

Twisted Tales LRP presents an Oroboros Games production

JAEGER

A Gothic Horror LARP

Rules v1.3

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The Game

Jaeger is a live action role playing game (LARP) inspired by gothic horror, folklore, the occult and the supernatural. It takes place in a fictional continent inspired by mainland Europe. You, the player, will take on the role of a Jaeger, a professional hunter of monsters. Jaegers travel across the continent to repel the forces of Evil.

The game takes place in a pseudo-18th Century, 1751 at the game's start. Technology is largely the same between our world and theirs, but with some steampunk elements to accommodate a more advanced flavour to the technology *only* accessible to Jaegers. A knowledge of the history of the era is not required to play the game, the real world reference points are simply that, references. The rest of the world and its history is fictional.

For this campaign, characters will have newly completed their training at Jaegerhauses and have now been brought out to experience their first mission together in the field. They will be accompanied by more experienced Jaegers, not only to protect them, but to also assess these new trainees. At the end of this campaign, the trainee Jaegers will graduate to fully qualified Jaegers who are ready to face the horrors of Evil without a safety net.

This is an 18+ game that is designed as a horror experience and may include sudden loud noises, flashing lights, and themes of fear or psychological distress. It is not recommended for individuals who are pregnant, have heart conditions, or have other medical concerns that may be affected by stress or sensory stimulation. If you are unsure if this includes you, please contact the team for clarification.

For each event, a trigger list will be provided so that players can notify Game Team of elements of the game so they can be informed of areas of play to avoid. Some themes that the game explores may include: gore, violence, emotional abuse, self-injury, suicide, substance misuse, religious persecution, medical malpractice, pyrotechnics, loud noises, body horror, claustrophobia, psychological horror.

Roleplay is emphasised over rules. Experimentation and working with the skills you have are key to unlocking the secrets and mysteries of the game.



The Jaeger Code

Jaegers follow a code that enables them the greatest chances of success and survival. They are short so that they can be easy to remember, but some would say that their briefness allows for flexibility in their interpretation.

- I. Never go alone
- II. We are not the law
- III. Live to fight another day
- IV. Remember your enemy

The Jaegerhaus

The first Jaegerhaus was founded in 1580 in Dolchzahnfurt, and is considered the main base of operations for all Jaegers. There are six other Jaegerhauses throughout the continent, with one in each of the nations except for Gaulois. Jaegers are the creation of Mattias Strausburg, the first Jaeger, and Baron Scholz von Wieseburg.

Recruits must be at least 18 years of age and are subject to a minimum of 3 years of formal training at a Jaegerhaus which is made up of the first year as Basic Training, bringing up all Recruits to a minimum standard. The following 2 years are dedicated to the three modules a Recruit selects, which includes optional opportunities for exchange programmes with other Jaegerhauses.

After, following examination, students may require further tutelage in the classroom. However, most will be able to move on to the field mission stage which puts them onto the path to graduating as a fully fledged Jaeger.

For example:

A **Soldier** who has served their country for 5 years decides to become a Jaeger. They excel at the physical element of Basic Training, but struggle with studying as it is an entirely new concept to them, they are also new to reading and writing. It takes them **5 years total** before they are able to attend field missions due to that struggle.

A **Merchant** of 20 years decides to become a Jaeger. They manage their way through Basic just fine, and are competent at studying. They are able to attend field missions after **3 years**.

An **Academic** who has finished their degree at a University becomes a Jaeger. They struggle terribly during Basic, and took another 6 months just to complete it. However they aced their studies. It took them **3.5 years** to move onto field missions.

Jaegerhauses

- **Bevany** - Coaleigh
- **Calcera** - Puente de Piedra
- **Tarquinia** - Vadali
- **Ursal** - Axholme
- **Verda** - Dolchzahnfurt and Hartfelde

Character Generation

All characters are human and have enrolled to study at one of the continent's Jaegerhauses, in the hopes of one day becoming a Jaeger.

In this campaign, you have been identified as almost being ready for graduation and, therefore, it's time for you to go out into the field and see if you can put theory into practice.

Health, Hits & Dying

Jaeger encourages players and crew to adopt a cinematic fighting style, this means that you will take no more than **one damage per second from a single source**. With this in mind, we hope this enables everyone to come up with creative and safe fighting styles that look amazing!

This game uses **Global Hit Points**, but will employ the use of locational effects.

For example: Being wounded on the arm, roleplaying (RP) this and reducing Hit Points (HP) from your global pool.

The head is **not** a valid target, do not strike at this area. Effects may still apply to the head, but weapon blows should not.

If you are reduced to 0 HP you will begin to Bleed Out.

Bleeding Out is when your character takes too much damage (reduced to 0HP), falls unconscious and starts to bleed out. **The Bleed Out period is 3 minutes (180 seconds)**. If a character is not healed by the end of those 3 minutes, they will die and the player must make a new character.

At any point, if you lose HP you can have them restored by various means. There are skills and abilities that can improve your HP and prolong your Bleed Out.

Armour

Armour provides temporary HP in the form of Armour Points (AP). When struck, armour loses 1AP per hit until reduced to 0AP, where the armour then breaks, provides no further protection and must be mended.

The exception where a hit does not reduce AP is with certain projectiles which do Through damage, this bypasses armour and strikes directly at your HP.

Basic Training

When you join a Jaegerhaus, you undergo a rigorous programme to bring you up to speed on the basics of arms, armour and education.

All characters begin with the following attributes and skills:

- 2 HP
- Small Weapons
- Thrown Weapons
- Ambidexterity
- Buckler
- Light Armour
- Listen
- Lucky Escape
- Final Blow
- RRR (Reading, wRiting and aRithmetic)
- Juryrig

Backgrounds

Your basic training is supplemented by who you were before you became a Jaeger, and what skills you brought to the Jaegerhaus with you.

Characters must select **one** background. These backgrounds allow characters easier access to their associated skills, where other characters would take much longer to learn them. Advanced Skill Sets must be learned before Master Skill Sets.

NOTE: Some backgrounds may come with a level of roleplay that will give you game in some areas, but will lock you out of others. Please consider this carefully when creating a character.

Stacking Skills

Be aware that Background skills are also available later in the Prospectus, but only some of those skills can be taken more than once (stacking), which are:

1. Vigour
2. Intuition
3. Meditation
4. Crafting I
5. Crafting II
6. Slow Bleeder
7. Resist Magic

Academic

Research and study is nothing new to you. You've opted for a transfer from one of the universities or schools across Aynca, and perhaps a hunger for the forbidden knowledge only held by the Jaegerhauses. After all, to be forewarned is to be forearmed.

This background is perfect for those who like to be in the know, or act as a face role. If you prefer low-no combat, this may suit you well.

As an Academic, you start the game the following skills:

- Deduction
- Infernal Linguist
- Puzzler
- Cartographer

With your Credits, you can purchase the following skill sets:

Advanced Skill Set

2 Credits to unlock all skills

Resist Magic

Slow Bleeder

Meditation

Master Skill Set

2 Credits to unlock all skills

Detect Lies

Incantation

Interrogate

Commoner

Your life was simple. You were a farmer, or perhaps a hunter, even a candlestick maker? Whatever you were doing before, something along the way meant that you found yourself wishing to be more than the lot you were bestowed at birth.

This background is by no means 'the basic background', it is the quintessential Jaeger background which has a combination of combat and specialist skills. You could consider it the background that is easy to learn, but hard to master.

As a Commoner, you start the game the following skills:

- Medium Weapon
- Large Weapon
- Vigour
- Bait

With your Credits, you can purchase the following skill sets:

Advanced Skill Set

2 Credits to unlock all skills

Sturdy

Evaluation

Intuition

Master Skill Set

2 Credits to unlock all skills

Slow Bleeder

Vigour

Projectile Weapon

Merchant

You are best at home at a forge, with a needle and thread in hand, or any other means for creating vital items and equipment. Your talents meant that you found a quick home outfitting the Jaeger.

This background is the backbone of a Jaeger team, with the ability to one day channel magic through their mastery of crafts. If you prefer low-no combat, this may suit you well.

As a Merchant, you start the game with the following skills:

- Crafting I
Pick one: Foundry, Chemistry or Gunpowder
- Crafting II
Must be the craft selected above
- Evaluate
- Intuition

With your Credits, you can purchase the following skill sets:

Advanced Skill Set

2 Credits to unlock all skills

Crafting I*

Slow Bleeder

Recognise Forgery

Master Skill Set

2 Credits to unlock all skills

Crafting II*

Resist Magic

Conduit**

*For a new form of crafting.

Third type of crafting must be learned from the Prospectus.

**Must be associated with your known crafts.

Minor Noble

Your family is just one of hundreds in the minor nobility of your homeland. Life was planned out for you from birth to death, and you decided that you wanted to take control of your own destiny.

This is a background with potential for higher risk and conflict roleplay. Expect to use your wits and charm to make use of this background, not all have love for the aristocracy. And, after all, you may still have family duties to fulfil.

You do not need this background in order to role play as a Minor Noble. You can play a noble Soldier, Merchant and so on, without this background.

Highest Starting Titles	
Aynca (<i>Excluding Ursal</i>)	Ursal
1. Ser (Gentry) <i>Lowest</i> 2. Baronet (Baronet) 3. Baron (Baron) 4. Visconte (Viscount) <i>Highest</i>	1. Carl (Magistrate) <i>Lowest</i> 2. Reeve (Chief Magistrate) 3. Thegn (Aristocrat) <i>Highest</i>

As a Minor Noble, you start the game with the following skills:

- Medium Weapons
- Detect Lies
- Pistol
- Intuition

With your Credits, you can purchase the following skill sets:

Advanced Skill Set

2 Credits to unlock all skills

Duelling

Medium Armour

Favour

Master Skill Set

2 Credits to unlock all skills

Meditation

Rifle

Lie

Physician

Practising in the Jaegers is a far cry to your hospitals and clinics of the cities and countryside. However, it's a medical marvel to witness what Evil can inflict upon people, only for you to heal and eradicate it. You took The Physician's Oath when you became a doctor, and now you will take those skills beyond mortal reaches.

This background is the staple healer, but with some spice. An excellent choice for those who prefer a backline role in conflict, but a frontline role to research and study.

As a Physician, you start the game with the following skills:

- Diagnosis
- Staunch
- Bandage
- Surgery

With your Credits, you can purchase the following skill sets:

Advanced Skill Set

2 Credits to unlock all skills

Treatment

Intuition

Meditation

Master Skill Set

2 Credits to unlock all skills

Adrenaline

Mortician

Slow Bleeder

Priest

You have spent most of your life preaching for The Fayth, Heltevei or Confluence. Your stalwart beliefs became a call to fight against the forces of Evil, pushing you into the dangerous life of a Jaeger. The danger is worthwhile, however, as this is your divine calling.

This background is key for those who want to immerse themselves into the religion game. Diametrically opposed to the Witch background, but without the risk of being bound to Evil.

As a Priest, you start the game with the following skills:

- Bless
- Repel Undead
- Sanctify
- Ritualist

With your Credits, you can purchase the following skill sets:

Advanced Skill Set

2 Credits to unlock all skills

Consecrate

Exorcism

Meditation

Master Skill Set

2 Credits to unlock all skills

Curse Breaker

Divination

Banish

Soldier

You served in one of the nation's militaries, perhaps even old enough to have seen war in your time. However, in this extended period of political peace, your itch for battle made the Jaegers a perfect match.

This background is designed for the frontline, for the paladins, for the tanks. Ideal for players dedicated to protecting others, and afterall, a good defence is a good offence.

As a Soldier, you start the game with the following skills:

- Vigour
- Medium Weapons
- Large Weapons
- Heavy Armour

With your Credits, you can purchase the following skill sets:

Advanced Skill Set

2 Credits to unlock all skills

Rifle

Sturdy

Strike Down

Master Skill Set

2 Credits to unlock all skills

Slow Bleeder

Vigour

Cleave

Witch

Once, you had given yourself over to Evil. By making a pact with a demon, you learned the dark arts of magic and inflicted it upon others as a scourge. Something along the way made you realise the error of your ways, and somehow you managed to break your pact and retain your magic. How did you do it? Not many are willing to share...

This is a background with high character risk and conflict heavy roleplay. Many will distrust you, some may hate you. Never will you touch the true light of Good or religion. Is the boon offered by your dark past worth it?

As a Witch, you start the game with the following skills:

- Lesser Spellcraft
- Commune with Spirits
- Lesser Pacts
- Ritualist

With your Credits, you can purchase the following skill sets:

Advanced Skill Set

2 Credits to unlock all skills

Greater Spellcraft

Meditation

Chemistry I

Master Skill Set

2 Credits to unlock all skills

Greater Pacts

Divination

Curse Breaker

Prospectus

The Jaegerhauses are schools where Jaeger come to hone their craft. New students will go through a structured programme, and more experienced Jaeger will return to brush up on their knowledge and learn of any new research developments. They are institutions of dark academia, where the general populace sometimes view them as peculiar and suspicious places.

As a new character, you may select **three** modules to study and learn **all Basic Skills** within them.

Be aware that you can only learn the advanced skills in your selected three modules as progression, however, you can learn as many basic skills in other modules as you like.

Combat Training

This module focuses on the front line, Jaeger who put themselves directly between the innocent and the forces of Evil. This module allows you to hone your skills so that you can tackle your problems head on.

Basic Skills		
Medium Armour	Medium Weapon	Vigour
Advanced Skills		
Heavy Armour	Large Weapon	Slow Bleeder
Strike Down	Sturdy	Cleave
	Duelling (Blades only)	

Devotee

This module teaches the fundamentals of utilising holy scripture and spiritual texts to defend and protect against the forces of Evil. Students are not members of the Clergy, and this is not a pathway to become part of it, it only provides the means to use a specific toolset.

Witches cannot learn skills from this Module denoted with *

Basic Skills		
Bless*	Repel Undead	Meditation

Advanced Skills		
Identify Undead	Identify Demon	Sanctify*
Exorcism*	Intuition	Curse Breaker
	Ritualist	

Field Medicine

Whilst it's unlikely you'll find the time to become a proper doctor, you can certainly learn the art of medicine as a well trained medic. Keeping your fellow Jaeger on their feet against Evil is critical to the operation.

Basic Skills		
Bandage	Staunch	Surgery

Advanced Skills		
Diagnosis	Treatment	Meditation
Adrenaline	Mortician	Slow Bleeder
	Intuition	

Marksman

This module teaches the importance of keeping your distance, whilst also dealing as much damage as possible. This module also teaches the importance of finesse, and the art of duelling.

Basic Skills

Projectile Weapon

Slow Bleeder

Pistol

Advanced Skills

Rifle

Vigour

Pinning Shot

Slow Bleeder

Snipe

Resist Magic

Duelling (Pistols only)

Monster Hunter

Your goal is to be an effective killing machine against the creatures of Evil. It doesn't matter what they may be, you will be prepared to track them down to take them out.

Basic Skills

Bait

Tracking

Traps

Advanced Skills

Tracking II

Traps II

Repel Undead

Heavy Armour

Resist Magic

Sturdy

Large Weapons

Quartermaster

Anyone can pick up a new skill to create, and this module aims to allow you to do exactly that. In addition, learn the value of items, components and how to spot a fake.

Basic Skills

Crafting I
(Choose one:
Foundry, Chemistry, Gunsmithing)

Evaluate

Intuition

Advanced Skills

Crafting II*

Recognise Forgery

Medium Armour

Meditation

Conduit

Resist Magic

Slow Bleeder

**Requires Crafting I*

Scholar

Scholars who are Jaeger are much more than your standard academic, they are shrewd tacticians who seek the truth and are happy to tread along the line between Good and Evil to better understand it.

Priests cannot learn skills denoted with *

Basic Skills

Infernal Linguist*

Meditation

Deduction

Advanced Skills

Detect Lies

Puzzler

Incantation*

Cartographer

Interrogation

Resist Magic

Intuition

Scout

Rather than spend your time pouring over books in the library, you prefer to see things with your own eyes. Your skill to remain undetected has allowed you to study each category of monster through careful observation.

Basic Skills

Intuition

Stealth

Identify Undead

Advanced Skills

Identify Demon

Identify Cult

Stealth II

Identify Lycan

Identify Construct

Identify Fae

Cartographer

Progression

After each event, you gain 1 Credit. Credits are used to purchase new skills.

You can only spend Credits on your Background Skill Sets, or skills in the Prospectus.

In the Prospectus, you can either;

- Spend Credits to learn one advanced skill in one of your starting three modules
- Spend Credits to learn one basic skill in a new module

Each individual skill learned this way costs 1 Credit unless specified otherwise.

From an IC point of view, your character returns to a Jaegerhaus between events in order to continue their study, which is how they learn their new skills ahead of the next event.

You can also spend a Credit if you have a Greater Inventor Slot in use and wish to speed up progress on your research - as if forgoing your classes in favour of your thesis.

Progression is slow, which reflects your field work slowing down your studies and why you can only learn one skill at a time following character creation from the Prospectus.

Your Background skills are attained faster as you are a 'specialist' in that area and can pick up those skills more easily.

Remember that you can only learn the advanced skills of a module by selecting them from your starting three modules.

You can bank Credits and decide how to purchase them later.

Skill Index

Basic Training

Ambidexterity

Wield a one-handed weapon or pistol in either hand at the same time.

Buckler

Small shields of up to 18 inches (45cm) in size.

Light Armour

Wear Light Armour, which consists of padded cloth and soft leather which grants +2 armour. Arrows, pistol and rifle shots go through this armour.

Listen

All characters can Listen carefully and hear the movements of nearby people and monsters. To Listen, an already hidden and unobserved player may take 3 steps out of cover while showing a closed fist and look around without moving further away from their initial position. If you can see any enemies, you are not observed.

Monsters will not notice the Listening player as they still count as hidden and in cover. Listening does not make a person invisible, but it represents a person staying hidden while the mechanic makes them visible OOC. If a monster moves into a position where they could see the Listening player in their hidden position, Listening offers no protection unless the Stealth skill was being used before Listen.

You cannot Listen and move unobserved into a position, then attack, as in the game your body would not have moved. If a fight breaks out where your body should be, you must return immediately.

Example: You are behind a tree near a group of Cultists, who haven't spotted you. You raise your fist and take 3 steps toward the Cultists to listen to what they are talking about. You see them start to move toward where you are hidden, which means they will likely spot you. You return back to your hiding place and lower your fist so that you can respond IC accordingly.

Lucky Escape

This is a call intended for use as an accessibility feature and must not be used to gain a mechanical benefit. It is to allow everyone to participate in high combat encounters which would otherwise be fatal because of OOC considerations.

This skill cannot be used to escape from hopeless situations like being trapped in a room with no way out. It cannot be used to prevent damage that would definitely affect someone who could sprint quickly, like being hit by suppressing fire at point blank range. There is no limit to the number of times you can use this skill.

If you find yourself in a situation that your character could escape from, but you can't due to mobility issues, processing speed or any other physical or cognitive issue, you may put your finger in the air and move out of danger without taking damage. You may either return immediately to Base Camp, or you may rejoin the encounter from a point clearly outside of danger after two minutes.

If you are a non-combatant, please declare "non-com" to minimise the possibility of being struck. You may use Lucky Escape or follow the non-combatant rules depending on the scenario taking place.

If you choose to engage in high combat encounters, you accept that there is a high chance you will be hit due to the fast-paced nature of encounters and declaring non-com is not a guarantee of safety. If this is not safe or fun for you, we strongly advise that you do not engage in high combat encounters.

We recognise that low com rules often force people to play on hard mode. This rule is specifically designed to make combat accessible and less unfairly deadly for those with accessibility considerations. We don't expect it to be used by people who are already playing on standard mode. We also recognise that not all disabilities are visible, and will not ask for justification. If you think this skill is appropriate for you, we believe you.

Example: You have fended off an encounter and have started to make your way towards base camp. There is a steep incline on the route back that is manageable at a normal walking pace. However an encounter spawns behind you, others stay and fight and others run but running up the hill is not a safe pace for you. You put a finger in the air, continue the walk up hill at your own pace. IC you are keeping pace with the others and not being left behind to head out of combat and back to base camp.

RRR

Reading, wRiting and aRithmetic. In other words; read, write and calculate mathematics.

Small Weapons

Wield small weapons up to 18"/45cm in length.

Thrown Weapons

The ability to throw coreless weapons of up to 18"/45cm in length.

Juryrig

The ability to roughly repair armour you can wear to 1AP. Your own armour must be removed if you are repairing it yourself. To be fully mended, armour must be fixed by a Foundry crafter.

Armour & Weapons

Heavy Armour

Wear up to Heavy Armour, which consists of chainmail and plate armour.

Grants +4 armour. Arrows and rifle shots go through this armour.

Large Weapon

Wield any large cored weapon between 42"/105cm and 84"/210cm in length.

Medium Armour

Wear up to Medium Armour, which consists of hard leather and splint mail.

Grants +3 armour. Arrows, pistol and rifle shots go through this armour.

Medium Weapon

Wield any cored weapon between 18"/45cm and 42"/105cm in length.

Pistol

Wield single shot cap/popper pistols.

Reloading caps/poppers should take at least 10 seconds.

Pistol shots go through light and medium armour.

When targeting with a firearm, you must point and call out your target before shooting to alert them of the shot. Misfiring caps count as a failed shot and must be reloaded.

"You in the red shirt!" *Bang!*

Projectile Weapon

Wield bows and crossbows (30lb/13.6kg draw limit).

Innate 'Through' on hit, call not required.

Rifle

Wield cap/popper rifles and muskets.

Reloading caps/poppers should take at least 10 seconds.

Rifle shots go through all armour types.

When targeting with a firearm, you must point and call out your target before shooting to alert them of the shot. Misfiring caps count as a failed shot and must be reloaded.

"You in the red shirt!" *Bang!*

Combat & Field

Bait

When the type of creature has been determined, lay bait to eventually lure that type of creature if it is in the area.

Start every event with an [x] Lure. Learn the crafting recipe for [x] Lure and the ability to make your own.

Cleave

Call "Cleave" three times a day with a Large Weapon.

Armour that is struck is destroyed and must be mended, no damage is dealt to the wearer. If not wearing armour, or armour is already broken, take 2 damage.

Duelling

Allows for the ability to conduct a formal duel with Pistols or Blades. See the Duelling section for further information.

Final Blow

When a target is on their Bleed Out, deliver a slow, dramatic blow to end their Bleed Out prematurely, whilst making the call "Final Blow".

Pinning Shot

Call "Impale" three times a day when shooting a target with a Projectile Weapon.

Targets take damage as normal and are impaled to the spot they stand and should roleplay removing the arrow/bolt.

Slow Bleeder

Permanently add 10 seconds to your Bleed Out.

Snipe

With a rifle, after 1 minute of careful aiming, call 'Snipe' to snipe a target to 0 HP.

If distracted, you must start over. However, calling for referee assistance (which may be required) does not count as a distraction as it is an OC action.

When targeting with a firearm, point and call out your target before shooting to alert them of the shot. "You, wearing the tricorne, Snipe!" *Bang*.

Stealth

Three times a day, you may raise a finger in the air to become "hidden."

Either;

- Move slowly for 30 seconds undetected in an area with sufficient cover, such as bushes or trees, or
- Hide in cover, such as against a tree or other permanent obstacle, until detected or you move.

You can also use Stealth after breaking eye line with targets as if they have lost the trail.

Breaking cover or trying to use Stealth in the open will make you visible.

Stealth II

Three times a day, you may raise a finger in the air to become "hidden."

Either;

- Move slowly for 1 minute undetected in an area with sufficient cover, such as bushes or trees, or
- Hide in cover, such as against a tree or other permanent obstacle, until detected or you move. Additionally, you are immune to mundane forms of detection while hidden.

You can also use Stealth after breaking eye line with targets as if they have lost the trail.

Breaking cover or trying to use Stealth in the open will make you visible.

Strike Down

Three times a day, with a melee weapon, call "Strike Down" to knock a foe to the floor or to their knees. No damage is sustained by the target.

Sturdy

Three times a day, resist the "Strike Down" call

Tracking

After studying an area for 1 minute, identify the type of creature that moved through the area.

Tracking II

After studying an area and determining the type of creature, you can identify the rank of the creature and follow the tracks for 5 minutes before losing the trail.

Traps

You begin every event with two Lesser Traps that you can set to trap a creature.

You can detect traps.

Traps II

You begin every event with two Greater Traps that you can set to trap a creature.

You can detect and disarm traps.

Vigour

+1 HP and +1 to Weight

Crafting

Chemistry

Unlocks Lesser Potion and Poison plans and the ability to craft them.

Chemistry II

Unlocks Greater Potion and Poison plans and the ability to craft them.

Conduit

Unlock the ability to imbue crafted creations with magic by using crystal.

Foundry

Unlocks Lesser Weapon and Armour plans, the ability to craft them and repair them.

Foundry II

Unlocks plans for Greater weaponry, armour and gadgets which can be crafted and repaired.

Gunpowder

Unlocks Lesser Guns and Pyrotechnic plans, the ability to craft them and repair them.

Gunpowder II

Unlocks plans to create Greater guns and pyrotechnics, which can be crafted and repaired.

Knowledge

Adrenaline

Administer a shot of adrenaline to a dying target. The target is temporarily restored to full health for 2 minutes before they either crash and drop back to Bleeding Out, or are injured enough to Bleed Out again.

Bandage

Spend 10 seconds to temporarily stabilise a target back to 1 HP by bandaging their most critical wounds using a bandage (bandage phys rep required).

The target is considered Maimed, but alive. They must be healed via Treatment, Potions or Magic to fully recover.

Cartographer

Once a day, your knowledge in maps and topography enables you to identify a resource location not already on a map.

Notify a ref so the resource can be deployed in the field, it may not be available instantly.

Deduction

Once a day, in 30 words or less, pose a theory to a referee to see if you're on the right track. The referee can only give a yes or no response.

Detect Lies

Three times a day, you can determine whether a target is lying to you.

Diagnosis

Spend 5 minutes studying a human target to determine what is ailing them. More individuals with the Diagnosis skill can work together to either reduce the time of Diagnosis, or to determine trickier ailments.

Evaluate

After examining a non-magical item for an appropriate time, determine its worth (information will be on the attached lammie, if there is no lammie, speak to a ref).

Favour

Once an event, call in a favour from your extended network.

It will take time for your request to reach your target, and depending on the nature of your request and the distance the message needs to travel, it may take more than one event for the favour to be fulfilled.

Identify Construct

Once a day, call "Identify Construct" to a Construct, they will respond with the exact type they are (E.g. Gargoyle, Homunculi, etc) and their rank.

This is considered an OC call and other characters cannot hear it.

Identify Cult

Once a day, call "Identify Cult" to a Cultist, they will respond with which cult they belong to (E.g. Emissaries of Silence, Brothers of Order, etc) and their rank.

This is considered an OC call and other characters cannot hear it.

Identify Demon

Once a day, call "Identify Demon" to a Demon, they will respond with the exact type they are (E.g. Imp, Demon, etc) and their rank.

This is considered an OC call and other characters cannot hear it.

Identify Fae

Once a day, call "Identify Fae" to a Fae, they will respond with the exact type they are (E.g. Pixie, Banshee, etc) and their rank.

This is considered an OC call and other characters cannot hear it.

Identify Lycan

Once a day, call "Identify Lycan" to a Lycan, they will respond with the exact type they are (E.g. Werewolf, Werecat, etc) and their rank.

This is considered an OC call and other characters cannot hear it.

Identify Undead

Once a day, call "Identify Undead" to an Undead Creature, they will respond with the exact type of undead they are (E.g. Skeleton, shade, etc) and their rank.

This is considered an OC call and other characters cannot hear it.

Interrogate

Three times a day, attempt to interrogate a detained, non-allied target to extract information from them. If successful the target will provide information on a card. This can be resisted by more powerful creatures. Not all targets will have anything to say. Suffix your interrogation with "Interrogate", which is an OC call.

Intuition

Once a day, ponder a question by referring back to your training in the Jaegerhaus. Ask this question to a ref. Your memory may not always be entirely accurate and could be hazy.

Lie

Anyone has the ability to lie, but those with this skill can lie to those who would see through others' deception (e.g. Detect Lies) through years of practice.

Three times a day, compose yourself in such a manner that you can convincingly lie to a non-allied target without being caught.

Mortician

Spend 10 minutes embalming a deceased target with specialist chemicals to be sent off for burial. Proper handling of the dead helps to ensure that there is no further supernatural interference with their corpses. Start every game with one Embalmer's Potion.

Puzzler

Puzzles in the game are hard skilled, but the Puzzler can obtain one clue to one puzzle per event to help solve it.

Recognise Forgery

After examining an item for an appropriate time, spot whether it is legitimate or fake (information will be on the attached lammie, if there is no lammie, speak to a ref).

Staunch

Staunch a wound by pressing bandages or cloth to the area. This pauses the target's Bleed Out until they can be healed.

Staunch can also be used by someone without the skill, so long as someone with the skill shows the other how to Staunch whilst they work on the same patient, they do not learn the skill permanently.

Surgery

Every 15 seconds you can heal 1HP to a target with an appropriate phys rep, such as surgery tools. Whilst under the effect of Surgery, the target's death count is halted unless the Physician is interrupted. If interrupted, the Physician must start over.

Surgery is painful for the target when conscious, and this should be roleplayed appropriately.

Treatment

Maimed, ill and wounded targets can be treated in order to recover to full health. Treat them for 5 minutes, and the target must then spend 10 minutes resting and recovering. The target is sluggish and achy during this time. Sick targets must be Diagnosed first.

Magical

Commune with Spirits

Spend 5 minutes attempting to endear yourself to local spirits in exchange for information.

A ref is required for a response. Results may not be instantaneous.

Curse Breaker

Three times a day, use your abilities to break a Lesser Curse laid upon yourself or someone else.

More powerful Curses can be broken with more individuals working on the curse. However, Witches and Priests cannot conduct this together.

Incantation

You have learned a small amount of magic. Learn three Lesser Spells of your choice and cast each of those spells three times a day without components.

Also assist in rituals led by either Priests or Witches.

Infernal Linguist

You have devoted yourself to better understanding the enemy by learning the language they use to communicate.

Receive a piece of OC cipher for Infernal.

Resist Magic

When a Lesser Spell is cast against you, call "Resist" to counter it 3 times a day.

Ritualist

Lead and take part in rituals to harness spiritual or magical power to achieve a common goal.

Priests and Witches cannot participate in rituals together.

Lesser Pacts

Gain the ability to make Lesser Pacts. Increase Lesser Spell slots by 1.

Lesser Spellcraft

Gain the ability to cast 6 Lesser Spells per day.

Greater Pacts

Gain the ability to make Greater Pacts. Increase Lesser Spell slots by 2 and Greater Spell slots by 2.

Greater Spellcraft

Gain the ability to cast 4 Greater Spells per day.

Spiritual

Banish

Three times a day, Banish a Lesser Evil creature and remove them from the field.

Use the call "Banish" in a 10 second vocalisation.

Bless

Three times a day, Bless a target or weapon.

Weapons: Call "Bless" to ignore an Evil target's resistances for 5 hits.

Targets: Call "Resist" when any magical call, including spells, is used against you for 5 hits. Take damage as normal where required.

Consecrate

Once a day, Consecrate an area of a 10ft radius until the next morning. Lesser Evil monsters cannot enter.

Divination

Spend 10 minutes in deep thought or in a personal ritual to try and get a glimpse of a possible future.

Exorcism

Three times a day, attempt to exorcise a creature possessed or under the control of an Evil creature. It is up to the player to determine the nature in which this is undertaken.

Meditation

Once a day, still the mind to restore some of your abilities.

Once a day, still the mind with appropriate roleplay to restore either;

- 1) Three uses of one skill
- 2) One use of three skills

Meditation cannot be used to restore itself.

Repel Undead

3 times a day, chant holy or spiritual scripture so that Lesser Undead avoid you at all cost.

Witches can use this skill and adapt symbols and scripture to better fit their connection to Good.

Sanctify

Three times a day, attempt to cleanse an Evil item.

Playing the Game

Your Role

In Jaeger, you will create a character who is a Recruit, and encounter a variety of experiences both in and out of the game. The skills that you choose for your character will help to resolve problems and matters of plot in the game.

You can play only one character at a time. If your character dies, or you choose to play a new character, your old one is considered dead/retired and cannot be played again unless under special circumstances determined by the Game Team.

There are some mechanics that a single character will not be able to engage with alone. Collaborating with other Jaegers is the key to success when playing this game.

Weight & Grappling

Some Jaegers are physically stronger than others. Through the conditioning of their body through Vigour, they are able to conduct physical feats that others cannot.

All Jaeger have a default weight of 1. This means that any Jaeger can generally grapple another in times of need, like if their comrade has been downed and is on their Bleed Out time. Or, a Jaeger at odds with another can grapple them as a means of restraining them.

When grappling another, the player must declare their ranks of Vigour so that they can identify whether they can grapple the other or not. The Jaeger with the highest score 'wins' the grapple.

When grappling a Jaeger, place one hand on their arm or shoulder. If no contact, hover that hand instead. The controlling Jaeger will then steer the other where needed, but must **not** physically drag them.

For each rank of Vigour, gain +1 Weight.

This means that a Jaeger with 4 ranks of Vigour has a weight of 5. A Jaeger with no Vigour would require 4 others with no Vigour to grapple them, however two Jaeger with 3 and 2 Vigour can grapple them easily.

Wearing armour does not modify a Jaeger's weight.

Technique Development

Where crafters are able to create new items and plans, individuals can also develop their own personalised techniques to improve and distinguish their specialties.

Only one technique can be developed at a time. On completion, the user gets exclusive use of the technique, unless they wish to teach it to others.

Spells cannot be created using a technique, however other magical skill techniques can be developed, for example; Commune with Spirits.

For example; someone who wishes to improve the Surgery skill so that it heals 2HP per 15 seconds rather than 1HP, someone who wishes to improve their Stealth skill so that they can move faster in cover, someone who wishes to become a master investigator with Deduction by increasing the theory limit from 30 words to 60, and so on.

To develop a technique, speak to any IC referee or go to GOD to register your technique idea. You must clearly state the following:

- What you are trying to achieve (Intended technique)
- How you are going to achieve it (Intended roleplay)

The referees and Game Team will assess the difficulty of the technique, and then determine the length of time and effort it should take to achieve your goal.

You will need to check in with GOD during each event so that your progress can be tracked. Creative roleplay and components can absolutely speed up progress, so make sure to think outside of the box!

You are welcome to involve others in your development, however the progress and study lies with the individual submitting it.

Failure will be expected to be more common than success at the start, but the reward of exclusivity at the end should pay off the journey.

You cannot develop a Technique and use an Inventor Slot at the same time.

Rituals

Witches and Priests can lead and participate in rituals. Those with the Incantation skill can also participate in rituals, but cannot lead them. However, Witches and Priests **cannot** conduct rituals together, and to attempt such will result in certain death.

Where there is no skill or spell that quite fits a spiritual or magical need, a ritual may be used to formulate a suitable solution instead.

There is no minimum requirement for participants in a Ritual as a single person is able to conduct one. However, scaling the power of the individual to the effect desired should be taken into consideration. Balancing relevant skills, spellcrafting and items will help to achieve a successful ritual. "Overcharging" rituals with too much power is only possible in extreme circumstances.

Example 1:

A Priest is trying to Consecrate an area, but has found that it is slightly too tainted to do so alone with only this skill. Other Priests are currently occupied, so the Priest asks someone with Incantation, so that they can channel more of their power through a Ritual to attempt to cleanse the Evil from the area instead. The Priest Blesses the other participant for an extra boost. The ritual works, thanks to the extra time and skill put into the Ritual. If the area was larger, or even more corrupt than first imagined, then more people with Incantation or other Priests could join in to create a more powerful Ritual.

Example 2:

A group of Witches want to close a portal to the Demonic Plane. After assessing the portal, they determine that several Greater Demons created this portal. This means that great power is required to close it again. The Witches recruit as many as possible, and try to go for higher level spell casters (e.g. Those with Greater Spellcrafting or Greater Pacts). They manage to get 4 Greater Spellcrafters and 2 Incantation users to conduct the Ritual. They also bring components that represent binding and closure, and some Greater Crystal. As an extra precaution, the Witches decide to use a Pact of the Coven to temporarily boost their combined power. This works excellently, as the right skills, abilities and resources were employed to deal with the scale of the problem.

Example 3:

A group of three Priests wish to raise a ward around the portal that the Witches were able to close, so that the area is protected from breach again. Two of the Priests have skill Mastery (Purchased the Master skill set in their background), and the other is Advanced. Between them, they are easily able to establish a Greater Ward of Protection through the ritual which will make it significantly more difficult for a portal to break through again.

Duelling

Duelling is often used to settle a dispute and generally only to first blood. However, sometimes it can be set as a duel to the death, it entirely depends on the two individuals entering into the duel and why they are duelling in the first place.

Duels come in two varieties: **Pistols** and **Blades**.

This is an OC mechanic that determines IC roleplay and result. A d6 will be rolled and the higher result is the winner. The players then discuss between them OC how to play the duel out.

Pistol Duelling

1. Duellist A and Duellist B each roll one d6.
2. If either Duellist does not have the Duelling skill, they roll with disadvantage. Roll one d6 twice and keep the lower result.
If either Duellist with the Duelling skill has the Background **Minor Noble**, and/or the **Pistol** skill, they roll with advantage. Roll one d6 twice and keep the higher result.
If either Duellist only has the **Duelling** skill, they roll once and keep that result.
3. The Duellist with the highest result wins the duel. If there is a tie, both Duellists miss their shots, or hit each other at the same time.
4. Duellist A and B must now work out how they would like to RP this result.
5. Duellist A and B roleplay the result.
6. If the predetermined winner misfires, the loser wins instead if they are able to fire their shot. If both misfire, both lose.

Blade Duelling

1. Duellist A and Duellist B each roll one d6.
2. If either Duellist does not have the Duelling skill, they roll with disadvantage. Roll one d6 twice and keep the lower result.
If either Duellist with the Duelling skill has the Background **Minor Noble**, and/or the **Medium Weapons** skill, they roll with advantage. Roll one d6 twice and keep the higher result.
If either Duellist only has the **Duelling** skill, they roll once and keep that result.
3. The Duellist with the highest result wins the duel. If a tie, the conditions of the duel are met at the same time by both Duellists.
4. Duellist A and B must now work out how they would like to RP this result.
5. Duellist A and B roleplay the result.

A referee is not required to be present for a duel, but Game Team should be informed if a duel has taken place.

Hard skilled duelling is also more than welcome.

Loot

Some monsters carry loot which can be found by players.

Loot can be found in a distinct pouch, labelled LOOT. It can contain a variety of resources; currency, crafting resources, items and plot information.

This reduces the need to physically search a monster for loot. The Loot pouch will be worn externally and should be removed to search, with some hover hand roleplay over the monster corpse. Do not search pockets or kit.

Once looted, the pouch must be returned to a ref or to GOD.

Theft

Stealing from fellow Jaeger is extremely frowned upon, and may result in official consequences within a unit. However, there may be times where stealing from foes may be required in order to carry out a mission. Be aware that if you are caught, there **will** be consequences.

All theft must be undertaken with a referee present, so that items can be logged and phys reps can be returned to their owners.

Commerce

The Verda Empire, Bevany, Calcera and some areas of western Tarquinia and southern Ursal all use the currency Argents. This began as a denomination of gold, silver and copper coins, which have since been replaced with paper notes of the same name, as follows:

- 5 Copper Argents to 1 Silver Argent
- 5 Silver Argents to 1 Gold Argent

Jaegers receive a salary for their work. At the start of each game, Jaegers will be paid 1 Silver Argent each.

Most trade is handled in Coppers and Silvers, and only the wealthier towns and cities handle Gold Argents. In more rural areas, trade is more likely conducted with Copper and standard materials, such as building materials, food, and other more useful forms of goods (and sometimes services).

Cost of items will reflect the area's link with local trade. Towns and Cities will have more on offer, at more competitive prices, whereas travelling further afield you may find certain items cheaper based on the town or village's main form of trade. For example, a farming village will likely sell food at a cheaper rate than any of the larger towns.

Example costs for trade depending on area:

Item	Large Town/City	Rural Villages/Towns
Food to last on the road for one week	5 Copper Argents	• 3 Copper Argents (Farming Town) • 5 Copper Argents (On a trading route) • 1 Silver Argent (Remote, difficult to reach hamlet)
A fine steel sword	4 Silver Argents	• 2 Silver Argents (Mining Town specialising in swordsmithing) • 6 Silver Argents (On busy trading route) • Unavailable at a Farming Town, the forge only makes farming equipment.
Ingredients to make one Lesser Healing Potion	8 Copper Argents	• 2 Copper Argents (Village near or in a forest ripe for foraging) • 1 Silver Argent (On a trading route) • Ingredients to make other types of potions (Remote, difficult to reach hamlet)

Kit Expectations

Everyone starts somewhere!

Jaeger's expectations of kit are aspirational. No one is expected to have top tier, elevated costume and props, no matter how experienced a LARPer you may be. All that we ask is that you do not wear obviously out of character items of clothing, such as jeans or t-shirts.

However, we also believe that 'kit ends at the ankles'. Having the correct footwear for LARP is the one thing that we encourage all players to invest in. A sturdy pair of walking/military style boots that are well cared for will last you years of tough mud. Please do not wear trainers as these are not appropriate footwear.

Mobility aids do not need to be made to look more In Character, though you are welcome to do so.

Kit Inspiration

Jaeger is loosely based on 16th-18th Century Europe, and the fashions and technology of the era are therefore similar. There is a small element of gaslamp influence in style, but to go full steampunk is not appropriate for this setting.

Each nation on the continent has their own styles and fashions, but the joys of being a Jaeger is that you generally follow a uniform style of practicality rather than national influence. Whilst the fashions may extend to gaudy gowns and cravats for the few and simpler britches and aprons for the many, Jaeger wear dark, hard wearing clothing that allow them to easily hunt in any weather, under any conditions.

A Jaeger's presence has been said to be imposing, often standing out against any crowd for their distinctive silhouettes that mark them as more than just your average commoner. Frivolity is not a necessity for a Jaeger, but most will have what others would consider a 'socially acceptable' form of dress for more formal events.

For more inspiration, check out our Pinterest @JaegerLarp and our website jaegerlarp.co.uk. There you can find the Kit Guide, and examples of clothing and fashion from across the nations, not just specifically for Jaeger.

Armour

Unlike many fantasy LARPs, Jaeger wishes to exploit the 'fantasy gothic' look with the 17th-18th centuries as a reference point.

When looking at inspirational sources, armour is often worn underneath clothing or as more accented pieces rather than full armour. This is the look we want to achieve more than full coverage.

However, 3/5 locations (torso, legs and arms) need a piece of armour for your kit to be considered as armoured - but there is no 'minimum' for a location. A vambrace will give the same armour coverage as a full gauntlet, vambrace and pauldron to an arm. With this in mind, a thick leather trench coat counts as Light Armour as it generally covers all locations.

As a rule of thumb, at least half of armour worn determines the category of the armour, and it does not stack. For example, splint mail (Medium) over padded fabric (Light) bracers on both arms and legs would be Medium Armour. However, changing out splint mail on one arm for a single metal pauldron is not enough to bring the armour up to Heavy. Therefore, a second pauldron would be required to raise the armour to Heavy.

There is **one** exception, which is Heavy Armour worn on the torso. Chain or plate chest armour will always grant Heavy Armour to the wearer, regardless of other armour worn.

You are of course welcome to wear any type of armour as you please, so long as it fits the setting. For example, a full plate chest piece with a highwayman style coat will achieve a strong Jaeger look, but a full suit of plate armour is not appropriate.

In terms of armour construction, we welcome alternative materials to create armour pieces. However, we expect those alternatives to be high quality. For example, a pauldron cut and carved of foam should be properly finished to look like steel as much as possible.

There are a number of patterns and tutorials out there by cosplayers and prop makers on how to make excellent quality alternatives. More accessible armour is steadily becoming easier to create and purchase.

[This one is one of our favourites](#) for smaller pieces of chainmail.

Weaponry

All weapons will be checked on a case by case basis, and any weapon can be failed by a weapon's checker at any time during an event.

Small Weapons - A cored weapon up to 18"/45cm in length.

Medium Weapons - A cored weapon between 18"/45cm and 42"/105cm in length.

Large Weapons - A large cored weapon between 42"/105cm and 84"/210cm in length.

Thrown Weapons - A non-cored weapon of up to 18"/45cm in length.

Buckler - A small round shield up to 18"/45cm in diameter.

Stab safe weapons are welcome in this system, and must have a white ribbon attached by a weapons checker. If you lose your ribbon, take it back to a checker to get a new one.

Injection moulded weapons, such as Calimacil, should be avoided as their construction is better suited for warmer climates. In cooler climates like the UK, injection moulded weapons can be hard to the touch and may cause unintended harm. You can bring injection moulded weapons, but these weapons will be checked with extra scrutiny.

Bows/Crossbows - Maximum draw of 30lbs/13.6kg

Arrows/Bolts - Impact surface should be larger than the average eye socket, thus flat headed foam arrows are preferred, but golf ball style is fine. Arrows/bolts should be checked by their shooter with every shot, not just by a referee at weapon's check.

Bows and Crossbows **are not permitted at night** or for use in the dark.

Pistols and Rifles - This system uses flintlock style cap guns, both in pistol and rifle form. You must provide your own caps (we will endeavour to have a supplier on site who will be able to sell caps at events).

Some LARP suppliers have started to create foam firearms that use party poppers as ammunition, these are also welcome for use. However, they must not be used as a striking weapon.

NEVER shoot a pistol or rifle in close proximity to another person's face, for example: shooting over someone's shoulder. Anyone who is seen doing this will be timed out temporarily to assert this point, and repeated ignorance will ultimately result in the banning of firearms usage for that player, as they cannot demonstrate that they can use them safely.

Overly elaborate fantasy weapons and armour are not appropriate for this setting.

Accessibility

Our Goals

Pre-Event/In Between Events

We will do our utmost to select sites to enable all players to enjoy the game as much as possible. This means that we will try to book sites with accessible camping and facilities. In circumstances where this is not possible, we will notify players.

Pre-event documentation is available in other formats, such as large font and dyslexia friendly, upon request. We will also clearly indicate what facilities are available on site with the use of a site map (if available to us) for each event.

Before an event, we will share who will be on the Game Team/Referee Team for the event, so that you can easily find them over the course of the event.

At Events

All games will begin with a Player Brief. This brief aims to inform players of key information about the event, this can include but is not limited to:

- Site information (eg. location of toilets, other facilities, impact of weather on site, no go zones, etc)
- Usage of pyrotechnics, lighting, sound and other special effects
- Important in game call demonstrations
- Potential triggers
- Meal times (If event is catered)
- Who's who of Game Team/Referees, how to identify them (including First Aiders)

We will do our best to ensure that key areas of the game are well lit, not only in the Base Camp but out in the live site at points of interest. We will also try to indicate areas that may not be accessible to all.

At any point during an event, players are welcome to ask referees for support with their accessibility needs and how these interact with the game. For example, if you are a Non-Combatant wishing to investigate an area of the live area, you are more than welcome to ask what the terrain in that area is like to see if you are able to go to it safely.

In character, we will do our utmost to test the *character*, not the player. All plots are written with accessibility in mind, and we always welcome feedback on how we can improve in this area.

Should you require a place to step away from the game and take a moment of peace and quiet, a referee can indicate the location of "The Nest". This is a quiet space where you are welcome to take as much time as you need there. It is open for use throughout the course of the game.

Wristbands

This game implements a simple wristband system which notifies players of other player's needs. Wearing a wristband is completely optional.

- **Blue** - Non-Combatant (Not all Non-Coms will wear this, nor are they expected to)
- **Red** - No contact, do not touch
- **Yellow** - Ask before touching

When wearing a wristband, please ensure that it is clearly on display for others to quickly and easily identify.

Wristbands can be collected from GOD at any time during an event. We encourage you to keep your wristbands for future use.

We will ask in booking forms whether players are likely to need one of these wristbands, this is to ensure that we have the right stock. You are not required to answer, but it is appreciated as we cannot guarantee you a wristband otherwise.

Non-Combatants

There are a number of reasons as to why a Jaeger cannot undertake combat. Most common are injuries, age and illness, but given the nature of a Jaeger's work there are many other causes. However, none are expected to tell their stories as to why.

Out of character, there are plenty of ways a player can enjoy the world of Jaeger without the need for participating in combat. The Base Camp is warded against Evil, which makes it a safe place for any player to rest, relax and roleplay.

If the wards are tampered with through play, camp referees will make it clear that combat may occur. However, there is a clear precedent that those engaging in combat in the camp under these circumstances are the only ones who should be. Those clearly not participating in combat in the camp must not be pursued by monsters (menacing from a distance however, is acceptable!).

In the live area, there is always a high risk of a combat encounter. Non-Combatants should plan accordingly when wishing to venture out of camp.

Non-Combatants may choose to wear a **blue wristband** to indicate they must not be struck, but are not required to do so. These can be collected from GOD at any point during an event.

If a Non-Combatant finds themselves in combat, they can raise their hand with their blue wristband, declare they are Non-Com and move to a safe distance. Once combat is over, the Non-Coms can resume play as if their characters hid from the fight.

Non-Combatants who do not wish to wear a wristband, do so with the understanding that they may be struck with a weapon or projectile. They may do the same as the above in a combat situation, where they raise a hand, declare Non-Com and move to safety.

For the sake of logistics with referees and monsters, if you declare yourself as Non-Com, please continue as such throughout the course of the event from declaration. Whilst we understand that your capabilities may change, we do not want to put anyone at unnecessary risk.

Consent to Touch

Some skills and abilities require players to physically touch other players, usually with their hands.

If you do not wish for this, or would rather have players ask for permission, you may collect one of the following wristbands from GOD at any time:

- **Red** - No contact
- **Yellow** - Ask first

In the instance of a red wristband, players should respond by hovering their hands clearly over the player instead of touching them.

If you do not wish to wear a wristband, you consent to touch based skills and abilities.

Themes of Horror

There will certainly be parallels between our world and the world of Jaeger, and we have elected to make the game 18+ in the interest of exploring dark topics, in line with the game's genre of Gothic Horror. Therefore, we will always highlight any triggers in our pre-event documentation so that you know what to expect. Ultimately, we want the game to be fun and thrilling, and the horror elements are meant to enhance this, not take away from it.

However, we must still emphasise that the game is designed as a horror experience and is not recommended for individuals who are pregnant, have heart conditions, or have other medical concerns that may be affected by stress or sensory stimulation. If you are unsure if this includes you, please contact the team for clarification.

Inclusivity

We have and will continue to consult and take advice on how we build the world of Jaeger, and how its story unfolds.

Out of character, we want every player to feel wanted, safe and able to express themselves in their truest ways, without fear of judgement. We do not tolerate hatred or bigotry, and drawing

the line is important if a character's actions are starting to bleed into the realm of out of character actions.

Therefore, racism, sexism and transphobia are not themes we wish to explore in the game and will not be featured.

We want players who wish to express or explore their own identity to know that they are safe and welcomed in Jaeger. Therefore we must highlight that we aim to have a number of our events at indoor sites, where bunk rooms are available. These will be divided as follows:

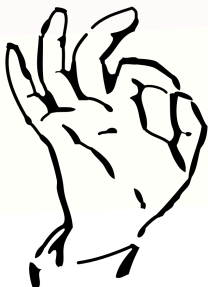
- Mixed
- Masculine Presenting
- Feminine Presenting

We intend to have free sanitary products in both male and female toilets, and will not tolerate policing of these places. We want to make it irrevocably clear that Jaeger is a safe space and will continue to be a safe space for gender expression.

Okay System

When roleplay is becoming heated, or intense in any direction of emotion, players and crew may use the 'Okay' hand signal (thumb and forefinger forming an 'O') against the chest to confirm if everyone is alright with how the scenario is unfolding.

In response, the player being asked if they're okay should respond in one of the following ways:



- **Thumbs up** - Everything is good, please continue!
- **Wavering hand** - I'm okay, but let's tone it down.
- **Thumbs down** - I need this to stop.

Players should respond accordingly. With a wavering hand, players should take a step back and de-escalate the role play so you can continue.

With a thumbs down, it is encouraged that everyone walks away from the situation and takes a break. Have a few minutes to collect yourself and then when you feel ready, return to the game.

In these later two scenarios; don't worry about immersion, your OC welfare is far more important.

Call & Effect Glossary

Call	Description
Bane	Expend a spell slot without effect. Always targets Lesser first, then Greater.
Banish	Remove a Lesser Evil monster from the field.
Bleed	Deals 1 damage every 10 seconds until put on Bleed Out unless treated.
Bless	Weapons: Call "Bless" to ignore an Evil target's resistances for 5 hits. Targets: Call "Resist" when any magical call, including spells, is used against you for 5 hits. Take damage as normal where required.
Burn	Deals 1 burn damage every 10 seconds until put on Bleed Out or roleplaying the source being neutralised.
Charm	The target immediately trusts you and is friendly toward you for the duration. The target is not aware of being Charmed at the time, but will become aware when the effect wears off.
Cleave	Destroys armour on contact but deals no damage to HP. Unless no armour is worn or it is already broken, then take 2 damage.
Cold Iron	Effective against Fae. This usually means double damage, but more powerful foes may respond differently.
Command	Compel a target to do your bidding in three words for 10 seconds. E.g. "Command: Don't hurt me." Targets cannot be commanded to harm themselves.
Copper	Effective against Demons. This usually means double damage, but more powerful foes may respond differently.
Debilitate	Renders a sense or limb of a target unusable for 10 seconds which must be roleplayed appropriately. If the target limb is holding an item, it must be dropped.
Detect	Usually called with a suffix to denote what the user is trying to detect. The detected creature must make themselves known through call out. This is an OC call so others will not hear it in game.
Detonate	After being applied with appropriate roleplay, a specific type of explosive can be detonated from afar to deal 5 damage in a 5ft radius of the application with the "Detonate" call.
Disarm	Forces a target to drop a held weapon or item.

Enthral	Follow the caster for as long as they speak to you, as if they were your closest friend. You are vulnerable in this state as you can only take the actions the speaker requests, but you cannot be told to harm yourself. The target is not aware that they have been Enthralled and have no memory of the event.
Fatal	Drop to 0HP and begin Bleed Out.
Fear	Roleplay a fear response for 10 seconds. When under the effect of fear you cannot take actions against the source of your fear and will try to avoid it.
Final Blow	When a target is on their Bleed Out, roleplaying a mighty blow and making the call will instantly end their Bleed Out and kill the target. Certain powerful creatures may have additional conditions before this is effective.
Gold	Effective against Undead. This usually means double damage, but more powerful foes may respond differently.
Grenade	With an appropriate phys rep thrown to the ground, deals 5 damage to all within a 10ft radius immediately on contact.
Hold	The target is rendered immobile and held in place by magical means. They can still use their senses and can speak but cannot move.
Identify	Followed by a monster type, the target gives what type and rank of monster they are as an OC call.
Impale	Pierces a target through, regardless of armour, with an arrow/bolt. The target roleplays being pinned in position for 10 seconds.
Interrogate	Three times a day, attempt to interrogate a detained, non-allied target to extract information from them. If successful the target will provide information on a card. This can be resisted by more powerful creatures. Not all creatures will have information to share.
Materialise	Forces an Incorporeal target to become Corporeal.
Molotov	Ignites all in a 10ft radius of a molotov phys rep being thrown. All targets in range are Burned.
Magic/ Magical	Deal Magic damage, effective against certain Evil foes. This usually means double damage, but more powerful foes may respond differently. Whilst a weapon or armour is Magical, it cannot be Shattered.
Maim	Move at half speed, and roleplay suffering in pain.
Mass	Usually the prefix to another call. Denotes all in a 30ft range, from arms outstretched.

Mute	Stops an individual from speaking for 30 seconds.
Paralysis	The target is paralysed and cannot move. - Over the course of 10 seconds from taking the call, the target slowly becomes paralysed and cannot move or speak.
Reliable	Usually suffixed with "Through". This is a firearm call that takes the place of a misfired shot. Target takes 1 Through damage.
Repel	Forces a creature to avoid you at all cost.
Resist	Negates an effect.
Shatter	Magically destroys an item that can only be repaired with magic or by a Conduit.
Silver	Effective against Lycanthropes. This usually means double damage, but more powerful foes may respond differently.
Snipe	After steady aim for 1 minute with a Rifle, drop a specified target to 0HP.
Stun	The target is stunned for 10 seconds. Roleplay shock, surprise, being winded or stumble back for the duration.
Strike Down	Does no damage, but makes a target fall over, drop to one knee or roleplay appropriately if the former cannot be physically undertaken.
Subdue	Deal Non-Lethal damage. Where hits would deal damage and go to Bleed Out, instead the target is rendered unconscious for 3 minutes and then wakes up.
Terror	You are gripped with terror for 10 seconds. When under the effect of terror you cannot take actions against the source of your terror and will scream, cry, cower and/or flee at the sight of it.
Through	Deals 1HP damage, ignoring any and all armour.
Unbind	Effective against Constructs. This usually means double damage, but more powerful foes may respond differently.

Change Log

February 2024 (v1.1):

- Added reference to "Inventor Slots" to Progression (Page 19)
- Amended weapon lengths to be consistent (Page 20, 21 and 37)
- Added "Rituals" section (Page 31)
- Added "Call & Effect Glossary" (Page 43)
- Removed reference to Downtime, as the way progression now functions from an IC standpoint makes it redundant
- Removed "Archivist" from the skill index, as it sneakily managed to get itself included from a draft version of the rules
- Generally tidied up some wording throughout the book

August 2024 (v1.2)

- Included new partnership information with Twisted Tales!
- Added "Resist Magic" as a stackable skill (Page 5)
- Added new skill "Juryrig" to Basic Training (Page 5 and 20)
- Moved the Merchant background to keep the backgrounds in alphabetical order (Page 8)
- Included highest starting title for Minor Noble (Page 9)
- Amended length of "Thrown Weapon" - as much fun as throwing a person sized weapon would be, it's not allowed! (Page 20 and 37)
- Clarified the "Interrogate" skill (Page 25)
- Clarified the "Lie" skill (Page 26)
- Added Loot (Page 33)
- Added the "Charm" call to the Call & Effect Glossary (Page 42)
- Added the "Interrogate" and "Hold" call to the Call & Effect Glossary (Page 43)
- Temporarily removed Safeguarding section, as we are having it externally reviewed
- Amended some wording that still referred to an old iteration of rules that used locational hits in the Skill Index
- Updated metal effects on certain monster types to be consistent across the main rules and crafting rules
- Updated Subdue call to be consistent across the main rules and crafting rules
- Updated Cleave calls to be consistent
- Included OC roleplay expectations to all Backgrounds
- General tidying of wording throughout the book

v1.3

- Uploaded rules to the online Jaeger Wiki. Page numbers are no longer included with changes as the wiki does not have them.
- Updated "The Game" and "Inclusivity" to add warnings for specific instances where players are not recommended to attend.
- Expanded on the training required as a Recruit to become a Jaeger.

- Altered the skillset for Soldier to be more reflective of the RP and lore surrounding the background.
- Amended wording for all Armour skills to indicate that higher levels of armour can wear lower levels.
- Clarified that "Bless" refers to Magical calls.
- Reduced time required to Bandage, and specified a phys rep is required.
- Reduced time required for Surgery, and added roleplay effects.
- Amended weapon lengths in line with all major fest larps.
- Clarified that pistols can be used with Ambidexterity.
- Clarified that Bait may only work if the type of creature is in the area.
- Changed wording of Final Blow skill to be more accurate to the call.
- Changed wording of Stealth to be more accurate to the intended use of the skill.
- Added Stealth II, which was mistakenly left off of the list.
- Clarified wording for Curse Breaker.
- Removed duplication of Curse Breaker.
- Clarified personal roleplay element for Exorcism.
- Added a new section "Technique Development" under the Playing the Game chapter.
- Added a new section "Theft" under the Playing the Game chapter.
- Added "Fatal" as a call. The call was always intended, but missed off the original call list.
- General tidying of wording throughout the book.
- Added "Bleed", "Burn", "Terror" calls
- Clarified all metal calls.
- Clarified "Charm" and "Enthral" calls to differentiate them.
- Clarified "Hold" and "Paralysis" calls to differentiate them.
- Added additional conditions for "Final Blow".
- Specified "Grenade" call damages on contact and "Molotov" call effects
- Clarified "Interrogate" call.
- Clarified conditions for "Exorcism"