

Character Creation

Characters start play with 16 *Character Points* (CP). Although character abilities can be bought *a la carte*, they are more affordable as part of class kits. Each class level costs 3 points and provides specific abilities.

At any point, players may trade in any ability (or class level) for the full number of *Character Points*, to be used to buy other abilities or class levels.

Character Class Overview

Warriors
Fighter
Ranger
Paladin

Rogues
Thief
Scout
Assassin

Earning Character Points (CP)

Characters earn 2 CP for a weekend-long event and 1/2 CP for a 6-hour afternoon game.

Equivalent *Character Points* are also awarded to cast members (aka "NPCs"), and can be used in game systems with which we have a *Character Point Exchange*:

<http://www.anstarra.com/exchange>

The Faithful
Cleric
Druid
Healer

Adepts
Conjurer
Enchanter
Bard

Warriors

Fighters have the best access to weapons, shields and armor.

Rangers combine fighting skills with knowledge of the outdoors.

Paladins are religious warriors, combining combat training with *Spirit Magic* derived from their god.

Adepts

Adepts are students of *Elemental Magic* — that which does not derive directly from the gods.

Sorcerers specialize in controlling their targets by force of will.

Conjurers are devoted students of magic and mana.

Bards are traveling sponges of information, using arcane knowledge to supplement their role as an alchemist or loremaster.

The Faithful

"The Faithful" are those who use the power of their personal deity to wield *Spirit Magic* in the mortal world.

Clerics gain the combat skills and strong will needed to spread their faith.

Druids are members of "The Faithful" with a special connection to nature (most likely because of their chosen deity).

Healers focus on healing through both divine and earthly means.

Rogues

Thieves specialize in opening locks.

Scouts have access to some of the same abilities as rangers.

Assassins are the only class that can use *Poison*.

Class Levels



How Classes Work

Each class level costs 3 CP, but provides abilities that would cost 4 CP if purchased separately. This rewards characters for buying abilities that fit a certain archetype, and that they might not otherwise buy.

Every level includes abilities from previous levels. Fighter Points are *not* cumulative.

Example: A 2nd level Assassin has 6 *Fighter Points*, *Coup de Grace* and *Sapping*.

Classes can also access skills and items discovered in game. For example, an adventurer might find a magic item that is "useable by anyone with at least 3 levels in Thief, Scout or Assassin" or "useable by a Cleric of Dunbar".

Customization

Classes can be customized by trading *Fighter Points* for other abilities available to that class.

No class may trade in more than 1 *Fighter Point* per level.

Example: A character buys 3 Cleric levels and 2 Assassin levels. He may trade in up to 3 *Fighter Points* for abilities on the **Cleric: Customization** table, and up to 2 *Fighter Points* for abilities on the **Assassin: Customization** table.

Religion

"The Faithful" require a connection to divine power in order to access magic from the Spirit World. Any character with 1 or more levels of Spirit Magic should pick one of the following gods to worship:

Anstarra Pantheon

Brisen (F)	Sovereignty, Prosperity, Fortitude
Dunbar (M)	Honey, Wine, Streams Spirits of the Dead
Edahl-Elai (F)	Love, Faith, Unions, Rebirth
Guntar (M)	War, Sport, Victory
Iliana (F)	The Sun, Farming, Soil
Ixbur (F)	Corruption, Lies, Madness, Fear
Kolnur (M)	Justice, Weather, Storms, Fairness, Truth
Mardon (M)	Sea, Fishing
Ranto (M)	The Moon, Night, Hunting
Revelin (M)	Music, Art, Crafts, Pride, Rebellion
Thurll (M)	Death, Afterlife, Ponds, Lakes
Tallus (M)	Fire, Passion, Inspiration, Celebration
Phaetra of the Rising Sun (F)	Luck, Gambling, Prosperity, Mischief
Phaetra of the Autumn Moon (F)	Fortune, Prophecy, Oracles
Treste (M)	Merchants, Travelers, Horses, The Wind Folk
Velira (F)	Healing, Peace, Forgiveness, Loyalty
Zenitram (M)	Knowledge and Magic

Worshippers of different gods may have access to unique spells and abilities that are not part of the default Spirit Magic spell list. These may change from game to game.

Assassin: Level Progression

Level	Fighter Points	Abilities
1	3	Coup de Grace
2	6	Sapping
3	9	—
4	12	Poison (Level 1)
5	15	—
6	18	Alchemy
7	21	—
8	24	Alchemy

Assassin: Customization

Ability	Cost
Subdual	⇔ 1 Fighter Point
Locks (per level)	⇔ 2 Fighter Points
Poison (each level)	⇔ 2 Fighter Points
Traps (per level)	⇔ 2 Fighter Points

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Bard: Level Progression

Level	Fighter Points	Abilities
1	2	Lore (Item)
2	4	1st Level Elemental Magic
3	6	Lore (Magic)
4	8	2nd Level Elemental Magic
5	10	Arcana
6	12	3rd Level Elemental Magic
7	14	Alchemy
8	16	4th Level Elemental Magic

Bard: Customization

Ability	Cost
Healing (per level)	⇔ 1 Fighter Point
Alchemy	⇔ 2 Fighter Points
Lore (Area)	⇔ 2 Fighter Points
Lore (Monster)	⇔ 2 Fighter Points
Perception	⇔ 2 Fighter Points

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Cleric: Level Progression

Level	Fighter Points	Abilities
1	2	1st Level Spirit Magic
2	4	2nd Level Spirit Magic
3	6	3rd Level Spirit Magic
4	8	4th Level Spirit Magic
5	10	5th Level Spirit Magic
6	12	6th Level Spirit Magic
7	14	7th Level Spirit Magic
8	16	8th Level Spirit Magic

Cleric: Customization

Ability	Cost
Will (per level)	⇔ 1 Fighter Point
Lore (Item)	⇔ 2 Fighter Points
Lore (Magic)	⇔ 2 Fighter Points

Conjurer: Level Progression

Level	Fighter Points	Abilities
1	1	1st Level Elemental Magic
2	2	2nd Level Elemental Magic
3	3	3rd Level Elemental Magic
4	4	4th Level Elemental Magic
5	5	5th Level Elemental Magic
6	6	6th Level Elemental Magic
7	7	7th Level Elemental Magic
8	8	8th Level Elemental Magic

Conjurer : Customization

Ability	Cost
Perception	⇔ 2 Fighter Points
Lore (any)	⇔ 2 Fighter Points
Spirit Magic (per level)	⇔ 2 Fighter Points

Druid: Level Progression

Level	Fighter Points	Abilities
1	2	1st Level Spirit Magic
2	4	2nd Level Spirit Magic
3	6	3rd Level Spirit Magic
4	8	4th Level Spirit Magic
5	10	5th Level Spirit Magic
6	12	6th Level Spirit Magic
7	14	7th Level Spirit Magic
8	16	8th Level Spirit Magic

Druid: Customization

Ability		Cost
Poison Immunity (per level)	↔	1 Fighter Point
Lore (Area)	↔	2 Fighter Points
Lore (Monster)	↔	2 Fighter Points
Perception	↔	2 Fighter Points

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Fighter: Level Progression

Level	Fighter Points	Abilities
1	4	—
2	8	—
3	12	—
4	16	—
5	20	—
6	24	—
7	28	—
8	32	—

Fighter: Customization

Ability		Cost
Poison Immunity (per level)	↔	1 Fighter Point
Subdual	↔	1 Fighter Point
Will (per level)	↔	1 Fighter Point
Lore (Item)	↔	2 Fighter Points
Lore (Monster)	↔	2 Fighter Points

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Healer: Level Progression

Level	Fighter Points	Abilities
1	1	1st Level Spirit Magic Healing (Level 1)
2	2	2nd Level Spirit Magic Healing (Level 2)
3	3	3rd Level Spirit Magic
4	4	4th Level Spirit Magic Alchemy
5	5	5th Level Spirit Magic Healing (Level 3)
6	6	6th Level Spirit Magic Healing (Level 4)
7	7	7th Level Spirit Magic
8	8	8th Level Spirit Magic 1st Level Elemental Magic

Healer: Customization

Ability		Cost
Will (per level)	↔	1 Fighter Point
Healing (per level)	↔	1 Fighter Point
Lore (Magic)	↔	2 Fighter Points

Paladin: Level Progression

Level	Fighter Points	Abilities
1	3	—
2	6	1st Level Spirit Magic
3	9	—
4	12	2nd Level Spirit Magic
5	15	—
6	18	3rd Level Spirit Magic
7	21	—
8	24	4th Level Spirit Magic

Paladin: Customization

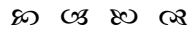
Ability		Cost
Poison Immunity (per level)	↔	1 Fighter Point
Healing (per level)	↔	1 Fighter Point
Will (per level)	↔	1 Fighter Point
Lore (Monster)	↔	2 Fighter Points

Ranger: Level Progression

Level	Fighter Points	Abilities
1	3	Tracking
2	6	—
3	9	Lore (Area)
4	12	Healing (Level 1)
5	15	Healing (Level 2)
6	18	Healing (Level 3)
7	21	—
8	24	Alchemy

Ranger: Customization

Ability		Cost
Healing (per level)	⇔	1 Fighter Point
Perception	⇔	1 Fighter Point
Alchemy	⇔	2 Fighter Points
Lore (Monster)	⇔	2 Fighter Points
Elemental Magic (per level)	⇔	2 Fighter Points
Traps (per level)	⇔	2 Fighter Points

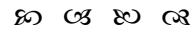


Scout: Level Progression

Level	Fighter Points	Abilities
1	2	Lore (Monster)
2	5	Trap Resistance
3	7	Tracking
4	10	Perception
5	12	Lore (Area)
6	15	Traps (1 Level)
7	17	Lore (Item)
8	20	Poison Immunity (Level 1)

Scout: Customization

Ability		Cost
Will (per level)	⇔	1 Fighter Point
Poison Immunity (per Level)	⇔	1 Fighter Point
Lore (Any)	⇔	2 Fighter Points
Traps (per level)	⇔	2 Fighter Points



Sorcerer: Level Progression

Level	Fighter Points	Abilities
1	1	1st Level Elemental Magic Will (Level 1)
2	3	2nd Level Elemental Magic
3	4	3rd Level Elemental Magic
4	6	4th Level Elemental Magic
5	7	5th Level Elemental Magic Lore (Magic)
6	9	6th Level Elemental Magic
7	10	7th Level Elemental Magic Will (Level 2)
8	12	8th Level Elemental Magic

Sorcerer: Customization

Ability		Cost
Will (per level)	⇔	1 Fighter Point
Alchemy	⇔	2 Fighter Points
Arcana	⇔	2 Fighter Points
Spirit Magic (per level)	⇔	2 Fighter Points

Thief: Level Progression

Level	Fighter Points	Abilities
1	2	Locks (Level 1)
2	5	Subdual
3	7	Locks (Level 2)
4	10	
5	12	Locks (Level 3)
6	15	Lore (Area)
7	17	Locks (Level 4)
8	20	Trap Resistance

Thief: Customization

Ability		Cost
Coup de Grace	⇔	1 Fighter Point
Perception	⇔	1 Fighter Point
Sapping	⇔	1 Fighter Point
Trap Resistance	⇔	1 Fighter Point
Lore (Item)	⇔	2 Fighter Points
Traps (per level)	⇔	2 Fighter Points

Abilities Available By Class

	Assassin	Bard	Cleric	Conjurer	Druid	Fighter	Healer	Paladin	Ranger	Scout	Sorcerer	Thief
Fighter Points / Level	3	2	2	1	2	4	2	3	3	2½	1½	2½

	Assassin	Bard	Cleric	Conjurer	Druid	Fighter	Healer	Paladin	Ranger	Scout	Sorcerer	Thief	Cost
Alchemy	Yes	Yes	—	Yes	—	—	Yes	—	Yes	—	Yes	—	2
Arcana	—	Yes	—	Yes	—	—	—	—	—	—	Yes	—	2
Coup de Grace	Yes	—	—	—	—	Yes	—	—	—	—	—	Yes	1
Healing	—	Yes	—	—	—	—	Yes	Yes	Yes	—	—	—	1/level
Locks	—	—	—	—	—	—	—	—	—	—	—	Yes	2/level
Lore (Area)	—	Yes	—	Yes	Yes	—	Yes	—	Yes	Yes	—	—	2
Lore (Item)	—	Yes	Yes	Yes	—	Yes	—	—	—	Yes	—	Yes	2
Lore (Magic)	—	Yes	Yes	Yes	—	—	Yes	—	—	Yes	Yes	—	2
Lore (Monster)	—	Yes	—	Yes	Yes	Yes	—	Yes	Yes	Yes	—	—	2
Perception	—	Yes	—	Yes	—	—	—	—	Yes	Yes	—	Yes	1
Poison	Yes	—	—	—	—	—	—	—	—	—	—	—	2/level
Poison Immunity	—	—	—	—	Yes	Yes	—	Yes	—	Yes	—	—	1/level
Sapping	Yes	—	—	—	—	—	—	—	—	—	—	Yes	1
Subdual	Yes	—	—	—	—	Yes	—	—	—	—	—	Yes	1
Tracking	Yes	—	—	—	Yes	—	—	—	Yes	Yes	—	—	1
Traps	Yes	—	—	—	—	—	—	—	Yes	Yes	—	Yes	2/level
Trap Resistance	—	—	—	—	—	—	—	—	—	Yes	—	Yes	1
Wealth	—	—	—	—	—	—	—	—	—	—	—	—	1
Will	—	Yes	Yes	Yes	—	Yes	Yes	Yes	—	Yes	Yes	—	1/level
Elemental Magic	—	Yes	—	Yes	—	—	—	—	Yes	—	Yes	—	2/level
Spirit Magic	—	—	Yes	—	Yes	—	Yes	Yes	—	—	—	—	2/level

Each class level costs **3 Character Points**

Note that the names for these class kits describe a group of abilities; they do not necessarily describe the character. For example, a *fighter* might call himself a "champion" or "mercenary". A *bard* might call herself a "ranger" or "pilgrim", to distract from her true abilities. Religious adventurers who draw power from their god often refer to themselves as "the faithful", regardless of whether they have purchased the *Cleric*, *Druid* or *Healer* class kits.

Character Abilities

Alchemy (2 CP)

Character may process alchemical components (by handing them to game staff and returning 30 minutes later).

Arcana (2 CP)

The ability to understand the ancient language of magic.

Coup de Grace (1 CP)

Allows you to kill an unconscious creature by drawing a blade across its throat. Without this ability, enemies defeated in battle die when they bleed to death (after about five minutes).

Elemental Magic (2 CP per level)

Each level of *Elemental Magic* grants the ability to cast one level of *Elemental Magic* spells. See *Magic* below.

Fighter Points (2 CP each)

Fighter Points specify which combination of weapons, shield and armor you can wield at the same time.

You don't need to declare before the game which items you are wielding. Instead, your *Fighter Points* represent the maximum that you can wield at one time. For example, a player with 10 *Fighter Points* could: use a bow (10 *Fighter Points*); or use a 5-point sword and 5-point shield.

Armor requires an appropriate costume. Armor does not need to be repaired; thus, this effect can be used repeatedly throughout each game.

Healing (1 CP per level)

Each level of the Healing ability lets you start the game with one Healing Bandage. A limb wound can be healed by using one Bandage. A

torso wound can be healed by using two Bandages. Each Bandage may only be used once, and should be worn until it can be returned to game staff.

More bandages can be purchased during the game (using game money). However, you can never carry more bandages than your Healing level. Characters without Healing cannot use or carry Healing Bandages.

Locks (2 CP per level)

Each level grants keys or combinations useful for opening locks in the game. A maximum of three levels can be purchased.

Lore (2 CP per level)

Lore can be purchased multiple times. For each "level", choose one of the following: *Area Lore*, *Item Lore*, *Magic Lore*, *Monster Lore*. All spellcasters gain *Mana Lore* for free.

An example of Lore can be found [here](#). (Note that this file is fake).

Perception (2 CP)

Allows you to perceive and understand information in your surroundings that others are oblivious to.

Tracking (2 CP)

Tracking is similar to the *Perception* ability, but with a focus on seeing and interpreting clues in natural surroundings.

Poison (2 CP per level)

The ability to deliver ingestible poison (in food) and contact poison (e.g. on a blade, in a trap).

You may administer poison of a level up to the number of levels purchased. You must buy or acquire poison in game.

Poison Immunity (1 CP per level)

Poison Immunity protects you from poisons of a strength equal to or lower than your level. (Poison without a stated level is "Level 1").

Subdual (1 CP)

The subdual ability allows the delivery of wounds that heal in 5 minutes, using your normal weapons. You may perform this skill retroactively, notifying your victims after the fact that they have receiving non-lethal wounds.

Sapping (1 CP)

The ability to render someone unconscious by touching them (as if you were casting a spell). This skill cannot be used in combat (except on an unarmed opponent). The victim remains unconscious for 5 minutes.

Spirit Magic (2 CP)

Spirit Magic concerns the realm of life and death. These spells are granted by the gods, and any caster must worship one of the gods in the pantheon.

Each level of *Spirit Magic* grants the ability to cast one level of *Spirit Magic* spells. See *Magic* below.

Traps (2 CP)

The ability to set and disable traps. Traps inflict a torso wound to one target (the person or creature that triggered the trap). Traps must be purchased or acquired in-game.

Characters without the traps skill are not permitted to disable traps (but they may, of course, avoid them).

Trap Resistance (1 CP)

When you trigger a trap, you only suffer a limb wound (whichever limb triggered the trap) instead of a torso wound.

Wealth (1 CP per level)

Characters normally start each game with 10 farthings. Each point of Wealth gives you 20 additional farthings at the start of each game.

Will (1 CP per level)

The ability to cast or resist coercive magical spells. Certain spells require that the Will level written on the spell card exceeds the Will level of the target.

Characters have a Will of zero if they don't buy levels in Will.

Fighter Points

Fighter Points (FP) limit the weapons (and/or shield and armor) that can be wielded at the same time. Items have Fighter Point costs as follows:

Swinging Weapons (daggers/swords/axes/flails)

1 Fighter Point per 3 inches of length beyond 18"

+2 Fighter Points if the weapon is a [light weapon](#)

Sword grips may not exceed 12" in length

Thrust-Only Weapons (spears)

1 Fighter Point per 6" of length beyond 18"

Spears must be at least 48" in length

Spears must be used with two hands

Pole-Arms

1 Fighter Point per 3" of length beyond 27"

+1 Fighter Point for a butt-spike

Pole-arms must be at least 48" in length

Pole-arms cannot exceed 72" in length

Balance point must be in bladed half

Pole-arms must be used with two hands

Ranged Weapons (bows)

10 Fighter Points

Bows may not exceed a 30-pound draw

Arrow heads must be covered with cloth

Shields (by perimeter)

Perimeter of 42" or less = 3 FP

+1 FP for each 6" of added perimeter

Minimum cost for a shield is 3 FP

No shield may exceed 84" perimeter

Subtract 1 FP if shield length

exceeds width by more than 25%.

Other Weapon Rules

- Anstarra does not allow thrown weapons
- Weapons longer than 48" must be used with two hands

Armor

2 Fighter Points per limb:

Left Arm, Right Arm, Left Leg, Right Leg

4 Fighter Points for the torso

For armor heavier than 8 lbs., subtract 1 FP.

Subtract 1 FP for each additional 8 lbs.

Armor cost cannot fall below 1 FP per body area (or 2 FP for the torso).

How Armor Works

Armor absorbs one hit per combat; the hit must be to an armored area. When a hit is absorbed by armor, announce "armor" to your attacker.

Armor does not need to be repaired (armor repairs itself 5 minutes after each combat). Thus, this effect can be used repeatedly throughout each game.

The body areas that Armor can be purchased for are:

Torso (counts as 2 body areas)

Each arm

Each leg

Armor requires a costume that resembles armor to the best of your ability, but it can be as simple as a thick leather vest. There is only one "level" of Armor. All armor provides the same effect, regardless of appearance.

Armor provides no protection from magic (blue) weapons.

Spell Casting

How Spells Work

Spells are generally performed by handing a card to the target of your spell. Specifically, you must touch the target (such as on the arm) with the spell card. If the spell affects the target, he or she keeps the card (to refer to the written description if necessary). If the target is not affected, the target should rip the card in half, so the caster knows the spell did not work.

Spells cannot be cast on alert enemies during combat. Thus, spells are generally cast:

- Indoors (where combat is not allowed).
- During conversation (weapons sheathed).
- On unconscious or friendly targets.

Spell Levels

Each level purchased grants the ability to cast one level of spells in that realm.

*Example: To cast **Heal Wounds**, a 3rd-level Spirit Magic spell, a player must buy 3 or more levels of **Spirit Magic**.*

The number of levels purchased in either realm (*Spirit Magic* or *Elemental Magic*) is the character's *caster level*. Thus, a 6th level Bard has 3 levels of *Elemental Magic* and a "caster level" of 3.

Casters start each game with one "usage" of each spell that they can cast, plus 2 *mana* per caster level (with each spell costing 1 *mana* per level of the spell).

Spells can be replenished during the game using mana, but you may never carry more total spell levels than four (4) times your caster level.

(Spell levels are shown in parentheses next to each spell name).

Elemental Magic

Charm (1): Makes the target a friend of the caster. The target will be helpful, but will not follow commands or risk his or her life for the caster. Ends after one hour, or when the target dies, or receives a *Dispel Enchantment* spell.

Communicate (1): Lets the target speak and understand the language of the caster (but does not compel the target to speak).

Light (1): The caster creates a source of light (represented by a lightstick) that can be given to others or put down.

Forget (2): Causes the target to forget a specific event, lasting no more than 10 minutes, that occurred today. The effects of this spell cannot be "undone". Once a memory is lost, it is lost forever.

Interrogate (2): Lets the caster ask one yes/no question that the target must answer truthfully.

Determine Enchantment (3): Reveals the type (or types) of enchantment, if any, currently affecting the target. This does not reveal who or what caused the original enchantment. The caster cannot be the target of this spell.

Suggestion (3): The caster convinces the target of one specific fact such as "this isn't the magic sword you are looking for". This cannot be used to convince the target to risk her life or abandon strongly-held beliefs. Ends after one hour, or when the target dies, or receives a successful *Dispel Enchantment* spell.

Dispel Enchantment (4): Ends the effects of enchantments such as *Charm*, *Forget*, *Suggestion*, *Quest* and *Vassal*.

Quest (4): The target must complete a simple quest defined by the caster. This may involve: the retrieval of a single item; the delivery of a message or item; the assassination or defeat of a single individual. Ends after one hour or when the target becomes unconscious or the target receives a successful *Dispel Enchantment* spell.

Wall of Force (5): The caster can create a temporary impenetrable magical barrier, up to 25 feet in length.

Vassal (5): This spell may only be cast on a creature that is currently under the effect of a *Charm* spell (placed by the caster or a friend/ally). It puts the target under complete control of the caster and ends after one hour, or when: the target becomes unconscious; the caster dies (and the target becomes aware of this fact); or the target receives a successful *Dispel Enchantment* spell.

Spirit Magic

The Spirit World is the gateway between our world and the world of the gods. Thus, a devotional connection to one of the gods is required in order affect the flow of spirits and spiritual energy between this world and the Spirit World.

Slow Bleeding (1): Prevents a mortally wounded creature from bleeding to death. Instead of dying within 5 minutes, the creature will live for another hour.

Speak With Spirit (1): Cast on a spirit, this grants the spirit the ability to speak, and causes the spirit to delay (by a few minutes) their trip to the afterlife.

Heal Limb (2): Heals one limb wound on the target.

Heal Wounds (3): Heals all wounds on the target.

Exodus (4): Turns a voluntary target into a spirit. The target dons his spirit veil and travels to the afterlife, as if he were dead. However, when reaching the gateway to the afterlife, the target removes his spirit veil and returns to the world of the living. Targets of this spell are not affected by *Spirit Warrior*. This spell is primarily a way to flee danger in spirit form; the caster may target himself/herself.

Cure Poison (4): Cures the target of *Level 1* poison.