

New Energy Sources & Your Focus

Those of you at recent events will know that the mechanics involving Faerie, the High Mages Seat and the Leylines no longer recycle and distribute Energy to world so the previous method of absorbing energy has gone. The world moving and other events that happened have destroyed this system. Those that were not at those event will find out in the time between those events and the next event they attend.

While the main changes are Roleplay based, for simplicity sake all of the HAP Rules are included here in one place.

HAP rules

(OOC HAP = IC Energy)

Note that HAP (Heroic Action Points) is an Out of Character game mechanic term only. It represents the energy required to do things above and beyond that of an everyday person. It is not in itself 'magic' although magic and supernatural abilities do require it in order to be used, however someone who has no supernatural abilities will still call upon this energy to keep fighting when a normal person would fall unconscious, to call upon the adrenaline that allows someone to lift a tree to help save someone being crushed underneath or for that lucky one in a million shot that happens just at the right time. HAP also represents how resilient someone is, and certain situations such as extremes of temperature or 'life/energy' draining attacks will reduce HAP before doing physical damage.

Being reduced to 0 HAP means you are feeling tired and drained. It does not mean you necessarily fall unconscious, however it can if you lose a lot of your energy in one action (roleplay as you see fit) or if a Ref informs you that is does.

Losing HAP when you are already on 0 HAP will generally cause you to lose a Hit Point instead (you can choose a location). Check with a Ref if you are unsure.

HAP Cap - this represents how much of this Energy a person can hold, those who are more used to using it will learn to hold and access more of it. Think of it like muscle training, you slowly build up to being able to lift heavier weights - if you force yourself to lift more than you have trained to do you will cause injury to yourself.

You cannot hold more HAP than your Cap - if you try to then you will start taking physical & possibly mental damage and will potentially lose the HAP you do have through physical exhaustion. Check with a Ref should this happen.

'Heroic' calls - these represent your character putting everything they have into one significant action. In general any 'Heroic' call will be far more potent than normal - potentially bypassing resistances, curing the incurable, affecting an area or people etc. Ensure there is a Ref available when you make any 'Heroic' call as they often require some sort of description to happen to those around.

You can only make one 'Heroic' call an Event and it must be on an 'ability/spell' that you already possess. For example a Warrior who knows no magic cannot cast a magical 'Heroic Strike' against an enemy or a weakling Wizard cannot pick up an enemy and try and 'Heroic Crush' his spine.

In order to use 'Heroic' simply call that before the name of the ability/spell you would normally use 'Heroic Strike', 'Heroic Might Blow' etc.

- You must have at least 6 HAP available to spend in order to call 'Heroic'.
- You will be reduced to 0 HAP after the call.
- Any maintained abilities or spells you have running will stop working.
- For the next Hour you will not be able to do anything that requires HAP, even if you are given energy - your body is too exhausted to focus properly.
- Until the next day (after a full night's rest) your HAP Cap is reduced to half what it is normally.

HAP Regeneration - These new energy sources will not change the current rate at which HAP is recovered, although the rules relating to having a Focus will make a difference.

HAP is regained at the rate of 1 HAP per 30 minutes, up to your character's maximum, assuming the character is resting during this time and not engaging in Combat or other exertive activities, not moving around faster than a walk and not expending any HAP. If any of these activities occur the 'clock' to regain HAP will reset. For those with Channel Power at level 3+, you can regain HAP at a rate of 1 HAP per 15 minutes, however you MUST be roleplaying the meditation/prayer/focusing for the entire time. This means you cannot be having conversations with people, moving around, using any other ability etc. If you do, the 'clock' will be reset and you will have to restart the 15 minutes of mediation.

Resting overnight, you will normally regain your all of your HAP back for when the game starts in the morning. The above rates require your character to be in proximity to their Focus Item. If you lose your Focus, it is not nearby or you have chosen to not have a Focus then your HAP recovery takes twice as long. So 1 HAP per 60 minutes (1 HAP per 30 minutes if you have Channel Power 3+ and are meditating for the full 30 minutes) and resting overnight will only recover half of your Maximum HAP rather than restoring you to full.

Note: You cannot say your character wakes up early, casts a number of spells (such as wards), then regains the HAP again for the start of the game. While you may have used HAP early in the morning, there will be no additional regaining of HAP.

Note: When something says 'until the next day/dawn' it means the item/effect will stop overnight and need to be recreated/empowered the next morning AFTER you have rested.

In Game the term Energy, Vitality, Inner Strength or something similar that suits your character should be used rather than the term 'HAP'.

While we know there are 'numbers' behind these terms, try and avoid shouting them across the room when people are asking for Energy, it does break the immersion of the game a little when someone shouts 'I need 3 HAP!' rather than 'I need some Energy to cast a healing spell!'. It is fine to use numbers quietly when talking with someone, much like with wounds - you shout that someone is dying, but then you quietly tell the medic how 'many' hit points you have lost and your death count when they are examining you.

The New Sources of Energy (HAP)

With the loss of the Faerie>High Mage Seat>Ley Lines mechanism, Energy will now be gained by player characters from other sources as detailed below.

Each player character must choose from 1 of the 7 sources of energy listed below.

Many will see one that fits their character, some will see more than one choice so picking the one may be difficult, but you can pick one only.

PLEASE LET US KNOW YOUR NEW ENERGY SOURCE and add it to your character sheet. We would also like to know bit about your choice and why.

The new energy sources will be as follows, players should choose carefully for their character(s) as they will have future effects in game. All but the Raw Essence of Magic are open to any character to choose, no special skills, talents or background are required.

1. **Faith in the Divine** or Faith - Those who choose faith will get their energy from the god or pantheon of gods they follow, this is suited to any character with religious belief, you do not need to have the skill True Faith - a god or pantheon should be named for example for a true Salemite they would name the Faith: One True God.
2. **Nature in its Splendour** or Nature - Those that choose nature will get their energy from the wild places, the forest, glades, caverns, rivers, etc. This choice is suited to characters that consider themselves defenders of the wild places, spirits of the land, guardians and custodians of nature, elementals or people such sailors, trackers and other people that live close with nature. Please choose also choose one of the four sub categories below. For example a sailor could choose Nature: Water Life.
 - Forest Life (Forests, Jungles, Marsh, Meadows, crawling walking animals, insects, etc.)
 - Water Life (Seas, rivers, oasis, wells, fish, sea creatures, water elementals etc.)
 - Cavern Life (Rocks, worms, burrowing animals, volcanoes, earth & fire elementals etc.)
 - Sky Life (Clouds, snow, wind, flying creatures, birds, air elementals)
3. **The Spirit Path** or Spirit - Those that choose spirit will get their energy from the spirit realms, this choice is suited to characters such as dream realm warriors, necromancers, shamans, spirit speakers as well as groups that are aligned to a specific Totem. Please choose also choose one of the Three sub categories below. For example Members of the Tribe of Mantis could choose Spirit Totem: Mantis.
 - Ancestry (Your dead ancestors or a spiritual realm tied closely to your character's heritage)
 - Death (The realms of the dead and un-death) Note: This is not a choice to justify killing!
 - Spirit Totem (You get your energy from your spirit totem/guide)
4. **The Skein of Fate** or Fate - Those that choose fates will get their energy from time, change, stability or destiny. This choice is suited to characters such as horologists, seers, fortune tellers, gamblers, the cheaters of destiny, historians or librarians. Please choose also choose one of the four sub categories below. For example a Gambler could choose The Fates, a orator the Inspiration.
 - The Fates (Probability, luck, fate, destiny)
 - Time (The progress of time, ticking clocks, movement, the future)
 - Inspiration (Ideas, inspiration, the excitement of youth, the new, discoveries, progress)
 - The Quiet (Stasis, stability, wisdom, knowledge, history)

5. **The Essence of Life** or Life - Those that choose essence of life will get their energy from the consumption of something - they must choose a substance they regularly consume i.e. animal blood, carrion, a animal part, a particular herb or set of plants, a beverage even. Note you do not need to phys-rep this it is assumed it happens unless there is a valid reason for you not to be able to acquire your selected substance.

Eating 'extra' of your chosen substance will not get you more energy, it is not the amount of the substance that you use it is whether some has been consumed that day or not. Also this is not excuse to kill or choose something harmful to other players, you should choose something that you can obtain relatively easily while at the same is interesting and appropriate to your character. The refs may veto any choice we deem inappropriate.

For example a Drunken Pirate may require their shot of Rum everyday while a Wizard known for his love of cakes will need at least a slice of gateaux or a cupcake every day.

6. **The Power of Champions** or Champions - Those that choose the power of champions will get their energy from deeds. This choice is suited to characters that consider themselves the best at a profession, great warriors, master machine makers, or those that follow codes of honour or strict ways of life.

They should name a deed or even a group of linked deeds such as Bravery, Martial Prowess, Kindness, Honour, Chastity, the Cunning of the Thief, the Talented Performance, Constructing Machines etc.

You can get this energy without doing these deeds in game but you should still try to carry them out when you can, the refs may notice particularly if you pick a deed and then constantly do the opposite, over time if this continues it may have consequences.

For example a Fae Knight could choose his Code of Chivalry, however if he acts against this Code things could go badly.

7. **The Raw Essence of Magic** or Raw Essence - Those that choose raw essence will draw their energy, it will not naturally feed to them like the others, it is aimed a characters that are best described as mages, shamans, wizards.

This source of Energy requires the player character to have the Talent Channel Power at level 1 or above, you cannot choose this source without this Talent.

With the talent Channel Power, you get power from rituals & meditations, this means those that choose The Raw Essence of Magic must draw power and spend time doing this, however overnight they are considered to have meditated so will gain their energy back overnight naturally like other energy choices.

The upside of Raw Essence is it is neutral so will work alongside other sources, this does not mean other sources will work with it. i.e. giving energy from Raw Essence to someone who has a different Energy Source will work, but mixing in energy from another source will not.

Raw Essence users may be able to get energy back a little quicker than others through meditation and ritual. You must spend at least 5 minutes of each 30 minute period, where you would normally regain HAP, conducting some form of ritual/meditation in order to draw energy and regain HAP. You can set up a small ritual area that you re-use throughout the day for this. If you do not complete this meditation you will not regain HAP for that 30 minute time, other rules apply as normal too (no combat/exertion/spending HAP). However, if you are using the Channel Power 3+ Meditation ability, and spend 15 minutes meditating that time will also count towards your 30 minute requirement. So Meditating for 15 minutes will get you 1 HAP back for the meditation AND you will get another 1 HAP 15 minutes after that for the normal 30 minute regeneration time (again the normal rules apply of no combat/exertion/spending HAP within those 30 minutes). Using the Channel Power 3+ Meditation ability for a full 30 minutes will get you 4 HAP back in total. 1 HAP each for the 15 minute Meditations, 1 HAP for the normal 30 minute Regeneration and a bonus 1 HAP due to the extended Ritual focusing your efforts. Note: this increased rate is ONLY for those that choose Raw Essence as their energy source, not a change to all users of Channel Power.

Note: You do not have to choose this Energy Source just because you have the Channel Power Talent, you are free to choose any of the Sources and you will regain HAP at the normal rates for them (Including the increased HAP regeneration if you use Channel Power 3+ Meditation).

Note: The Channel Power Talent is being re-written in line with these new changes and will be distributed before the next event.

Energy Focus

PLEASE LET US KNOW YOUR ENERGY FOCUS and add it to your character sheet or should you choose not to have one also let us know

In order to regain energy at the normal rates set out in the main rules players need an energy Focus or Talisman - this is usually an item which must be named on the character sheet and should ideally be worn or carried.

Those that choose to have an Energy Focus will regain energy at the normal rate during the day, those that choose NOT to have an Energy Focus (or has lost theirs) will only get back ½ their HAP energy after resting overnight and will regain HAP at ½ the normal rate in the day.

Focuses will help with Rituals and many other Skills/Talents (such as a True Faith consecration) if seen to being used, touching an energy Focus will help in the transfer of power. If you do not have a Focus then being part of Rituals and Energy Transfers will be more difficult. Be careful though as they are also linked to you, so could be used against you if stolen by an enemy!

An Energy Focus is not required to use Energy and loss of one does not stop you using energy you already have. Not everything will have a Focus item or need one to be a powerful person or creature, the Focus is primarily about regaining used energy and focusing the energy you have. So stealing an enemy's Focus may make him/her angry but won't stop them using their abilities.

A destroyed or stolen energy Focus can be replaced, however they you have to find something that is suitable to be used as a Focus and it takes your character 24 hours to re-attune with any replacement Focus.

Examples of a Focus could be pendants, religious symbols, weapons, hats, anvils, at the extreme you may even choose fingers or tattoos but these may make them impossible to include in a ritual or to transfer Energy. As with some Energy Sources, your Focus is subject to veto by the Refs if deemed inappropriate.

To clarify what can be used as a Focus when it comes to things like 'Body Parts'. Any Focus must be a specific, constant physical item that can potentially be destroyed or stolen. In terms of connected Body Parts they must be something small that can be removed (such as a tooth, ear, finger, eye, a tattoo, horn etc.), but anything larger or spread around the body (such as organs, limbs, head, blood, skin, hair etc.) are not suitable. Any body part chosen like this **MUST** be accompanied by a reason why it is significant to your character - body parts are available to be used as a Focus to ensure that not every creature discovered in the world has to have a token they carry - but the parts have to be 'significant' to that creature.

For example, an Oni could have its Horns as its Focus, a Cyclops could have its single Eye as its Focus, a Snake like creature could have its Fangs as its Focus.

To be used to regain Energy at the normal rates, to allow easier Energy Transfers or to participate easily in a Ritual any Focus **MUST** be completely intact. So if the Oni or Snake examples above had one of their horns/fangs damaged - their Focus would not be intact. The same is true of Body Parts - any damage, cut, disease etc. will mean it is inactive until healed.

There could be situations where a Focus could be damaged or even destroyed - the idea is should this happen it is a temporary disadvantage to your character **NOT** that you are killed outright as your blood evaporates or your heart disintegrates!

Note: Should you wish to create some charm such as a vial with your blood/hair etc in it that you carry on you (so it is then something that is easily stolen/broken) then this is acceptable, but again - please explain **WHY** you are making these choices. Also should such an item be lost it will still take 24 hours to re-create and attune to a newly made one.

Notes

1. A player character may only pick one energy (HAP) source, once chosen this is permanent and will not change without a major catastrophic occurrence in the character's existence.
2. Once chosen the energy will naturally be absorbed by the characters regular existence i.e. the rules for regaining energy have not changed, with exception of someone who chooses not to have a focus or chooses the Raw Essence of Magic. To be clear we do not need to know and you do not need to enact that you prayed to your god, ate well or did something heroic, however that said it is always nice to see these things in character and it makes the characters richer and more interesting.
3. Energy from one of the 7 sources above will no longer easily work with each other, so the Channel Power Talent will be re-written. This will be released later.
4. In the future some rituals we may require more than one of the energy sources to work or various mixes to work better or some may not work at all if one is included that is wrong for the ritual.
5. It's not essential, just preferable, that the energy focus be worn/carried to regain energy (HAP), however so long as it's nearby (nearby is within 30 feet) then it can still be used to regain Energy.

Timeline

We have included a bit of information on the timeline for those not at recent events

From the last event to next a extra year will pass in game time. So the last event was set just after weeklong which was effectively IC August AU19 and so the next 2017 March event will be set IC in March AU 21/1837

During this year and few months the world will suffer from droughts, crop failures and extreme weather as it gradually stabilises. Much of the world was also damaged by the demon invasion so new updated world background information will be released before the March event of 2017.

It should also be noted that demon portals no longer exist and the main portal network is still not working. More information on this will be found out in game next year.

More on portals, rules clarifications, changes to out of body realms will follow next year along with a website and background overhaul.

By the refs