

CATAclysm LRP

Proudly Presents:

TRINITY!



New Players Guide

The Game

Cataclysm is a departure from the monster/player style event, instead you will up against other players who have just as much chance as you to come out of a fight alive. This produces a tense environment where your wits are as important as your abilities.

We have crafted a simple yet expandable set of rules using concepts familiar to most LRPers. Not that Cataclysm is for experienced players only, the basics you need are contained in our “Basic Rules” document, which you can download from our website, www.cataclysm.thetower.net

The Roleplay Ethos

Cataclysm is first and foremost a roleplaying system. You are expected to fight as if you are wielding several pounds of metal not a rubber sword, react to wounds as if they were real, enhance your magic with loud verbals and gestures and spend a reasonable amount of time roleplaying relevant actions when when crafting new items or learning new skills. Follow these guidelines and you will enhance the game for yourself and those around you.

The Setting

The game is set in The Great Forest which is vast, encompassing seas, mountains and much more. No person in living memory has ventured out of the forest, there are strange creatures in the depths of the woods.

Civilization at this time is limited to small villages or hamlets. A few with the resources may have built or found keeps and small castles and styled themselves as kings. Others band together and strike from the shadows. Survival is the name of the game. You must hone your skills or perish.

Trinity

Trinity is one such village, a human settlement that has been there for almost fifty years. Trinity is the forging together of three family bands that used to hunt in the forest. In recent times, some of those humans have left village to form a religious order on the outskirts. The priests have discovered great magic in those years and are watched by the villagers with suspicion.

Out in the forest surrounding Trinity lurk the original inhabitants of this part of the forest simply known as the Forest Folk. These are a collection of three different races, the mysterious Grig, dangerous Sprigan and powerful Trollkin.

It is a time of change in Trinity. Both the villagers and priests seek new leaders while disease and strange creatures come to the sleepy hamlet. Something much, much worse lies dormant nearby, just waiting to be woken from it's terrible sleep... Come to Trinity and take a lead role in shaping the future of the villagers, priests and forest folk.

Their fate is in your hands.

The Location

Trinity takes place at Stock Wood LRP Site in Gloucestershire. We recommend all players not totally familiar with the site obtain the players Information Booklet which includes a link to their web site, this can be found on our Downloads page at www.cataclysm.thetower.net

Stock Wood
Lambsquay Road
Clearwell
Gloucestershire
GL16 8JR

Camping

Players playing Villagers, get to stay in one of the three Roundhouses in the Iron Age village. You will need Sleeping bags/mats etc, hay bails are provided by the site owners. If you do not wish to sleep in the magnificent roundhouses, please contact the organizer. You may also wish to bring decoration for houses including large heavy sheets/blankets for the doorway and interior.

Players in the priest faction get to sleep in a large IC tavern (doubling as a Temple in TRINITY.) You will have bunks but should bring sleeping bags/mats etc. If you do not wish to sleep in the fantastic log cabin, please contact the organizer. You may also wish to bring props for decorating the temple building.

Forest Folk players will need to bring full camping gear including tents, sleeping bags and mats. Your camp will be either in the woods or in the fields.

Characters

When you submit the booking form you choose your Faction and group. You will then be sent a character pack detailing how to create your character and confirming your booking.

You should have time to create your character well in advance of the event. If not, then you can of course do it at the event although the System Operations Desk (S.O.D.) is likely to be busy at the event start. Please note, you may be asked to consider changing groups (but not factions) in the interest of game balance.

Each of the factions and groups have their own advantages and access to unique abilities.

Factions

Villagers

The largest of the three factions available, the villagers also control the Iron Age village that is TRINITY. All villagers are Humans and have access to most normal abilities, some magical abilities and are made up of three feuding families.

Traditionally, the first family produces more warriors and gets on well with the other families, the second family produces

more skilled crafters and knowledgeable experts than the others, and the third family have in the past had many sorcerers and are continuing a feud with the second family.

Despite these differences, each of the three families have access to the same abilities, and each family could have it's own warriors, smiths or sorcerers.

Villagers have 20xp to make new characters.

Priests

The smallest of the three factions, the priests nether the less have control of their well built temple on the village edge. They are also all humans but have access to powerful magical abilities.

Made up of three sects they follow a triple deity of Life, Death and Rebirth (the leading group). The Life Sect has access to powerful healing magic and healing knowledge.

The Death Sect can cause injury and gain power from death with their magic and study combat more than the other two sects.

The Re-Birth Sect have powerful animation magic rumored to be able to raise the dead and are the leaders of the priests. They are also the only sect currently able to directly communicate with their deity.

The Priests have 20xp to make new characters.

Forest Folk

The Forest Folk are the most powerful and most diverse faction, although they are also the least cohesive faction, acting at times like three separate groups. Although limited in some abilities, they excel at others as well as having access to superior quality gear and powerful magics that no one else have access to.

They are made up of three non-human races; The mysterious Grig, small, swift and deadly with their bows and sleep magic and consider themselves spiritual leaders of the forest, the dangerous Sprigan, tough and strong in hand to hand combat and their enchantments and consider themselves superior in every way, and the powerful Trollkin, very strong and with regenerative powers they have a complicated honor system.

Grig & Sprigan have 22xp to make new characters and require some very light make up and prosthetic ears.

Trollkins have a massive 25xp to make new characters require some make up and very comfortable foam half masks.

Ears and masks will be available from the organizers.

Booking

Booking forms are available for download from our website on our Downloads page at www.cataclysm.thetower.net

Please make sure you use the TRINITY booking form, not the

Raiders Bluff form.

Remember to use any special booking code you may have on your booking form to claim your discount.

After you book, you will be sent a character pack for your chosen faction to allow you to create a character. Submit the character back to us and you will then be either sent a character sheet or it will be ready for you to collect at the event.

Contact

Your point of contact for any queries or questions should be Tanner. If you are a member of the Cataclysm forum the preferred method of contact is via a PM to Tanner.

For non-members, please email Trinity@thetower.net