contribute ☐    Contribute to Ritual (1) ☐    Contribute to Ritual (2) ☐    Contribute to Ritual (3) ☐

## Saturday

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## Sunday

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Ritualist Performance ☐    Ritualist Contribute ☐    Contribute to Ritual (1) ☐    Contribute to Ritual (2) ☐    Contribute to Ritual (3) ☐

## Monday

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Ritualist Performance ☐    Ritualist Contribute ☐    Contribute to Ritual (1) ☐    Contribute to Ritual (2) ☐    Contribute to Ritual (3) ☐

## Notes



Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Herb/Herb (Advanced) Loreshheet V4.06

This is an out of character document for the recording of expended herbs and cannot be stolen in-character. A valid and authorised Lorien Trust character card must be carried with you at all times whilst in-character. A Herb Use character may not be played unless this sheet is carried and your character details for the event have been filled in. **After a herb is used, mark a single box using a dark pen (not pencil). You cannot use any herb without this sheet. Any unused herb for each day is lost.**

### Using Herbs in-character

Each Herb application requires a proximity action (holding your hand approx. 1ft from the target/target location) for 10 seconds (this does not require concentration). This sheet represents your ability to quickly pick and use herbs in your immediate area that are easily secreted - and cannot be traded or stolen.

### Combinations of Herbs

A list of effects and the number of herbs is listed at the bottom of this sheet. Some effects require multiple herbs to be applied for a single effect. Two or more characters with the Herb Lore occupational Skill may combine their herb allocation to apply an effect to a target. A minimum of one character must meet the requirements of the Unliving/Summonable effects to apply their specific Cure/Repair.

Spring Moot ☐ Great Erdrejan Fayre ☐ Summer Moot ☐ The Gathering ☐ Sanctioned Event \_\_\_\_\_ ☐

Herb Lore (12) ☐ Herb Lore (Improved) (+12) ☐ Total Herbs each day: \_\_\_\_\_

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Sunday	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Monday	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Herb Effect

Cure Wound (Living Pattern Only)  
Remove Disease  
Purge Poison  
Purge All Poison  
Full Cure  
Total Heal (Living Pattern Only)  
Repair Unliving (Unliving Pattern Only)\*  
Total Repair Unliving (Unliving Pattern Only)\*  
Full Repair Unliving (Unliving Pattern Only)\*  
Full Cure Daemon (Daemon Creature Only)\*  
Full Cure Ancestral (Ancestral Creature Only)\*  
Full Cure Elemental (Elemental Pattern Only)\*

### Herbs Required

2 Herbs  
2 Herbs  
2 Herbs  
3 herbs  
5 Herbs  
14 Herbs  
3 Herbs  
14 Herbs  
6 Herbs  
6 Herbs  
6 Herbs  
6 Herbs

### Character Skill or Occupational Skill Required

Mortician, Mortician (Expert) or Necromancy  
Mortician, Mortician (Expert) or Necromancy  
Mortician, Mortician (Expert) or Necromancy  
Triage (Master), Triage (Expert) or Daemonology  
Triage (Master), Triage (Expert) or Theology  
Triage (Master), Triage (Expert) or Elementalism

\*Any Herb effect marked in this way counts as affecting the creature/pattern type normally and will receive the effect after 10 seconds of application.

If found, please return this sheet to Game Control.

Herb/Herb Advanced Lore Sheet Page 1 of 1 V4.06

Character Name:

Player Identification Number (PID):



## Elemental Loresheet V4.06

Elementals are creatures of the Elemental Planes in the Void that have been summoned, drawn or otherwise brought to Erdreja in some way. They are not part of the normal cycle of existence on Erdreja and follow the special rules listed below.

- If an Elemental Creature is killed, the corpse will immediately disappear along with all items that they are carrying (causing any ongoing searching actions to fail). It is not possible to perform a Speak to Dead on a killed or Dismissed Elemental Creature.
- Elementals may not become immune to Dismiss or Control effects, unless stated so explicitly

### Innate Control Elemental

Elementals may cast innate control Elemental at a rank less than their own Control Rank by using their own power. For every 5 (or part) Ranks one power must be used (e.g. Control Rank 9 will cost 2 power - and your own control rank must be 10 or above). This ability cannot be used in a wedge, put into a scroll, glyph, weapon or potion of any kind and may not be boosted by any means.

### Dismiss Elemental

- Destroys all body locations (-1 LHV)
  - Places the Elemental into a 1 min Grace Period and becomes immune to the Sanctuary effect until the Dismiss is removed
  - To remove a Dismiss an Elemental creature requires each location to be healed to minimum of 1LHV by a Full Cure Elemental effect
- Please note that unless a lammie or loresheet explicitly states otherwise - the target cannot regain hits (and remove the dismiss) by any other means until the dismiss is removed by the method above*

### Controlled Creatures

- The Control effect will last for 10 mins or until ended (whichever is sooner - unless a lammie or loresheet explicitly states otherwise)
  - A Controllable Creature may only be under one Control at a time
  - Subsequent Controls will immediately end and replace the original Control
  - Must follow the directions of that Controller to the best of their ability
  - May not cause or attempt to cause the controller damage, harm or otherwise try to counteract/disrupt the Control
  - May only be Controlled by the same character three times (maximum) during one day
- Please note that directions for a Controlled Character must not endanger out-of-character safety or out-of-character humiliating/degrading*

### Further Notes

- Once your character has become an Elemental it may not be changed or removed under normal circumstances.
- Elementals often have an affinity or link to a Particular Element (Fire for example). This can be roleplayed appropriately as a strong like, attraction or bias to that Element in whatever from it takes as you deem appropriate.

### Occupational Skills

This Loreshet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Shield Dismiss Level	10		Tier 1 Skill
Elementalism	10		Tier 1 Skill
TNS Elemental Runes	10	Only available to Elementals	Tier 1 Skill <b>May not be tutored</b>
Dismiss Rank +5	10		Tier 1 Skill
+1 Magical Armour	20		Tier 2 Skill
+1 Natural Armour	20		Tier 2 Skill
Magical Armour Mastery	20		Tier 2 Skill
Dismiss Rank +10	30	Dismiss Rank +5	Tier 3 Skill
Discern Elemental Being	10		Tier 1 Skill
High Magic (Elementalism)	40	Elementalism	Tier 4 Skill
Voidportal #	85		Tier 4 Skill
+1 Base LHV	65		Tier 4 Skill

If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loreshet is invalid without a matching Special Creature card or Character OS.

**Elemental Loreshet Page 1 of 1 V4.06**



Character Name:

Player Identification Number (PID):



## Daemon Loresheet V4.06

Daemons are creatures of the Daemonic Planes in the Void that have been summoned, drawn or otherwise brought to Erdreja in some way. They are not part of the normal cycle of existence on Erdreja and follow the special rules listed below.

- If a Daemon Creature is killed, the corpse will immediately disappear along with all items that they are carrying (causing any ongoing searching actions to fail). It is not possible to perform a Speak to Dead on a killed or Dismissed Daemon Creature.
- Daemons may not become immune to Dismiss or Control effects, unless stated so explicitly

### Innate Control Daemon

Daemons may cast innate control Daemon at a rank less than their own Control Rank by using their own power. For every 5 (or part) Ranks one power must be used (e.g. Control Rank 9 will cost 2 power - and your own control rank must be 10 or above). This ability cannot be used in a wedge, put into a scroll, glyph, weapon or potion of any kind and may not be boosted by any means.

### Dismiss Daemon

- Destroys all body locations (-1 LHV)
  - Places the Daemon into a 1 min Grace Period and becomes immune to the Sanctuary effect until the Dismiss is removed
  - To remove a Dismiss a Daemonic creature requires each location to be healed to minimum of 1LHV by a Full Cure Daemon effect
- Please note that unless a lammie or loresheet explicitly states otherwise - the target cannot regain hits (and remove the dismiss) by any other means until the dismiss is removed by the method above*

### Controlled Creatures

- The Control effect will last for 10 mins or until ended (whichever is sooner - unless a lammie or loresheet explicitly states otherwise)
  - A Controllable Creature may only be under one Control at a time
  - Subsequent Controls will immediately end and replace the original Control
  - Must follow the directions of that Controller to the best of their ability
  - May not cause or attempt to cause the controller damage, harm or otherwise try to counteract/disrupt the Control
  - May only be Controlled by the same character three times (maximum) during one day
- Please note that directions for a Controlled Character must not endanger out-of-character safety or out-of-character humiliating/degrading*

### Further Notes

- Once your character has become a Daemon it may not be changed or removed under normal circumstances.
- Daemons often have an affinity or link to a Daemonic Court. This can be roleplayed appropriately as a strong like, attraction or bias to that Court and its values in whatever from it takes as you deem appropriate

### Occupational Skills

This Loreshet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Shield Dismiss Level	10		Tier 1 Skill
Daemonology	10		Tier 1 Skill
TNS Daemon Runes	10	Only available to Daemons	Tier 1 Skill <b>May not be tutored</b>
Dismiss Rank +5	10		Tier 1 Skill
Dismiss Rank +10	30	Dismiss Rank +5	Tier 3 Skill
Discern Daemonic Being	10		Tier 1 Skill
+1 Magical Armour	20		Tier 2 Skill
Magical Armour Mastery	20		Tier 2 Skill
Level 2 Spell Reduction (1)	60		Tier 4 Skill
High Magic (Daemonology)	40	Daemonology	Tier 4 Skill

If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshet is invalid without a matching Special Creature card or Character OS.

**Daemon Loresheet Page 1 of 1 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Ancestral Loreshheet V4.06

**Ancestrals are creatures of the Ancestral Planes Void that have been summoned, drawn or otherwise brought to Erdreja in some way. They are not part of the normal cycle of existence on Erdreja and follow the special rules listed below.**

- If an Ancestral Creature is killed, the corpse will immediately disappear along with all items that they are carrying (causing any ongoing searching actions to fail). It is not possible to perform a Speak to Dead on a killed or Dismissed Ancestral Creature.
- Ancestrals may not become immune to Dismiss or Control effects, unless stated so explicitly

### Innate Control Ancestral

Ancestral may cast innate control Ancestral at a rank less than their own Control Rank by using their own power. For every 5 (or part) Ranks one power must be used (e.g. Control Rank 9 will cost 2 power - and your own control rank must be 10 or above). This ability cannot be used in a wedge, put into a scroll, glyph, weapon or potion of any kind and may not be boosted by any means.

### Dismiss Ancestral

- Destroys all body locations (-1 LHV)
  - Places the Ancestral into a 1 min Grace Period and becomes immune to the Sanctuary effect until the Dismiss is removed
  - To remove a Dismiss an Ancestral creature requires each location to be healed to minimum of 1LHV by a Full Cure Ancestral effect
- Please note that unless a lammie or loresheet explicitly states otherwise - the target cannot regain hits (and remove the dismiss) by any other means until the dismiss is removed by the method above*

### Controlled Creatures

- The Control effect will last for 10 mins or until ended (whichever is sooner - unless a lammie or loresheet explicitly states otherwise)
  - A Controllable Creature may only be under one Control at a time
  - Subsequent Controls will immediately end and replace the original Control
  - Must follow the directions of that Controller to the best of their ability
  - May not cause or attempt to cause the controller damage, harm or otherwise try to counteract/disrupt the Control
  - May only be Controlled by the same character three times (maximum) during one day
- Please note that directions for a Controlled Character must not endanger out-of-character safety or out-of-character humiliating/degrading*

### Further Notes

- Once your character has become an Ancestral it may not be changed or removed under normal circumstances.
- Ancestrals often have an affinity or link to a Pantheon of Ancestors. This can be roleplayed appropriately as a strong like, attraction or bias to the values and beliefs of that Pantheon in whatever from it takes as you deem appropriate.

### Occupational Skills

This Loreshheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Shield Dismiss Level	10		Tier 1 Skill
Theology	10		Tier 1 Skill
TNS Ancestor Runes	10	<b>Only available to Ancestrals</b>	Tier 1 Skill <b>May not be tutored</b>
Dismiss Rank +5	10		Tier 1 Skill
Toughen Body	30		Tier 3 Skill
Strike for Enchanted	30		Tier 3 Skill
Champion	30		Tier 3 Skill
Dismiss Rank +10	30	<b>Dismiss Rank +5</b>	Tier 1 Skill
Discern Ancestral Being	10		Tier 1 Skill
High Magic (Theology)	40	<b>Theology</b>	Tier 4 Skill
Cast Additional Incantation	40	Last Rites (Improved) or Master Countermagic	Tier 4 Skill

If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.

**Ancestral Loreshheet Page 1 of 1 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Unliving Loresheet V4.06

Unliving are creatures that were once part of the standard Life/Death cycle of Erdrejas Races, but now are cut from that weave and exist as corrupted patterns. They are not part of the normal cycle of existence on Erdreja and follow the special rules listed below.

- Unliving have an Unliving Pattern and are not affected by Decay, Disease, Paralysis, Fatal or Ritual of Peace effects
- Unliving are not affected by non-magical Alchemical Poisons/Potions (unless specifically stated on the inside of the lammie)
- If an Unliving Creature is killed, the corpse will immediately disappear along with all items that they are carrying (causing any ongoing searching actions to fail). It is not possible to perform a Speak to Dead on a killed or Dismissed Unliving Creature.
- Unliving are not affected by any power or spell that specifically works on Living targets (Unliving can become debilitated)
- Unliving may not become immune to Dismiss or Control effects, unless stated so explicitly and cannot recover hits in any way unless the recovery explicitly states that it affects Unliving, or the effect is stated on a lammie or loresheet that affects the individual.
- Unlike other Summonable creatures an Unliving will retain its Base Race before it became Unliving (e.g. Elf, fey, Human)
- A creature that becomes Unliving that has the Healing CS and/or Healing Occupational Skills may be converted to the Corruption alternative.

### Dismiss Unliving

- Destroys all body locations (-1 LHV)
  - Places the Unliving into a 1 min Grace Period and becomes immune to the Sanctuary effect until the Dismiss is removed
  - To remove a Dismiss an Unliving creature requires each location to be repaired to minimum of 1LHV by a Full Repair Unliving effect
- Please note that unless a lammie or loresheet explicitly states otherwise - the target cannot regain hits (and remove the dismiss) by any other means until the dismiss is removed by the method above*

### Controlled Creatures

- The Control effect will last for 10 mins or until ended (whichever is sooner - unless a lammie or loresheet explicitly states otherwise)
  - A Controllable Creature may only be under one Control at a time
  - Subsequent Controls will immediately end and replace the original Control
  - Must follow the directions of that Controller to the best of their ability
  - May not cause or attempt to cause the controller damage, harm or otherwise try to counteract/disrupt the Control
  - May only be Controlled by the same character three times (maximum) during one day
- Please note that directions for a Controlled Character must not endanger out-of-character safety or out-of-character humiliating/degrading*

### Further Notes

- Once your character has become an Unliving it may not be changed or removed under normal circumstances.
- Unliving recover hits at time-in and follow all of the rules under the recovery section of the Lorien Trust Game Handbook.
- If an Unliving gains the ability to cast (Via Lammie, Loresheet, Scroll, glyph, Potion or otherwise) any of the following spells, the attempt to cast them will automatically fail with no further effect: Heal Wounds, Remove Paralysis, Heal Fatal Wound, Endurance, Shield from Corruption, High Carapace Armour or Total Heal. Note: This does not include the application of Herbs normally - only casting the effects.
- A Unliving may benefit from Regeneration if the Skill or item states it will affect Unliving. This Regen may never be greater than 1 hit per 30 seconds unless overridden by another lammie or loresheet.

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Shield Dismiss Level	10		Tier 1 Skill
Necromancy	10		Tier 1 Skill
TNS Grave Runes	10	<b>Only available to Unliving</b>	Tier 1 Skill <b>May not be tutored</b>
Dismiss Rank +5	10		Tier 1 Skill
Dismiss Rank +10	30	<b>Dismiss Rank +5</b>	Tier 3 Skill
Discern Unliving	10		Tier 1 Skill
+1 LHV	30		Tier 3 Skill
Toughen Body	40		Tier 4 Skill
High Magic (Necromancy)	40	<b>Necromancy</b>	Tier 4 Skill
+1 Base LHV	65		Tier 4 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.*

**Unliving Loresheet Page 1 of 1 V4.06**



Character Name:

Player Identification Number (PID):



## Plant Loresheet V4.06

Plant Creatures are unusual patterns of Erdreja, they are living creatures that have either gained sentience, have been created in a Ritual or become a Plant Creature via another strange circumstance.

### Further Notes

- Plant Creatures are part of the Existential Group of creatures of Erdreja and have the Race Category: Plant
- Any Herb Cure Wound effect will heal 2 wounds to the targeted location when applied to a Plant Creature

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Regeneration(10m)	25		Tier 3 Skill
Improved Regeneration	35	Regeneration	Tier 4 Skill
+1 Natural Armour	35		Tier 3 Skill
+2 Natural Armour	45	<b>+1 Natural Armour</b>	Tier 4 Skill
Conceal	10		Tier 1 Skill
Herb Lore	5		Tier 1 Skill
Herb Lore (Improved)	20	<b>Herb Lore</b>	Tier 2 Skill
Treewalker #	85	Ritual Magic or Perform Transport Rite	Tier 4 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.*

**Plant Loresheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Mineral Loresheet V4.06

Mineral Creatures are unusual patterns of Erdreja, they are living creatures that have either gained sentence, have been created in a Ritual or become a Mineral Creature via another strange circumstance.

### Further Notes

- Mineral Creatures are part of the Existential Group of creatures of Erdreja and have the Race Category: Mineral

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Toughen Body	30		Tier 3 Skill
Harden Body	85	<b>Toughen Body</b>	Tier 4 Skill
Damage Reduction (Crush)	30		Tier 3 Skill
Immune to Through	35		Tier 3 Skill
Immune to Repel and Strikedown	25		Tier 3 Skill
Strike for Enchanted	30		Tier 3 Skill

*If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.*

**Mineral Loresheet Page 1 of 1 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Magical Pattern Loresheet V4.06

**A Magical Pattern is a creature formed by, created and powered by Magic. These creatures do not have a link to any Plane (Life, Unlife Etc.). They are not part of the normal cycle of existence on Erdreja and follow the special rules listed below.**

- Magical Patterns are not affected by Alchemical and Magical Poisons/Potions (unless specifically stated on the inside of the lammie)
- Magical Patterns are not affected by Decay, Disease, Paralysis, Fatal or Ritual of Peace effects
- If a Magical Pattern with a Mortal Wound has a Heal Fatal Wound cast upon them, their Grace Period will immediately reduce to 4 minutes
- Magical Patterns are not affected by the Embodiment Unliving Effect (regardless of its source)
- A Magical Pattern DOES NOT count as a Living Pattern

### Magical Patterns and Damage Recovery

A being with a Magical Pattern may only recover damage under certain conditions, as stated on their lammie, unless the effect specifically targets them (E.G. Full Cure Elemental will repair a Magical Elemental). The Effects: 'Total Heal', 'Heal Wounds' and 'Repair Unliving' will only affect them if the caster also has the Occupational Skill: Heal Magical Pattern. Other Occupational Skills and items will state explicitly if they are capable of recovering damage for a Magical Pattern.

### Further Notes

- Once your character has become a Magical Pattern it may not be changed or removed under normal circumstances.
- Magical Patterns tend to have a need to understand the forces that created them and will be curious about practically everything - often seeking out knowledge on Magic and its mysteries.
- Magical Patterns recover hits at time-in and follow all of the rules under the recovery section of the Lorien Trust Game Handbook.

### Occupational Skills

This Loreshet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Fearsome Aspect	30		Tier 3 Skill
Spell Reduction (1)	40		Tier 4 Skill
Magical Armour Repair	40		Tier 4 Skill
+2 Natural Armour	40	<b>+1 Natural Armour</b>	Tier 4 Skill
+2 Magical Armour	40	<b>+1 Magical Armour</b>	Tier 4 Skill
Strike for Enchanted	40		Tier 4 Skill

*If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loreshet is invalid without a matching Special Creature card or Character OS.*

**Magical Pattern Loreshet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Beast Loresheet V4.06

**Beast Creatures are unusual patterns of Erdreja, they are living creatures that have either gained sentence, have been created in a Ritual or become a Beast Creature via another strange circumstance.**

### Further Notes

- Beast Creatures are part of the Existential Group of creatures of Erdreja and have the Race Category: Beast

### Occupational Skills

This Loreshet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Fearsome Aspect	30		Tier 3 Skill
+1 Natural Armour	35		Tier 3 Skill
Natural Armour Regrowth	30	Natural Armour	Tier 3 Skill

*If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshet is invalid without a matching Special Creature card or Character OS.*

**Beast Loresheet Page 1 of 1 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Treewalker Loresheet V4.06

**A Treewalker has the ability to use the Tree Network or Erdreja to transport short distances in a similar way to using a Transport Circle. This loresheet may only be gained with a lammie or Loresheet and require that the character has the magical ability to Perform Transport Rite (through CS or OS Skills). The rules for using the Treewalker ability are listed below:**

- At each Main Lorien Trust event and Lorien Trust Sanctioned event there may be a number of Trees that are connected to the Tree Network. These will be marked clearly with a Lorien Trust MONOLITH Lammie and will be specifically named. For a Treewalker to access the local network they must find each tree in the game area and place a hand within 1ft for 30 seconds, noting the name of the Network Tree. Once this is done, the character is attuned and that tree is accessible by the Treewalker.

### Treewalking

Requirements to use: Spellcasting, Incantation or Healing CS (not available to a character with the Corruption CS, Necromancy or an Unliving creature). The Treewalker must perform a rite for 10 seconds (Ritual Magic not required) whilst in contact with any tree in the Game area (please ensure that no damage is done to any Wildlife or Vegetation to achieve this). Transports the caster only to the nearest attuned Network Tree.

The time taken to Teleport will be as long as it takes OOC to get to the destination Network Tree and should not be unnecessarily prolonged to gain IC advantage. On successful completion of the rite the Treewalker must mark off four of their own Power. This Teleport will allow the character to pass through a Faction Ward If the Attuned Network Tree is located in a Faction Camp.

If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.

**Treewalker Loresheet Page 1 of 1 V4.06**



Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Voidportal Loresheet V4.06

**Voidportal** is an ability giving advanced knowledge about the weaves of the Transport, Teleport and Void Pathways with an ability to temporarily void the perils of the void. This loresheet may only be gained with a lammie or Loresheet. The rules for using the Voidportal ability are listed below:

- Voidportal grants the creature the Perform Teleport Rite occupational Skill and Spell Reduction (2) for the Spell Teleport

**Ritual Voidportal:** Once per day a Voidportal ability may be used to perform a 10 second Rite whilst in an ongoing ritual (this may not be used if the Creature is performing the Ritual). Using the vocals "By my Voidportal power I walk into the Void". On completion of the Rite the creature immediately Teleports themselves to a safe pocket of the void. The player should raise their hand in the air (to indicate they are out-of-character) and proceed immediately to the Monster room to find a Referee. If the Referee is satisfied that the ability has been used correctly the creature may remain out of character for a maximum to 10 minutes. Once this time has elapsed the player should inform the Referee that they are returning to the Game area. The Creature will appear in one of the local (Game Area) transport Circles. If the ability has been used incorrectly the creature will immediately return to the Ritual Circle.

***If a Voidportal character leaves the Ritual whilst in progress their Contribution or Ritualist Contribution value will be negated. A Ritual that suffers a catastrophic failure after a Voidportal ability has been used may (on occasion) result in a curse being inflicted.***

If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshet is invalid without a matching Special Creature card or Character OS.

**Voidportal Loresheet Page 1 of 1 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Werecreature Loresheet V4.06

A Werecreature is a type of Special creature that exists on Erdreja. They have many forms, powers and abilities - and have some mystical link to something called "Essence". This mystical Essence links all of these creatures in some way but even with the brightest and best research no-one has been able to unravel its true nature.

Werecreatures are living patterns that have endured a process of Curse and Creation. They follow the special rules listed below and overleaf.

- An Essence creature will retain its original Race type (e.g. Elf)
- The CS Ritual Magic is not required to perform any of the Rites mentioned on this sheet unless explicitly mentioned
- Werecreatures automatically gain the OS Beast-form intelligence and may speak whilst in Beast-form normally
- The minimum physrep for playing this creature is an appropriate (removable) mask, combat safe Natural claws which must be carried at all times when in-character and require that you pass a Lorien Trust Claw Competency to use them. Without this physrep the character cannot be played.

**Creation** A Werecreature of Tier 3 or 4 may create another Werecreature through a Rite of Creation (see Essence Creature Loresheet)

### Children under 16 and becoming an Essence Creature

Children aged 10-15yrs may be created (using the normal rules for creation) and play an Essence Creature with the following additional rules:

- The Rite of Creation **MUST** be performed at Game Control with the Parent Guardian of the Child and a Numbered Lorien Trust referee present
- As per the handbook - Children are immune to all control and control effects (but may be dismissed as normal)
- A Child cannot perform any of the Essence Creature rites and is immune to all of the rites listed on the Essence Creature Loresheet
- Until their 16th Birthday, a child Essence Creature may not advance past the first Level of their Creature type

**Additional Information** Some Werecreature Powers and Skills are marked with a (B) and may only be used in Beast-form

**Lycan Moon** All Werecreatures are affected by the patterns and phases of the moons that orbit Erdreja, the most well-known of these are Werewolves - when this phase becomes most noticeable is during the Lycan Moon Phase (often called a Full Moon but it does not always follow that a full moon is a Lycan Moon). The following additional rules apply after 8pm when a Lycan Moon is in effect, this will be clearly displayed in Games Operation:

- Werecreatures must transform and may stay transformed until time-out of that day (8pm to time-out)
- A Lycan moon will boost werecreatures - increasing Werecreature Regen effect by one level (Max 10 Seconds - Werecreature Regen only), this is in addition to a creature that has purchased the Improved Regeneration OSP.
- A Werecreature under the effects of a Lycan Moon with the Enchanted Claws OS may strike for a single Artefact crush once every hour vs shields only. This requires a fully roleplayed blow with a simultaneous dual-claw blow.
- A Werecreature may use their voluntary changes per day to transform back to normal form, Each Voluntary change used will allow the creature to stay in normal form for 10 mins at a time and may not be used with the OS Beast-form changes (Unlimited).

**Transforming to Bestial Form** A werecreature may change into Bestial form in one of two ways, voluntary through concentration and training and involuntarily with damage or other forces. In both cases the transformation follows the rules below:

- A Werecreature may voluntarily transform up to a number of times per day as listed in the Werecreature Tier section overleaf and may learn to transform more times per day using OSP Skills or with items found in game
- If rendered unconscious (not asleep) or enters its Grace Period for any reason, they will immediately begin to transform into Beast-form
- Whilst transforming into bestial form the Werecreature will be debilitated for a minimum of 30 seconds, in that time the mask and claw physreps must be retrieved and fully worn to complete the transformation. During this time the creature may not perform any in-character actions other than react to damage or spells, they may not perform offensive or defensive actions (such as parrying or countering spells)
- When transforming the creature gains the abilities, powers and stats allowed by its Tier, CS and OS Skills
- Any regeneration powers will begin when the transformation begins and will immediately start to regenerate damage received before the transformation process (unless prevented by a disease or Silver Effect)
- Beast-form can only be maintained for a maximum of one hour (Lycan Moon exception mentioned above), the Werecreature may not voluntarily transform back again for a minimum of 30 mins after returning to normal form

### Transforming back to non-Bestial form

- Returning to a normal state from Bestial form requires concentration and 30 seconds of roleplay, the creature will be debilitated for a minimum of 30 seconds, in that time the mask and claw physreps must be removed fully and safely packed away for the transformation to be complete
- The creature may not perform any in-character actions other than react to damage or spells, they may not perform offensive or defensive actions (such as parrying or countering spells), however, any regeneration effects will continue until the transformation is complete.
- If a transformed Werecreature with the Mystic Claws occupational skill has an active spell/venom/effect on their claws – they may not return to non-Bestial form until the effect has been expended.

If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshet is invalid without a matching Special Creature card or Character OS.

**Werecreature Loresheet Page 1 of 2 V4.06**

**Armour and the Flow of Regeneration** When a Werecreature transforms it loses the ability to use the CS Armour Use (any level) and all Magical Armour (Mage, Paladins etc.) will immediately end. Natural Armour will continue to work and function in the same way and will not be affected by the transformation process. Werecreatures Regeneration flows in the same cycle as channelling (Healing) and may Regenerate Artefact damage. If a Werecreature gains an Embody Unliving effect then any Regeneration ability will fall by one level and can never be greater than 1 hit per 5 min regeneration whilst the Embody Unliving is active.

**Reaction of Silver** Any silver damage inflicted on a Werecreature will breach the Ritual of Peace and inflict a Magical Disease which a Werecreature cannot become immune to in any way. This will prevent any kind of regeneration and all heal/cure effects from working until a Remove Disease effect is applied. In addition, the Elemental weakness (whilst in Werecreature Form) becomes SILVER regardless of the creatures normal weakness.

**Skills** When in Beast-form the Werecreature may only use the CS Skill: Body Development 1/2. Further CS and OS use become available through the OS Beast-form Skill use and Beast-form casting (see below):

- Beast-form Skill use will allow a Werecreature in Beast-Form to use: Numeracy, Literacy, Contribute, Any OS with Immune in the name, Any Damage Reduction, Command <x> , any OS with Discern in the name plus any Knowledge Skills
- Beast-form casting allows a Werecreature in Beast-form to use any Magic CS such as Healing and Incantation - including Contribute and Ritual Magic
- Armour Skills may not be used in beast form (except for Natural Armour as mentioned above) or any Weapon/Shield use.

Type	Tier	OSP	Hits	Regeneration Hit per time	Voluntary Changes Per Day	Power Rating
Werecreature	1	10	Normal	1 Per 10 Mins (B)	2	1
Mature Werecreature	2	20	+1 Base LHV (B)	1 Per 5 Mins (B)	3	2
Elder Werecreature	3	30	+1 Base LHV (B), +1 LHV (B), DR Crush (B)	1 Per 1 Mins (B)	4	3
Alpha Werecreature	4	40	+1Base LHV (B), +2 LHV (B), DR Crush (B)	1 Per 1 Mins (B)	6	4

#### Additional Information

- Werecreatures strike and cause damage with both claws (Ambidexterity not required) in Beast-form and may strike for Natural Damage (see handbook for Claws and Natural Damage). In the case of Enchanted Strikedown Claws - large, roleplayed blows must be used.
- Whilst in Beast-form (and using their claws) a Werecreature may carry another character as per normal handbook guidelines (both hands close to but not touching the character being carried, walk slowly).

**Bloodlines and Pariahs** Essence Creatures are created by a Bloodline of their own Type and through the use of Specific Rites, be removed (or remove them self) from that Bloodline. Details of Essence Creatures that are part of a Bloodline (Bloodline Essence Creature) and Essence Creatures that are not part of a Bloodline (Pariah) can be found on the separate Essence Creature Loresheet.

#### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	Min. Type	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Tracking (B)	All	5		Tier 1 Skill
Discern Race	All	10	Tracking	Tier 1 Skill
Discern Race and Pattern	All	30	<b>Discern Race</b>	Tier 3 Skill
+1 LHV (B)	All	10		Tier 1 Skill
+2 LHV (B)	Mature	30	<b>+1 LHV (B)</b>	Tier 3 Skill
Fearsome Aspect 1 (B)	All	10		Tier 1 Skill
Fearsome Aspect 2 (B)	Mature	20	<b>Fearsome Aspect 1 (B)</b>	Tier 2 Skill
Fearsome Aspect 4 (B)	Elder	30	<b>Fearsome Aspect 2 (B)</b>	Tier 3 Skill
Beast-form Skill Use (B)	All	10		Tier 1 Skill
Beast-form Casting (B)	Alpha	30	<b>Beast-form Skill Use (B)</b>	Tier 3 Skill
Enchanted Claws (B)	Mature	20		Tier 2 Skill
Enchanted Strikedown Claws (B)	Alpha	40	<b>Enchanted Claws (B)</b>	Tier 4 Skill
Improved Regeneration (B)	All	10		Tier 1 Skill
Beast-form changes (+2)	Mature	20		Tier 2 Skill
+1 Natural Armour	Mature	30		Tier 3 Skill
+2 Natural Armour	Elder	40	<b>+1 Natural Armour</b>	Tier 4 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.*

**Werecreature Loresheet Page 2 of 2 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Paladin Loreshheet V4.06

**A Paladin is a type of Special creature that exists on Erdreja. They have many forms, powers and abilities - and have some mystical link to something called "Essence". This mystical Essence links all of these creatures in some way but even with the brightest and best research no-one has been able to unravel its true nature.**

Paladins are living patterns that have endured a process of Curse and Creation. They follow the special rules listed below and overleaf.

- An Essence creature will retain its original Race type (e.g. Elf)
- The CS Ritual Magic is not required to perform any of the Rites mentioned on this sheet unless explicitly mentioned
- Paladins automatically gain the OS Dedicated Follower and are automatically Laid to Rest on death
- The minimum physrep for playing this creature is an In-character Paladin Brand (Tattoo or other marking), this Brand can be discovered if the target is searched using the rules from the main handbook and should be described (once discovered) as "A Paladin Brand". This Brand may be covered with clothing and must stay within The Lorien Trust standards for decency. Without this physrep the character cannot be played.

**Creation** A Paladin of Tier 3 or 4 may create another Paladin through a Rite of Creation (see Essence Creature Loreshheet)

### Children under 16 and becoming an Essence Creature

Children aged 10-15yrs may be created (using the normal rules for creation) and play an Essence Creature with the following additional rules:

- The Rite of Creation **MUST** be performed at Game Control with the Parent Guardian of the Child and a Numbered Lorien Trust referee present
- As per the handbook - Children are immune to all control and control effects (but may be dismissed as normal)
- A Child cannot perform any of the Essence Creature rites and is immune to all of the rites listed on the Essence Creature Loreshheet
- Until their 16th Birthday, a child Essence Creature may not advance past the first Level of their Creature type

**Paladin devotions** Paladins fight and teach for their own Ancestor - sometimes even align themselves with other Paladins when a Pantheon or aim would benefit. Often it is a battle of both the mind, body and pattern for dominance so that the true faith of their own Ancestor may grow stronger. Paladins may perform Devotions or Dark Devotions to strengthen their own Ancestor or weaken others. Some believe that this kind of Devotion is negligible in the grand scheme of things, but Paladins - being of (what they believe to be) a prophet of their truth, will perform these Devotions whenever they can in the hope of Ancestral recognition when they finally join their Pantheon on the Plane of the Ancestors.

- **Devotion of the Pantheons** - A group of three or more Paladins may form a circle of approx. 10 feet across (max) and perform a 1 min rite. The Paladins involved in the rite may donate power to the rite if they wish and must all be able to perform the Rite Lay to Rest. If the rite is completed and a minimum of 4 power are donated and used, the members of the rite may (in unison) may cast Mass Lay To Rest This has the effect of Laying to Rest all of the recently deceased (living) or destroyed (Unliving) patterns within the circle of Paladins.
- **Devotion of the Archon** - A Paladin cast the spell Full Cure Ancestral using their own power. This spell requires four (4) power to cast, if the Paladin already has the ability to cast this spell – they instead gain Spell Reduction (1) for the Spell Full Cure Ancestral.
- **Devotion of the Scribe** - A Paladin that has the Arcane Crafter Skill can produce (using their own power and Skills) an item for one less power than the crafting process usually requires (minimum 1 power).

**Faith and Fury** Paladins come in many forms but all have the common theme of Faith and Ancestors, plus their dedication to their chosen Ancestor(s). With their faith they are granted boons by their Patrons. As a Paladin demonstrates Piety, so does their ability to tangibly weave their faith. At each Tier a Paladin gains the ability to perform the manipulations listed below (they do not replace; they simply gain the new power). Paladins also gain an additional +AV depending on their Tier, this number is listed in the Paladin Tier details overleaf.

- **A Voice above them all (Tier 1)** - Through training and commitment a Paladin may gain a clearer link to the plane of the Ancestors. Any Paladin may use 4 power and once per day cast a Speak with Ancestor (Does not require the CS ability to cast the spell or require the CS Ritual Magic). If the Paladin already has the ability to cast Speak with Ancestor - they may cast the spell and perform the rite by using two (2) power instead.
- **The Shield/Dagger of the Pantheon (Tier 2)** - A Paladin of this Tier with the ability to cast Sanctuary may once per hour, cast Chant of Sanctuary for no power cost, this ability may only be used if the target is already under a Chant of Sanctuary effect. If the Paladin has the ability to cast the Wasting spell, they may instead cast a chant of Wasting once per hour for no power cost.
- **Dagger of Suns Dawning (Lay to Rest) (Tier 3)** - A Paladin of this Tier may use four (4) power to empower a small melee weapon with a powerful version of the Lay to Rest. Once empowered, for 10 minutes, each blow with this weapon will have the effect of a Rite of Lay to Rest on a dead body.

If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.

**Paladin Loreshheet Page 1 of 2 V4.06**

**Blind Faith** Paladins are dedicated to the Ancestors and Ancestral Magic, as such they cannot be targeted by the spell Heal Wound (and any effects based on this spell\*). In addition, if a Paladin gains the CS Spellcasting (any level) the OS Damage Reduction (Crush) and Damage Reduction (All) will stop working. Paladins are immune to having Mage Armour cast on them (from any source). A Paladin that gains the OS Damage Reduction (All) may never benefit from a Regeneration effect (any source) of greater than 1 per 5 mins. If the Paladin has regeneration that is faster than this - the regeneration will reduce to 1 per 5 mins. *\*This means that a Paladin that is affected by a Mind Effect such as Beguile may not have it removed by the Mind Healing Occupational Skill – other methods must be used*

**Focus of Piety** Paladins gain extra AV (see below) from any armour they wear (including the Paladins armour). This bonus AV stacks with the Armour Mastery OS, is subject to the rule of double and is dependent on the tier of the Paladin as shown in the table below. *This bonus AV will not work with Natural Armour or any other form of Magical Armour. Paladins may never gain more than 4 points of Magical Armour.*

**Bounty of Temples** Occasionally a Pantheon of Ancestors will be flooded with offerings and devotions of the Faithful in a particular Faction. When this happens the Paladins of the Faction will receive a bounty from their Ancestor. Details of the affected Faction(s) from the Bounty of Temples will be displayed at Game Control at the start of the event. If a Paladin is a part of that Particular Faction at the start of the event - they will receive a free Paladins Armour each day for the rest of the event.

Type	Tier	OSP	Focus of Piety Bonus	Power Rating
Paladin	1	10	+1AV	1
Questing Paladin	2	20	+1 Base AV, +1AV	2
Knight Paladin	3	30	+1 Base AV, +2AV	3
Lord Paladin	4	40	+2 Base AV, +2AV	4

**Bloodlines and Pariahs** Essence Creatures are created by a Bloodline of their own Type and through the use of Specific Rites, be removed (or remove them self) from that Bloodline. Details of Essence Creatures that are part of a Bloodline (Bloodline Essence Creature) and Essence Creatures that are not part of a Bloodline (Pariah) can be found on the separate Essence Creature Loresheet.

#### Occupational Skills

This Loreshet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	Min. Type	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Immune to Through	Questing	30		Tier 3 Skill
Damage Reduction (Crush)	Knight	40	Immune to Through	Tier 4 Skill
Damage Reduction (Fatal)	Questing	30	<b>Dedicated Follower</b>	Tier 3 Skill
Damage Reduction (All)	Lord	40	<b>Damage Reduction (Crush)</b>	Tier 5 Skill
Immune to Paralysis	All	20		Tier 2 Skill
Immune to Disease and Decay	All	30	Immune to Paralysis	Tier 3 Skill
Immune to Fatal	Knight	40	<b>Damage Reduction (Fatal)</b>	Tier 5 Skill
Champion	All	10		Tier 1 Skill
Shield Mastery	All	20		Tier 2 Skill
Immune to Charms	All	20		Tier 2 Skill
Dismiss/Control +4	All	10		Tier 1 Skill
Strike for Enchanted	Knight	30		Tier 3 Skill
Last Rites (Improved)	All	20		Tier 2 Skill
Cast Additional Incantation	Knight	30	Last Rites (Improved)	Tier 5 Skill

*If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshet is invalid without a matching Special Creature card or Character OS.*

**Paladin Loreshet Page 2 of 2 V4.06**



Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Warlock Loreshheet V4.06

**A Warlock is a type of Special creature that exists on Erdreja. They have many forms, powers and abilities - and have some mystical link to something called "Essence". This mystical Essence links all of these creatures in some way but even with the brightest and best research no-one has been able to unravel its true nature.**

Warlocks are living patterns that have endured a process of Curse and Creation. They follow the special rules listed below and overleaf.

- An Essence creature will retain its original Race type (e.g. Elf)
- The CS Ritual Magic is not required to perform any of the Rites mentioned on this sheet unless explicitly mentioned
- Warlocks automatically gain the Occupational Skill Sigil Spell Reduction (1)
- The minimum physrep for playing this creature is an In-character Runic Brand (Tattoo or other marking), this Brand can be discovered if the target is searched using the rules from the main handbook and should be described (once discovered) as "A Warlock Brand". This Brand may be covered with clothing and must stay within The Lorien Trust standards for decency. Without this physrep the character cannot be played.

**Creation** A Warlock of Tier 3 or 4 may create another Warlock through a Rite of Creation (see Essence Creature Loreshheet)

### Children under 16 and becoming an Essence Creature

Children aged 10-15yrs may be created (using the normal rules for creation) and play an Essence Creature with the following additional rules:

- The Rite of Creation **MUST** be performed at Game Control with the Parent Guardian of the Child and a Numbered Lorien Trust referee present
- As per the handbook - Children are immune to all control and control effects (but may be dismissed as normal)
- A Child cannot perform any of the Essence Creature rites and is immune to all of the rites listed on the Essence Creature Loreshheet
- Until their 16th Birthday, a child Essence Creature may not advance past the first Level of their Creature type

**Warlock Wedges** Warlocks can form with other Warlocks to create a Warlock Wedge (Min. 2 Warlocks required - Head of the Wedge and one other Warlock). This wedge follows all of the same rules for wedges laid out in the main handbook, with the exception that only Warlocks may form for this type of wedge. The head of the Wedge is the only character that is required to have the OS for the Wedge - any Warlocks in the wedge simply donate power to the effect. The OS Skills required for the head of the wedge are listed below and the OSP cost for each is listed in the Skill options overleaf:

- **Magebolt Wedge** - The character at the head of this wedge (with the Magebolt Wedge OS) may use up to 4 power of their own or donated from the wedge (excess power is wasted) and obeying the maximum contribution to a Warlock Wedge limitations listed overleaf\*\*\* to cast a single Magebolt spell. Spell reduction of any kind may not be used in conjunction with this Wedge
- **Global Blast Wedge** - The character at the head of this wedge (with the Global Blast Wedge OS) may use up to 4 power of their own or donated from the wedge (excess power is wasted) and obeying the maximum contribution to a Warlock Wedge limitations listed overleaf\*\*\* to cast the Global Blast effect on a single target within range. Spell reduction of any kind may not be used in conjunction with this Wedge
- **Mass Blast Wedge** - The character at the head of this wedge (with the Mass Blast Wedge OS) may use up to 4 power of their own or donated from the wedge (excess power is wasted) and obeying the maximum contribution to a Warlock Wedge limitations listed overleaf\*\*\* to cast the Mass Blast effect (this mass blast will not affect members of the donating wedge). Spell reduction may not be used in conjunction with this Wedge.

**Weavers of Magic** Warlocks learn how to manipulate Magic in unique Arcane forms as they progress through the Tiers. The powers, Skills and manipulations listed below show how the Warlock can effectively and skilfully manage raw power to its greatest advantage. As a Warlock Grows in knowledge, so does its ability to wield it in devastating ways. At each Tier a Warlock gains the ability to perform the manipulations listed below (they do not replace; they simply gain the new power). Warlocks also gain an additional number of power depending on their Tier, this number is listed in the Warlock Tier details overleaf:

- **Circle Affinity (Tier 1)** - Requires the CS Contribute to Ritualist. The Warlock may use 4 power (mark off power in the presence of the ritual marker who will note that the ability has been used) The Warlock counts as one additional contributor for that ritual. This Skill may be used in conjunction with the OS Contribute to second (or third) Ritual (using 4 power for each ritual the Warlock contributes in). Any applicable Skills or bonus that may count towards the overall success of a ritual that the Warlock would normally generate will also be duplicated by this ability.
- **Familiar Spell (Tier 2)** - A Warlock may use 4 power to obtain a Sigil upon which a single Level 1 spell (that the Warlock has the ability to cast) should be written. For the rest of the day the Warlock may cast that spell for zero (0) power cost every 10 mins. This spell must be cast with an additional vocal requirement of "By my Power as a Warlock". This Sigil has zero PR for the purposes of Game rules and mechanics.
- **Leech Power (Tier 3)** - A Warlock may perform a rite of draining on an unresisting or willing Warlock. This 1 min rite does not require a referee and does not cost any power - but does require that the Warlock performing the Rite holds their main hand within proximity distance (1ft) of the body location of the target Warlocks Runic Brand. If the location of the Runic Brand is not known then a search using the main rules must be performed before the rite of draining can occur. If the rite is performed on the incorrect location the rite of draining will fail. If the rite is completed successfully then one (1) power will be taken (OOC noted as used by the target and noted as gained by the draining Warlock) and can be used as their own power. The number of power drained per completed Rite increases to two (2) when performed by a Tier 4 Warlock. This rite may be performed several times and will automatically end if the target Warlock has no power left. This draining rite may not take a Warlock over their normal daily limit of power but can refresh power already used for that day (keep a note of Leech Power in the Notes section of your Event Power Sheet).
- **Magic Weaver (Tier 4)** - A Warlock with the ability to Perform a Transport Rite (as part of a CS, OS or Power through Item) may use their unnatural sight of the weaves of magic in a transport circle to transport up to 20 characters (including themselves) in a transport rite and will only require 30 seconds to perform the rite. This ability overrules the handbook limitation of 16 characters in a transport rite but otherwise follows all of the same rules for a Transport Rite. This rite must be cast with an additional vocal requirement of "By my Power as a Warlock". In addition, any Arcane Crafted Item that is created using the power and Skill of the Warlock will only require 1 Power to produce (regardless of the level or other requirements of the item).

If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.

**Warlock Loreshheet Page 1 of 2 V4.06**

**The Price of Power** The body of a Warlock suffers from the ravages of the power, as a result a Warlock may not benefit from the following Skills, Occupational Skill and powers no matter what the source: Body Development (CS), +Base LHV, Toughen Body, Harden Body, Titans Endurance. In addition, if a warlock gains the CS Incantation (any level) the Occupational Skill Level 2 Spell Reduction (1) will stop working. Warlocks are immune to having Paladins Armour cast on them (from any source).

**Focus of the Void** Warlocks learn to draw more power from the Void each day as they grow stronger and progress through the Tiers. This additional power is listed below as Additional Warlock Power. This power is not affected by the rule of double and stacks on top of any other power the character has from Character Skills or Occupational Skills.

Type	Tier	OSP	Weavers of Magic	Max Power Contribution to a Warlock Wedge***	Additional Warlock Power	Power Rating
Warlock	1	10	Circle Affinity	1	-	1
Adept Warlock	2	20	+ Familiar Spell	2	4	2
Master Warlock	3	30	+ Leech Power	3	8	3
Master Adept Warlock	4	40	+ Magic Weaver	4	12	4

**Bloodlines and Pariahs** Essence Creatures are created by a Bloodline of their own Type and through the use of Specific Rites, be removed (or remove them self) from that Bloodline. Details of Essence Creatures that are part of a Bloodline (Bloodline Essence Creature) and Essence Creatures that are not part of a Bloodline (Pariah) can be found on the separate Essence Creature Loresheet.

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	Min. Type	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
+8 Spell Power	All	10		Tier 2 Skill
+12 Spell Power	Adept	20	<b>+8 Spell Power</b>	Tier 3 Skill
+16 Spell Power	Master Adept	40	<b>+12 Spell Power</b>	Tier 4 Skill
Cast High Countermagic	All	10	Level 2 Spellcasting CS	Tier 1 Skill
High Magic (Spellcasting)	Master	30	Level 2 Spellcasting CS	Tier 5 Skill
High Magic (Healing)	Master	30	CS Healing 2	Tier 5 Skill
Magebolt Wedge	All	10	CS Spell Casting 2	Tier 1 Skill
Global Blast Wedge	Adept	20	Magebolt Wedge	Tier 2 Skill
Mass Blast Wedge	Master	30	Global Blast Wedge	Tier 3 Skill
Cast Additional Magecraft	Adept	20	CS Spell Casting 2	Tier 3 Skill
Shadow Magic	All	10		Tier 1 Skill
Enchanting	All	10		Tier 1 Skill
Level 2 Spell Reduction (1)	Adept	30		Tier 2 Skill
Spell Reduction (2)	Master	50	<b>Level 2 Spell Reduction (1)</b>	Tier 5 Skill
Cast All Magecraft	Master Adept	65	<b>Cast Additional Magecraft</b>	Tier 5 Skill

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**Warlock Loresheet Page 2 of 2 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Vampire Loreshheet V4.06

A Vampire is a type of Special creature that exists on Erdreja. They have many forms, powers and abilities - and have some mystical link to something called "Essence". This mystical Essence links all of these creatures in some way but even with the brightest and best research no-one has been able to unravel its true nature.

Vampires are a type of Unliving patterns (Unliving Loreshheet Required) that have endured a process of Curse and Creation. They follow the special rules listed below and overleaf.

- Vampires are Unliving (see Unliving Loreshheet for full details) and are subject to all of the rules on that sheet
- An Essence creature will retain its original Race type (e.g. Elf)
- The CS Ritual Magic is not required to perform any of the Rites mentioned on this sheet unless explicitly mentioned
- The minimum physrep for playing this creature are fangs, which you must wear at all times whilst in-character, without this physrep the character cannot be played.

**Creation** A Vampire of Tier 3 or 4 may create another Vampire through a Rite of Creation (see Essence Creature Loreshheet)

### Children under 16 and becoming an Essence Creature

Children aged 10-15yrs may be created (using the normal rules for creation) and play an Essence Creature with the following additional rules:

- The Rite of Creation **MUST** be performed at Game Control with the Parent Guardian of the Child and a Numbered Lorien Trust referee present
- As per the handbook - Children are immune to all control and control effects (but may be dismissed as normal)
- A Child cannot perform any of the Essence Creature rites and is immune to all of the rites listed on the Essence Creature Loreshheet
- Until their 16th Birthday, a child Essence Creature may not advance past the first Level of their Creature type

**Additional Information** Some Vampire Powers and Skills are marked with a (V) and may only be used between Dusk (8pm) and time-out (1am).

**Vampire Energy Drain** From Dusk (8pm) and once per hour until time-out a Vampire may recover all of their lost hits (back to their current maximum) by draining the energy from another pattern (this cannot be a Magical or Unliving Pattern). The target must be willing, Beguiled or otherwise unable to resist. The Vampire must place a hand within 1ft of the targets head location and concentrate for 30 seconds Using the vocals "By my nature as a Vampire I Drain the Energy from this creature". This will reduce the targets head location to zero (will not restore a head location that is at -1). Once this ability has been used it may not be used again for another hour.

**Lords of the Night/Curse of the Daywalker** Vampires are considerably more powerful during the evening. Some Vampire Powers and Skills are marked with a (V) and may only be used between Dusk (8pm) and Time-out (1am). Between Time-in (usually 10am) and Dusk (8pm), all Vampires have a Base Dismiss level of 10.

- **Mist Form (V) (Tier 1)** - After Dusk (8pm) a Vampire may use some of their own power to temporarily become a vaporous form. Use 2 Power to traverse one-way through a Faction Ward (pass through the ward once per 2 power – see occupational Skill Traverse Faction Ward). If concentration is broken whilst traversing the ward the Vampire reforms on the original side of the ward and the power is wasted.
- **Waste Not Want Not (Tier 2)** - A Vampire may use their energy drain on a character that is in their grace period and is actively having their pattern wasted. This energy drain follows all of the rules of Vampire Energy Drain with the exception that it may be used at any time of day or night.
- **Crypt Blade (Tier 3)** - A Vampire may use 4 power to empower a small weapon with the Decay effect. The next blow inflicted by this weapon will cause the target to be under the Decay effect (referee required), if unused this effect will end after 10 mins.
- **Death Incarnate (V) (Tier 4)** - A Vampire at Tier 4 gains Spell Reduction (2) for the High Magic Spells Cause Fatal Wound and Greater Corrupt Body after Dusk (8pm).

Type	Tier	OSP	Hits	Base Dismiss Rank	Lords of the Night Abilities	Power Rating
Vampire	1	10	Normal	10	Mist Form (V)	1
Mature Vampire	2	20	Normal	20 (V)	+ Waste Not Want Not	2
Elder Vampire	3	30	+1 Base LHV (V)	45 (V)	+ Crypt Blade	3
Ancient Vampire	4	40	+2 Base LHV (V)	60 (V)	+ Death Incarnate (V)	4

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**Vampire Loreshheet Page 1 of 2 V4.06**

**Bloodlines and Pariahs** Essence Creatures are created by a Bloodline of their own Type and through the use of Specific Rites, be removed (or remove them self) from that Bloodline. Details of Essence Creatures that are part of a Bloodline (Bloodline Essence Creature) and Essence Creatures that are not part of a Bloodline (Pariah) can be found on the separate Essence Creature Loreshheet.

### Occupational Skills

This Loreshheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	Min. Type	OSP Cost	Prerequisite to learn	Loreshheet Tier/Notes	
Repair Unliving (advanced)	All	20	<b>Revitalise Unliving</b>	Tier 2 Skill	
Dismiss/Control +4	All	10		Tier 2 Skill	
Dismiss/Control +8	All	30	<b>Dismiss/Control +4</b>	Tier 3 Skill	
Beguile 1 (V)	All	10		Tier 1 Skill	
Beguile 2 (V)	Mature	20	<b>Beguile 1 (V)</b>	Tier 2 Skill	
Beguile 3 (V)	Elder	30	<b>Beguile 2 (V)</b>	Tier 3 Skill	
Beguile 4 (V)	Ancient	40	<b>Beguile 3 (V)</b>	Tier 4 Skill	
Toughen Body (V)	Mature	20		Tier 2 Skill	
Harden Body (V)	Ancient	40	<b>Toughen Body (V)</b>	Tier 4 Skill	
+1LHV (V)	Mature	20		Tier 4 Skill	This will stack with +1LHV OS
High Magic (Corruption)	Elder	50	CS Corruption 2	Tier 5 Skill	
Source of Unlife	Ancient	65	<b>Mind Healing &amp; Repair Unliving (Advanced)</b>	Tier 5 Skill	

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**Vampire Loreshheet Page 2 of 2 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Druid Loresheet V4.06

**A Druid is a type of Special creature that exists on Erdreja. They have many forms, powers and abilities - and have some mystical link to something called "Essence". This mystical Essence links all of these creatures in some way but even with the brightest and best research no-one has been able to unravel its true nature.**

Druids are living patterns that have endured a process of Curse and Creation. They follow the special rules listed below and overleaf.

- An Essence creature will retain its original Race type (e.g. Elf)
- The CS Ritual Magic is not required to perform any of the Rites mentioned on this sheet unless explicitly mentioned
- Druids with the ability to Speak to Ancestor will instead speak to Erdreja (rules as the Speak to Ancestor description)
- A Druid may have the CS Armour use (any level) – however, any AV, special rules, enhancements, immunities, occupational Skills, abilities and/or additional abilities over and above the standard AV rules will be ignored (meaning that Light Armour will only ever grant an AV of 1 per location, Medium AV2 and Heavy Armour an AV of 3 – even if it would grant a greater AV to a non-Druid character).
- The minimum physrep for playing this creature is to carry a totem or symbol of an Animal, Plant or Beast – representing their link to Nature in all forms, this Totem can be discovered if the target is searched using the rules from the main handbook and should be described (once discovered) as "A Druid Symbol". This Item may be covered with clothing and must stay within The Lorien Trust standards for decency. This item is bonded to the character and cannot be stolen in-character. Without this physrep the character cannot be played.

**Creation** A Druid of Tier 3 or 4 may create another Druid through a Rite of Creation (see Essence Creature Loresheet)

### Children under 16 and becoming an Essence Creature

Children aged 10-15yrs may be created (using the normal rules for creation) and play an Essence Creature with the following additional rules:

- The Rite of Creation **MUST** be performed at Game Control with the Parent Guardian of the Child and a Numbered Lorien Trust referee present
- As per the handbook - Children are immune to all control and control effects (but may be dismissed as normal)
- A Child cannot perform any of the Essence Creature rites and is immune to all of the rites listed on the Essence Creature Loresheet
- Until their 16th Birthday, a child Essence Creature may not advance past the first Level of their Creature type

**Shun the fire and Flux.** If the Druid is using a Natural Weapon (Lammied only) that weapon will become immune to the Fumble and Shatter effects as long as the Druid is holding it.

**A Force of Nature** A Druid is attuned to Nature in many ways and this strong affinity will literally grow with the strength of the Druid. Druids gain extra Natural AV (see below) from any Natural Armour source they gain (including Sigils or items). *Druids may never gain more than 4 points of Natural Armour.* In addition – the weave of nature abhors the Void, and a Druid may never gain a Mage Armour no matter what the source.

**The Scales of the Dragon** Druids are aligned to Erdreja – the Dragon itself. As a creature in resonance with Nature Druid can perform unusual and powerful actions. As the Druid matures and bonds even further to Erdreja – the abilities become

- **Root Veins (Tier 1)** – The Druid can resist Paralysis and purge themselves of the effects faster than a normal creature. A paralysis effect (from any source) will only affect a Druid for 30 seconds instead of 1 min. When the 30 seconds has elapsed, you must declare "Resist Paralysis" before moving normally (this is an Out-of-character vocal).
- **Creation Affinity (Tier 2)** – Any successful "Cure Wound" cast by the Druid (spell or herb) will allow a second "Cure Wound" to be used within 10 seconds for free (this may be targeted at the same or second target). This second "Cure Wound" cannot then be used to create an additional free effect (chain casting).
- **Blessing of Germination (Tier 3)** – Once per 10 mins the Druid may opt to take one global point of enchanted damage to generate a Global Cure Wound on a target (not self) within proximity range (1ft). This requires concentration, is an instant effect and the Blessing of Germination effect cannot trigger the Creation Affinity effect. The Druid must have a minimum of 1 point of Natural armour remaining on each location for this ability to be used. Once this effect has been used the Natural Armour may be repaired by any normal means.
- **Absolution of Erdreja (Tier 4)** – Once per day a Druid may use 4 of their own power to Speak to Erdreja (even if the Druid does not have this ability normally – rules as per the Speak to Ancestor Spell Description) to plead for the removal of a curse affecting a creature. The creature with the curse must be present and participate in the Speak to Erdreja Rite and the Druid must expend all of their remaining power in an offering to the Dragon for the plea to be heard. If the Rite is successful (the answer may not be instantaneous) the curse will be removed. If the rite is not successful or the plea is deemed to have been insincere or false – there may be further repercussions for the Cursed creature and the Druid making the petition on their behalf.

If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.

**Druid Loresheet Page 1 of 2 V4.06**



**All-Natural Ingredients** A Druid may consume Potions as a normal creature would – however the Summoners Elixir, Clear Thought, Pure Thought and Perfect Thought Potions will not work if consumed by a Druid. If a Druid is a contributor in a ritual to create a Plant or Mineral Creature, the Druid will add their Druid Tier (1-4) in addition to their normal contribution power and Skills.

Type	Tier	OSP	Scales of the Dragon Abilities	Force of Nature Bonus (+Natural AV)	Power Rating
Druid	1	10	Root Veins	-	1
Mature Druid	2	20	+Creation Affinity	+1	1
Elder Druid	3	30	+Blessing of Germination	+2	2
Ancient Druid	4	40	+Absolution of Erdreja	+3	4

**Bloodlines and Pariahs** Essence Creatures are created by a Bloodline of their own Type and through the use of Specific Rites, be removed (or remove them self) from that Bloodline. Details of Essence Creatures that are part of a Bloodline (Bloodline Essence Creature) and Essence Creatures that are not part of a Bloodline (Pariah) can be found on the separate Essence Creature Loresheet.

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	Min. Type	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Theology	All	10		Tier 1 Skill
Herb Lore	All	5		Tier 1 Skill
Herb Lore (Improved)	All	20	<b>Herb Lore</b>	Tier 2 Skill
+1 Natural Armour	All	20		Tier 2 Skill
Cast High Countermagic	All	10		Tier 1 Skill
Master Countermagic	Mature	10	<b>Cast High Countermagic</b>	Tier 2 Skill
+8 Spell Power	All	10		Tier 2 Skill
+12 Spell Power	Mature	20	<b>+8 Spell Power</b>	Tier 3 Skill
Natural Armour Regrowth	Mature	30	Natural Armour	Tier 3 Skill
Natural Claws	Elder	25	Claw Competency	Tier 3 Skill
Retractable Claws	Elder	10	Natural Claws	Tier 1 Skill
High Magic (Incantation)	Elder	30	Level 2 Incantation CS	Tier 5 Skill
Cast Additional Incantation	Elder	40	Last Rites (Improved) or Master Countermagic	Tier 4 Skill
Cast All Incantation	Ancient	65	<b>Cast Additional Incantation</b>	Tier 5 Skill

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**Druid Loresheet Page 2 of 2 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Essence Creature Loresheet V4.06

**An Essence Creature is a type of special creature that exists on Erdreja, they are varied and all have unusual traits - however they share a thread of existence that binds their fate together, a mysterious power or energy called Essence. Many have tried to research what this essence is and unlock its mysteries but all have failed. Essence Creatures all follow the special rules listed below and overleaf.**

Essence Creatures have endured a process of Curse and Creation. They follow the special rules listed below and overleaf.

- Essence Creature Rites on this sheet may only be performed at a Main Event (Spring Moot, Great Erdrejan Fayre, Summer Moot or The Gathering)
- An Essence Creature is a type of Special Creature and will prevent you from becoming any another type of special creature
- Once you have become an Essence Creature it may not be voluntarily removed under normal circumstances
- May only advance one Tier per year by any means (a newly created Essence Creature counts as having advanced when created).
- Essence Creatures have a Power Rating that is listed on each creature Loresheet

**Essence** All Essence Creatures on a Bloodline generate a minimum of one essence per year, this refreshes at the start of the Spring Moot of a New Year. If an Essence creature is created or advances a Tier during the year, they do not generate any new or additional Essence. Tier 3 and 4 Essence Creatures on a Bloodline gain a second essence at the start of the year. Any unspent Essence at the end of the Gathering of the same year will be wasted and will not carry over to the following year. If an Essence Creature is not part of a Bloodline (Pariah) they do not generate essence.

**Bloodline Essence Creatures and Pariah Essence Creatures** An Essence Creature can be linked or unlinked from one of many Bloodlines throughout its existence and it is not necessary for an Essence Creature to be part of a Bloodline. The details of Essence Creature Tiers, advancement and Bloodlines are detailed below:

**An Essence Creature that is part of a Bloodline (Bloodline Essence Creature)**

- A Bloodline Essence Creature may perform Bloodline Essence Creature Rites.
- A Bloodline may become Locked if overpopulated (see limits below) – if this happens the type of rites for the creatures on that line become limited.
- Limits before a Bloodline is Locked (see Rites section) (1x T4, 4x T3, 8x T2 and 16 x T1).

**An Essence Creature that is not part of a Bloodline (Pariah Essence Creature)**

- Not connected to any Bloodline and cannot be identified by the Rite of Lineage.
- May perform the Rite of Malevolence or the Rite of Assimilation.
- Generates No Essence.

**Advancement (Occupational Skills)** All Essence Creatures have their own Type of Loresheet. This sheet lists a number of Skills, Powers, Restrictions and other information for the Essence Creature character. It also includes a list of OSPs that can be purchased using your own banked OSPs. These Skills may only be purchased at a Main event and count towards the 4 per year that you are allowed to buy per year. You may not advance more than one step along an advancement path per year for each tree of Skills. The Skills listed on these loresheets will also indicate at which Tier allows them to be purchased, any prereqs, restrictions or if the Skill counts as one of the four Tier 5 Skills that all characters are limited to in the game.

**Power Rating** The power rating associated with your Tier applies to you at all times, in addition to power ratings from any other source.

**Additional Notes**

- Essence Creatures require some minimum physreps and Competency tests.
- An Essence Creature may only ever advance by one Tier per year.
- Becoming an Essence Creature (Bloodline or Pariah) has a greater inherent risk factor from both PvP (player vs player) and other game threats.

**Children under 16 and becoming an Essence Creature**

Children aged 10-15yrs may be created (using the normal rules for creation) and play an Essence Creature with the following additional rules:

- The Rite of Creation **MUST** be performed at Game Control with the Parent Guardian of the Child and a Numbered Lorien Trust referee present
- As per the handbook - Children are immune to all control and control effects (but may be dismissed as normal)
- A Child cannot perform any of the Essence Creature rites and is immune to all of the rites listed on the Essence Creature Loresheet
- Until their 16th Birthday, a child Essence Creature may not advance past the first Level of their Creature type

If found please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.

**Essence Creature Loresheet Page 1 of 2 V4.06**

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**Essence Creatures can perform Rites (CS Ritual Magic not required for these Rites) as listed below (1 min minimum duration unless stated otherwise). Some Rites may require the presence of a Referee. These rites can only be performed at Main Lorien Trust Events. All of the Essence Creature Rites must state the name of the Rite being performed and be within 1ft of the target (Rite of Exile being the exception). The Rites below will have no effect on Non-Essence Creatures (except in regard to the Rite of Creation).**

#### **Rite of Creation**

- May only be performed by a Tier 3 or Tier 4 Essence Creature.
- A successful Rite will use one essence from the creating creature.
- Target must be a willing or unresisting.
- A successful rite will inflict the target with an appropriate Curse Loreshet.
- This rite **MAY NOT** be used if a line is locked.

#### **Rite of Tier Advancement**

- Uses one essence from a higher tier creature of the same type (i.e., Vampire and Vampire)  
**OR** one essence from a higher tier creature of the same Bloodline name (i.e., a Fire Warlock and Fire Vampire).
- A successful rite will raise the target creature by one tier.
- This Rite **MAY NOT** be used if one (or both) lines are locked.

#### **Rite of Peer Advancement**

- Uses a total of four essence from four different Essence Creatures of the same Type, tier and Bloodline (i.e., 4x T3 Paladins all spend one essence each to Raise one of the Paladins in that group to a Tier 4 Paladin).
- A successful Rite will raise the target creature (of the same type and Bloodline) by one Tier.
- This Rite **MAY NOT** be used if the line is locked.

#### **Rite of Assimilation (REFEREE REQUIRED)**

- This rite does not require essence.
- Target must be unresisting and be of a higher Tier (any Type or Bloodline) than the Assimilating creature.
- The target character must die during this rite.
- A successful Rite will raise the target creature by one tier (own Type and Bloodline).
- The corpse of the deceased character will disappear as per Greater Corrupt Body.
- This Rite **MAY** be used if the line is locked.

#### **Rite of Malevolence (REFEREE REQUIRED)**

- This rite does not require essence.
- Target must be unresisting and be of the same or higher Tier.
- The target character must die during this rite.
- A successful Rite will move them immediately into the deceased targets Bloodline.
- The corpse of the deceased character will disappear as per Greater Corrupt Body.
- This Rite **MAY** be used if the line is locked.

#### **Rite of Exile**

- Uses one Essence more than the Tier of the Essence Creature being exiled (e.g., 5 essence required to Exile a Tier 4).
- The Character leading the Rite must have performed a Rite of Lineage at the same event.
- An essence creature may exile themselves by using one of their own Essence.
- A successful Rite will remove the target creature from the Bloodline (becoming a Pariah).
- This Rite **MAY** be used if the line is locked.

#### **Rite of Adoption**

- Uses one Essence from the Adopting Essence Creature.
- Target must be unresisting.
- A successful Rite will move the target immediately into the adopting Essence Creatures Bloodline.
- This Rite **MAY** be used to assist in immediately unlocking a line.

#### **Rite of Lineage**

- This Rite costs no essence and may be performed once per event by a creature on a Bloodline.
- The Rite will provide a list of Characters on their line at the same or lower tier as well as the Faction that the creature is part of (example below).
- This Rite **MAY** be used if the line is locked.

*Example - A Tier 3 Vampire of the Magic Bloodline performs a Rite of Lineage and receives the following information:*

*Magic Vampire T3 Bear  
Magic Vampire T3 Tarantula  
Magic Vampire T2 Dragons  
Magic Vampire T2 Bears  
Magic Vampire T2 Unicorn  
Magic Vampire T2 Non-Faction  
Magic Vampire T1 Unicorns  
Magic Vampire T1 Bears*

#### **Rite of Yielding**

- This Rite costs no essence and may be performed once per event by a creature on a Bloodline.
- The Characters voluntarily chooses to lower themselves by a single or multiple Tiers (this will remove skills connected to that Tier).
- This Rite **MAY** be used if the line is locked.

[LORIEN TRUST LORESHETS AND DOWNLOADS](#)

Character Name:

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Player Identification Number (PID):

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## Alien Life Pattern Loreshheet V4.06

**A being with an Alien Life Pattern comes from a very different world to Erdreja or has a different physiology to beings native to Erdreja. They are not part of the normal cycle of existence on Erdreja and follow the special rules listed below.**

- Alien Life patterns are not covered by a Ritual of Peace and are Immune to Alchemical poisons and Alchemical potions.
- Alien Life patterns cannot recover hits from Cure effects (except Full Cures and Total Heal) nor can they have the Paralysis, Disease or Decay effects removed by Spells unless the caster has the Occupational Skill Heal Alien/Aberrant Life Pattern.
- Alien Life Patterns retain their original racial type unless specified otherwise by a lammie or other loresheet.

### Further Notes

- Once your character has become an Alien Life Pattern it may not be changed or removed under normal circumstances.
- Alien Life Patterns recover hits at time-in and follow all of the rules under the recovery section of the Lorien Trust Game Handbook.

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.*

**Alien Life Pattern Loreshheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Possession Loresheet V4.06

Your character is **Possessed** – this means that your character is host to a creature from another plane of existence. They are not part of the normal cycle of existence on Erdreja and follow the special rules listed below.

- You may only have one Possession at a time – having a Possession renders you immune to further Possessions.
- Once you are Possessed this may only be removed by dismiss, death of the host character or expiration of the Possession lammie.
- If you are under the effects of an Embody Unliving then the Embody Unliving effect ends immediately upon you gaining a possession (this does not inflict any damage). You may not gain an Embody Unliving Effect while possessed.
- You retain your Pattern Type or Race, but you gain the additional Pattern Type or Racial Type of the Possession in addition to your own and are now affected by effects that target the Pattern Type or Racial Type of the Possession.

### If your possessor is Ancestral, Elemental, or Daemonic:

- You gain the Racial Category of Planar (and can thus be affected by Planar Bane etc.) and the Racial Type of the Possession
- You respond to Discern Race as both your character card Racial Type and the possessing Racial Type (e.g. "Human, Ancestral")
- You respond to Discern Pattern Type as your character card Pattern Type (Living, unless specified otherwise by lammie or loresheet)
- You are affected by the Elemental Weakness of your Possession Type (Earth, Air, Flame or Water – See Races in the Main Handbook)

### If your possessor is Unliving:

- You respond to Discern Race as your character card Racial Type.
- You respond to Discern Pattern Type as your character card Pattern Type (Living, unless specified otherwise by lammie or loresheet) as well as the Unliving type (e.g. "Living, Unliving")
- You will be affected by Affect Unliving; if your character card Pattern Type is Living then you will also continue to be affected by Affect Living.

### Dismiss Possessed

If you are the target of any Dismiss of a rank EQUAL or EXCEEDS that of the Possession, then it will be Dismissed. This will Destroy the Possession and have no further effect unless a lammie or loresheet explicitly states otherwise.

### Control Level and being under a control

Some Possessions are susceptible to being Controlled.

### Controlled Creatures

- The Control effect will last for 10 mins or until ended (whichever is sooner - unless a lammie or loresheet explicitly states otherwise)
- A Controllable Creature may only be under one Control at a time
- Subsequent Controls will immediately end and replace the original Control
- Must follow the directions of that Controller to the best of their ability
- May not cause or attempt to cause the controller damage, harm or otherwise try to counteract/disrupt the Control
- May only be Controlled by the same character three times (maximum) during one day

*Please note that directions for a Controlled Character must not endanger out-of-character safety or out-of-character humiliating/degrading*



Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Awakened Beastkin Loreshheet V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Beastkin** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### Nature of the Beast

If an Awakened Beastkin receives a Cure Wound effect to the Head or Torso location from a Herb – the location will receive 2 Cure effects (double the effect of the herb) to that location.

### Occupational Skills

This Loreshheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loreshheet Tier/Notes
TNS Beastkin	5		Tier 1 Skill
Immune to Fumble	5		Tier 1 Skill
Herb Lore	5		Tier 1 Skill
Tracking	5		Tier 1 Skill
Discern race	10	Tracking	Tier 1 Skill
Immune to Repel and Strikedown	25		Tier 3 Skill
Natural Claws	25	Claw Competency	Tier 3 Skill
Retractable Claws	10	<b>Natural Claws</b> & Claw Competency	Tier 3 Skill
Mystic Claws	10	<b>Natural Claws</b> & Claw Competency	Tier 4 Skill
+1 Natural Armour	25		Tier 3 Skill
+2 Natural Armour	35	<b>+1 Natural Armour</b>	Tier 4 Skill
Natural Armour Regrowth	30	+2 Natural Armour	Tier 4 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.*

**Awakened Beastkin Loreshheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Awakened Drow Loresheet V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Drow** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### Blessing of the Spider Children

- Awakened Drow are immune to the Wasting effect.
- Awakened Drow with the CS Incantation (2) add the Spell Chant of Wasting to their available spell list.
- In addition to above If the Awakened Drow has the Occupational Skill Dark Incantation, they gain Spell Reduction (1) for the Spell Chant of Wasting.

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
TNS Elven	5		Tier 1 Skill
Dedicated Follower	10		Tier 1 Skill
Focused Through	15	Immune to Fumble	Tier 2 Skill
Conceal Item	10		Tier 2 Skill
Locate	15		Tier 2 Skill
Traverse Faction Wards	20		Tier 3 Skill
Light Incantation	5	Incantation CS	Tier 1 Skill
Dark Incantation	5	Incantation CS	Tier 1 Skill
Cast Additional Incantation	20	Last Rites (Improved) or Master Countermagic	Tier 5 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.*

**Awakened Drow Loresheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Awakened Dwarf Loreshheet V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Dwarf** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### Stubborn as an Ancestor

Once per 10 minutes an Awakened Dwarf may ignore a single Normal Strikedown or Normal Crush (Not Enchanted or Artefact) effect delivered by a melee weapon by declaring "Resist Strikedown" or "Resist Crush" (this is an Out-of-character vocal). Once this ability has been used it may not be used again for a further 10 minutes. This ability cannot be used to Resist an Earth Strikedown or Earth Crush (See Handbook Vulnerable <X>).

### Occupational Skills

This Loreshheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loreshheet Tier/Notes
TNS Dwarf	5		Tier 1 Skill
Quick Armour Repair	10		Tier 1 Skill
Advanced Armour Repair	30	<b>Quick Armour Repair</b>	Tier 3 Skill
Master Armour Repair	40	<b>Advanced Armour Repair</b>	Tier 4 Skill
Self Repairing Armour	30	<b>Master Armour Repair</b>	Tier 3 Skill
Ritual Magic (Improved)	25		Tier 3 Skill
Spell Tempering	25		Tier 3 Skill
Spell Tempering (Master)	35	<b>Spell Tempering</b>	Tier 4 Skill
Ritual Crafter	55	<b>Spell Tempering (Master)</b>	Tier 4 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.*

*Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.*

**Awakened Dwarf Loreshheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Awakened Elf Loreshield V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Elf** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### Quickblood

Once per 10 minutes an Awakened Elf can resist Paralysis and purge themselves of the effects faster than a normal creature. When this ability is used, a paralysis effect (from any source) will only affect an Awakened Elf for 30 seconds instead of 1 min. When the 30 seconds has elapsed, you must declare "Resist Paralysis" before moving normally (this is an Out-of-character vocal). Once this ability has been used it may not be used again for a further 10 minutes.

### Occupational Skills

This Loreshield allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loreshield Tier/Notes
TNS Elven	5		
Immune to Sleep	35		
+4 Spell Power	5		Tier 1 Skill
+8 Spell Power	15	<b>+4 Spell Power</b>	Tier 2 Skill
+12 Spell Power	35	<b>+8 Spell Power</b>	Tier 3 Skill
+16 Spell Power	45	<b>+12 Spell Power</b>	Tier 4 Skill
Level 2 spell reduction (1)	55	+12 Spell Power	Tier 5 Skill
Strike for Enchanted	45		Tier 4 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshield is invalid without a matching Special Creature card or Character OS.*

**Awakened Elf Loreshield Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Awakened Fey Loresheet V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Fey** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### The Song of Arcadia

Once per 10 minutes an Awakened Fey can resist Mute and resist effects faster than a normal creature. When this ability is used, a Mute effect (from any source) will only affect an Awakened Fey for 30 seconds instead of 1 min. When the 30 seconds has elapsed, you must declare "Resist Mute" before acting normally (this is an Out-of-character vocal). Once this ability has been used it may not be used again for a further 10 minutes.

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
TNS Fey	5		Tier 1 Skill
Detect and Remove Beguile	5		Tier 1 Skill
Immune to Charms	25	Detect and Remove Beguile	Tier 2 Skill
Magical Armour Mastery	15	Any Armour Use CS	Tier 2 Skill
+1 Magical Armour	35		Tier 3 Skill
+2 Magical Armour	45	<b>+1 Magical Armour</b>	Tier 4 Skill
Magical Armour Repair	35	<b>+2 Magical Armour</b>	Tier 4 Skill

If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.

**Awakened Fey Loresheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Awakened Halfling Loresheet V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Halfling** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### Younger (Race) and Trickier

An Awakened Halfling with this Loresheet the rules apply for the following Occupational Skills:

- \*For characters with this loresheet the Skill Traverse Faction Ward OS includes and replaces the Skill Escape Bonds
- \*\*For characters with this loresheet the Skill Conceal Item or Conceal Item (Improved) OS includes and replaces the Skill Locate

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
TNS Halfling	5		Tier 1 Skill
Escape Bonds	5		Tier 1 Skill
Traverse Faction Ward	20	<b>Escape Bonds*</b>	Tier 3 Skill
Immune to Fear	5		Tier 1 Skill
Locate	15		Tier 2 Skill
Conceal Item	15	<b>Locate**</b>	Tier 2 Skill
Conceal Item (Improved)	25	<b>Conceal Item**</b>	Tier 3 Skill
Identify	5		Tier 1 Skill
Venom Resistance	10		Tier 1 Skill
Beguile <1>	25		Tier 3 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.*

**Awakened Halfling Loresheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Awakened Human Loreshheet V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Human** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### The Innocence

Awakened Human Creatures are immune to the Red Mist Militia Guild Curse and cannot have it inflicted on them.

### Oathbreaker

If an Awakened Human gains the Oathbreaker Curse from a Guild that the Awakened Creature has sworn to – any Tier 5 Skill that has been learned using the Jack of All Trades Skill will be noted on the Oathbreaker Curse Sheet. These Skills (and the Jack of All Trades Skill) cannot be used again until the Curse has been removed. If the Curse is not lifted within 1 year – the Skills will be permanently lost and the Curse will be removed. If an Awakened Human that has used Jack of All Trades to gain any skill and the Creature has the Awakened Human Loreshheet removed purposefully or accidentally) then any skill that has been gained using the Jack of All Trades skill will be removed also.

### Occupational Skills

This Loreshheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loreshheet Tier/Notes
Improved RoP*	10		*Ritual of Peace – See Handbook. Tier 1 Skill.
Jack of all Trades	20		Tier 2 Skill
+1 Bonus PR	15		Tier 2 Skill
+2 Bonus PR	30	<b>+1 Bonus PR</b>	Tier 3 Skill
Hard Worker	5		Tier 1 Skill

If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.

**Awakened Human Loreshheet Page 1 of 1 V4.06**



Character Name:

Player Identification Number (PID):



## Awakened Olog Loresheet V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Olog** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### Walk It Off

Once per 10 minutes an Awakened Olog may ignore a single Normal Strikedown or Normal Crush (Not Enchanted or Artefact) effect delivered by a melee weapon by declaring "Resist Strikedown" or "Resist Crush" (this is an Out-of-character vocal). Once this ability has been used it may not be used again for a further 10 minutes. This ability cannot be used to Resist an Air Strikedown or Air Crush (See handbook Vulnerable <X>).

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
TNS Olog	5		Tier 1 Skill
+1 Natural Armour	30		Tier 3 Skill
+2 Natural Armour	40	<b>+1 Natural Armour</b>	Tier 4 Skill
Regeneration(10m)	40		Does not regenerate Artefact
Improved Regeneration	30	Regeneration	Tier 4 Skill
+1 LHV	35		Tier 4 Skill
+2 LHV	45	<b>+1 LHV &amp; Body Dev 1</b>	Tier 4 Skill
+1 Base LHV	60	<b>+2 LHV &amp; Body Dev 2</b>	Tier 4 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.*

*Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.*

**Awakened Olog Loresheet Page 1 of 1 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Awakened Uruk Loresheet V4.06

**Awakened Creatures are an example of the affinity a particular Race may have for particular tasks, Skills, knowledge or abilities.**

This Awakening leads to enhanced and easier to learn abilities or even the mastery of a Skill without training. This Awakening requires commitment and focus. Becoming an Awakened Creature prevents the character becoming an Essence Creature, Summonable Creature or any other kind of Special Creature (Generally created in a Ritual).

This Creature has a Racial Type of **Awakened Uruk** and have the additional rules and Occupational Skill options as listed below:

- Awakened Creatures are still affected by their Base Race type effects (Bane, Affect etc.)
- An Awakened Creature will be detected by a spell or ability that targets their Base Race
- An Awakened Creature has an Elemental Weakness matching their Base Race
- Potions, Poisons, Spells, Herbs, Damage and other effects will work normally (unless explicitly stated)

### Creation

An Awakened creature may create another Awakened creature of the same type by performing an Awakening Rite at any Lorien Trust Main Event. The Rite must focus on a willing target of the appropriate Race and does not require Ritual Magic to perform. The rite must take 10 mins, this rite may be reduced by 1 min for each additional Awakened creature of the same type participating in the Rite (Min 1min). This rite does not require the presence of a Referee or Marshal – once the Rite has been completed the Target and one of the characters performing the rite should visit Game Control to complete the process. Awakening a creature costs 10 OSPs for the target character, this will only be taken from the banked OSPs if the Rite is successful.

### Hagglemaster

Awakened Uruks are Skilled at bartering for goods. If an Awakened Uruk offers an item to a character with the Fence Occupational Skill (and roleplay at least 1 min of appropriate bargaining) if interested - the Fence character will offer a quarter of its original base crafting value (the maximum available). If the character with the Fence Skill is also an Awakened Uruk - their Skills will cancel out and the normal Fence rules apply.

### Fighty and Indomitable

An Awakened Uruk with this Loresheet the rules apply for the following Occupational Skills:

- **Brutish Strike** This Skill will be replaced by the Mighty Blow OS and if you have Brutish Strike, purchasing Mighty Blow costs 20 OSP less than the standard price. This Skill may not be purchased by anyone with the Skill Goblin Resilience and prevents the purchase of Goblin Resistance.
- **Focused Strike** This Skill will be replaced by the Crushing Blow OSP and if you have Focused Strike, purchasing Crushing Blow costs 25 OSP less than the standard price. This Skill may not be purchased by anyone with the Skill Goblin Resilience and prevents the purchase of Goblin Resistance.
- **Goblin Resilience** This Skill may not be purchased by anyone with the Skills Mighty Blow, Crushing Blow, Brutish Strike or Focused Strike and prevents the purchase of Mighty Blow, Crushing Blow, Brutish Strike or Focused Strike.

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
TNS Uruk	5		
+1 LHV	45		
Master Brewer	30		
Herb Lore	5		
Herb Lore (Improved)	20	<b>Herb Lore</b>	
Brutish Strike	10		May not be purchased by any creature with Goblin Resilience. Tier 1 Skill.
Focused Strike	25	Brutish Strike or Mighty Blow	Tier 3 Skill
Goblin Resilience	15		Tier 2 Skill
Toughen Body	35	Goblin Resilience	Character must have Goblin Resilience. Tier 4 Skill.
Harden Body	50	<b>Toughen Body</b>	Character must have Goblin Resilience. Tier 5 Skill.

If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.

**Awakened Uruk Loresheet Page 1 of 1 V4.06**

Character Name: \_\_\_\_\_

Player Identification Number (PID): \_\_\_\_\_



## Circle Warden Loreshheet V4.06

Circle Warden allows the named character to align themselves with a Network of Ritual and Transport Circles. Circle Warden grants the following immunities and abilities.

- Grants the Immune to Mute and Immune to Charms Occupational Skills
- Grants the Ability of Network Attunement without the prerequisite of Ritual Magic 3
- If the character has Ritual Magic 3 they gain Spell Reduction (3) for the Rite of Network Attunement
- Grants Transportation Spell and reduces the time required to cast a Transportation Spell to 30 seconds

**Green Drakescale Items:** Green Drakescale Items that a character with the Circle Warden Skill may attune to count as bonded when attuned and may only be removed by another character with Circle Warden Skill.

**The Circle Warden is bonded to the following Ritual Circle (Not a Wellspring - Requires Faction Command permission):**

\_\_\_\_\_

**Characters with the Circle Warden may perform the following Rites. Concentration is required for all of these Rites.**

**Rite of Circle Reading:** Perform a 1 min Rite. On completion may gain the following information: Name of Circle, Status (Active or Inactive), Alignment (if appropriate) and the names of linked Transport Circles. Unless working from a pre-supplied brief this may require a visit to Game Control (or a Sanctioning Officer) for up to date information.

**Rite of Circle Sealing:** The character may perform this 10 second Rite whilst in Proximity of the named circle above to raise or lower a Ritual Seal. This will override a Ritualist's control of the Ritual Circle Seal. The vocals required for this rite are "By my Circle Control I Raise/Lower this Ritual Circle Seal".

**Resist Own Transport:** Requires concentration and the vocal "As a Circle Warden I resist this Transportation". If this action is performed within 10 seconds of the Transportation Spell being completed the character may choose not to be transported by their own Transportation Spell.

### Occupational Skills

This Loreshheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loreshheet Tier/Notes
Immune to Mind Effects	40	Rally	Tier 5 Skill
Cast All Magecraft	65	<b>Cast Additional Magecraft</b>	Tier 5 Skill
Cast All Incantation	65	<b>Cast Additional Incantation</b>	Tier 5 Skill

If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets.  
Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.

**Circle Warden Loreshheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Circle Watcher Loreshheet V4.06

Circle Watcher allows the named character to align themselves with a Network of Ritual and Transport Circles. Circle Watcher grants the following immunities and abilities.

- Grants the Immune to Mute and Immune to Charms Occupational Skills
- Grants the Ability of Network Attunement without the prerequisite of Ritual Magic 3
- If the character has Ritual Magic 3 they gain Spell Reduction (3) for the Rite of Network Attunement
- Grants Transportation Spell and reduces the time required to cast a Transportation Spell to 30 seconds
- A Circle Watcher is aligned to all Ritual Circles associated with the Command: Watchers (X) Occupational Skill

**Red Drakescale Items: (Requires Command: Watchers)** Red Drakescale Items that a character with the Circle Watcher Skill may attune to count as bonded when attuned and may only be removed by another character with the Circle Watcher Skill.

**Characters with the Circle Watcher Skill may perform the following Rites. Concentration is required for all of these Rites.**

**Rite of Circle Reading:** Perform a 1 min Rite. On completion may gain the following information: Name of Circle, Status (Active or Inactive), Alignment (if appropriate) and the names of linked Transport Circles. Unless working from a pre-supplied brief this may require a visit to Game Control (or a Sanctioning Officer) for up to date information.

**Rite of Circle Sealing:** The character may perform this 10 second Rite to raise or lower a Ritual Seal. This will override a Ritualist's control of the Ritual Circle Seal. The vocals required for this rite are "By my Circle Control I Raise/Lower this Ritual Circle Seal".

**Resist Own Transport:** Requires concentration and the vocal "As a Circle Watcher I resist this Transportation". If this action is performed within 10 seconds of the Transportation Spell being completed the character may choose not to be transported by their own transportation Spell.

**Rite of Blocking:** Holding a hand within 1ft (Proximity distance) of a Ritual Circle, after 30 seconds of concentration the Circle Watcher may add a block to an Active Ritual Circle – this will prevent any Seal being Raised and/or Ritual being performed in the circle until the block has been removed. The vocals required for this rite are "By my Circle Control I place a block on this circle". This block may be removed by another Circle Watcher using the vocals "By my Circle Control I remove the block on this circle". This will not prevent the Transportation Spell being used in the circle.

**Network Leap:** Once per day a Circle Watcher may perform a personal Transport (Self only) that jumps to a different Circle Network. This action requires permission from the Head of World Plot.

**The Eyes of Erdreja:** A Circle Watcher with the Occupational Skill Command: Watchers, may perform the Watching and Marking of a Ritual for the purposes of determining a result. A *second Out-of-character Watcher (or Sanctioning officer if necessary)* must also be present for the Ritual to be marked.

### Occupational Skills

This Loreshheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loreshheet Tier/Notes
Immune to Mind Effects	40	Rally	Tier 5 Skill
Voidportal #	85		Tier 4 Skill
Cast All Magecraft	65	<b>Cast Additional Magecraft</b>	Tier 5 Skill
Cast All Incantation	65	<b>Cast Additional Incantation</b>	Tier 5 Skill

If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loreshheet is invalid without a matching Special Creature card or Character OS.

**Circle Watcher Loreshheet Page 1 of 1 V4.06**

Character Name:

Player Identification Number (PID):



## Diagnose Powers Loresheet V4.06

This loresheet represents your characters Skill of Diagnose Powers and have the additional powers and abilities as listed below:

A character with this Skill can identify the approximate powers or purpose of a magical lammied item - these may include structures, standing stones or other unusual items. The examination of the item requires a minimum 1 minute of appropriate role-play with a Referee or Marshall present and will not always produce a result.

Once per day a character with the Diagnose Powers Skill may examine a Special item that has fully exhausted its required Item Cards for the day or event. After 10 minutes of holding the item and roleplayed examination, the character may restore a single item card to the Special item – this is achieved by taking the item to Game Control, handing over the Diagnosed item, state that you are using your Skill to restore a single item card for the item – after your details and the item details have been checked, a single item card will be re-issued for that day for the Diagnosed item.

### Occupational Skills

This Loresheet allows you to purchase the following Skills (at a main event - you may not prebook these Skills) as listed in the Occupational Skill section of the main handbook. All of these Skills when purchased will appear immediately on your character card. You do not require a training voucher for these Skills and the OSP cost for a Skill may differ in cost from the options available via other routes or as different creatures.

Skill Name	OSP Cost	Prerequisite to learn	Loresheet Tier/Notes
Daemonology	5		Tier 1 Skill
Elementalism	5		Tier 1 Skill
Necromancy	5		Tier 1 Skill
Theology	5		Tier 1 Skill
Level 2 Spell Reduction (1)	60		Tier 4 Skill

*If found, please return this sheet to Game Control. Check the Games Control noticeboard at the start of each event for information on updates to loresheets. Costs for Occupational Skills may be different and may change from time to time. This Loresheet is invalid without a matching Special Creature card or Character OS.*

**Diagnose Powers Loresheet Page 1 of 1 V4.06**

# Printable Lammies and Document Labels V4.06

The lammies below can be printed if you wish to bring and use and in-character tent or have the Conceal Item Occupational Skill.

**In-Character Tent**  
(In-character area)

**In-Character Area**

**For use as a roleplay area during time-in (10am to 1am)**

All items in this area should be in-character items and all game effects, spells and roleplay may occur within

**Please take extra care with combat inside tents**

This area is an in-character tent supplied by attendees of the Lorien Trust for appropriate roleplay and immersion. These areas should remain family-friendly and out-of-character safe for anyone entering or roleplaying inside.

This lammie should remain attached during time-in and remain attached until time-out (unless it is necessary to remove the tent from play for out-of-character reasons). Please check with a nearby volunteer, referee or Marshal if you are unsure about removing this lammie during time-in.

Please see the Lorien Trust Rulebook for full details of in-character tents and areas.

**Owner PiD:** \_\_\_\_\_

**In-Character Tent**

**Conceal Item Bag**  
(Conceal Item Occupational Skill req.)

**Concealed Item**

**Requires 10 seconds to conceal**

Once this item has been concealed attach this conceal lammie to the item and hide it within your character kit

**Once concealed may only be found with the Locate Occupational Skill**

To conceal an item requires concentration and will take 10 seconds – once the item is concealed, concentration is not required. You should attach your conceal lammie to the item and hide it within your character kit. When a concealed item is removed from its hidden place (by choice or through searching) the conceal lammie should be removed and retained to either re-attach using the rules above or for concealing a different item

*NOTE: If you have an item that is concealed that is Magical (has a PR Rating) if a Detect magic is cast on you the detect magic will work but will not allow the item to be found.*

**Player PiD:** \_\_\_\_\_

**Conceal Item Bag**  
(Conceal Item Occupational Skill req.)

The labels below are for in-character documents, paperwork and other items (letters, notes, booklets or other written material being good examples) to use and easily identify in the Lorien Trust Game. Items that do not have a valid PID or Lorien Trust identifying number are invalid and may not be circulated in-character. Please remember that Lorien Trust events are attended by players of all ages, and that the subjects and content of any in-character documents should reflect the standards set out in the Lorien Trust handbook.

- Documents and items labelled as described above are considered to be fully legitimate in-character documents in the game and can be found using the searching rules from the Lorien Trust handbook. In addition the labelled items can be swapped, traded, sold and stolen in-character (please do not create a physrep that has a significant real-life/out of character value - these should be instead used as personal kit).
- The creating player (Creator PID) may make a reasonable request that a physrep be returned OOC, if this is done then the physrep should be returned within a short amount of time (allowing copies of in-character information to be made) the in-character label removed or obscured permanently and the physrep not used again (it is considered destroyed or lost).
- Documents that are stolen or removed in-character do not have to be registered at game control, however - it would be appreciated if a note of any physreps that you have obtained be given to your Faction plot representative to allow any requests for the return of physreps (if required).

**In-Character Document**

**Creator PID (required):** \_\_\_\_\_

*In-character documents and paperwork can be found using the searching rules and may be stolen in-character*

**In-Character Document**

**Creator PID (required):** \_\_\_\_\_

*In-character documents and paperwork can be found using the searching rules and may be stolen in-character*

**In-Character Document**

**Creator PID (required):** \_\_\_\_\_

*In-character documents and paperwork can be found using the searching rules and may be stolen in-character*

**In-Character Document**

**Creator PID (required):** \_\_\_\_\_

*In-character documents and paperwork can be found using the searching rules and may be stolen in-character*

**In-Character Document**

**Creator PID (required):** \_\_\_\_\_

*In-character documents and paperwork can be found using the searching rules and may be stolen in-character*

**In-Character Document**

**Creator PID (required):** \_\_\_\_\_

*In-character documents and paperwork can be found using the searching rules and may be stolen in-character*



## Loresheets Version Numbers and Updates

From time to time this document will be updated, this may include additions or corrections that we hope will improve the game for all. Updates for these sheets will be noted below and the version number for each sheet updated regardless of changes to the individual page. We recommend downloading and familiarising yourself with the latest version and updates regularly and to check for changes before each event. This document can be downloaded from [www.lorientrust.com/publications/](http://www.lorientrust.com/publications/)

**V4.01/5** Updates, Rules Changes and amalgamation of V3 Rules, OSP Book and other documents. Feedback Updates, Version Control numbers added.

**V4.06** Death Incarnate “V” added to Quick Description in chart. Minor change to Druid description when attempt to cast Mage Armour on a Druid. PR values for Werecreature corrected (1, 2, 3, 4) and note on transforming to non-Bestial form whilst using Mystic Claws added. Deleted reference to Rules 3 corpse effect from Rite of Assimilation. Reaction to Silver: When in Werecreature Form the Elemental Weakness of the creature becomes SILVER – this overrides all other Elemental weaknesses that the creature may have and will remain like this whilst the creature is in Werecreature form (it will revert to the normal Elemental Creature afterwards). Awakened Human note added that if an Awakened Human Loresheet is removed (by any means) the skills gained by using Jack of All Trades will also be removed. Essence Creature (All) sheet updated Rites (incl. 1 min minimum unless stated otherwise). Various (Summonable Creatures): Immunity to Wasting when dismissed removed to match main rules. Updated Dismiss and Control rules added. Changes to Dismiss and Control for a Possession.