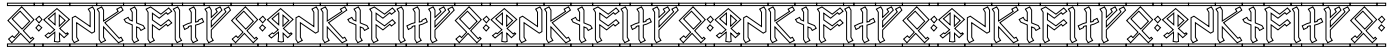




*SOLAR*  
2017 Rules  
Addendum

v1.4 (August 5, 2017)



# RULES CLARIFICATIONS

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## COMBAT

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### Ending Combat

Currently, on page 202 of the PHB v3.0 (November 2014) under the Dodge skill is the only mention on the length of a Combat, it states: *"A Combat, for purposes of this skill, officially ends when the player using the Dodge finds a suitable lull in combat and has the time to stop and pull his tags."*

There are some new abilities that may only be used a certain number of times per combat so we find it necessary to clarify the definition of a Combat as it pertains to those new abilities and to make it more universal than the one that has been used for over a decade for the Dodge skill.

Clarification, for use of per Combat abilities - A Combat officially ends when a character has taken no offensive or defensive actions in direct engagement with opponent(s) for at least 10 seconds.

Dodge is still only usable once per Combat as described above but now adheres to the universal definition as to when a Combat ends. It is still implied that a player should cross off his used Dodge ability prior to using another, however we no longer find it necessary to keep this verbose definition.

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## PRODUCTION

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### Production Labs

Currently, Production Labs are in play that either double levels of production skill for levels 1-10 but not 11-20, others that double all levels of production skill, and still rare others that triple all levels of a particular production skill.

Clarification, Production Labs play may never provide a multiplier to production beyond level 20 - the reason for this will become apparent later in this rules addendum.

### Master's Elixir

Currently, a Master Potion-Maker may produce a Master's Elixir that will grant the following benefits if imbibed: **Greater Bless** (E,3), **Toxin Shield** (E,5), **Spirit Armor** (E,7), **Renew** (D/EG,8), **Defend** (E,8), and **Remove Curse** (E,8).

Clarification, a Master's Elixir will grant the following benefits if imbibed: **Greater Bless (E,3)**, **Toxin Shield (E,5)**, **Spirit Armor (E,7)**, **Renew or Waste (D/EG,8)**, **Defend (E,8)**, and **Remove Curse (E,8)**. Note: the intention is that the magics of the potion will adapt to the user as to Waste or Renew.

# RULES CHANGES

## MAGIC SPECIALTIES

### Druid

In addition to gaining Animal Empathy for free upon reaching his first 6<sup>th</sup> level spell, he also gains **Speak with Animals** as a permanent ability, for free. This change also removes the Speak with Animals spell from game.

Druids may now also purchase **Resist Natural Confining** as a specialty resist in the same manner that all other specialties may (max 3, 5 build each).

### Ranger

A Ranger will still learn **Speak with Animals** as an ability at level 3 for 1 build point, however it will be permanent ability to do so. In addition, as Rangers are already Immune to Natural Confining at Level 10, they do not have the ability or need to learn Resist Natural Confining.

## MAGIC CHANGES

### Celestial Spells

**Shield (C,1)** upgraded from 4 points of extra Armor Points to 10 extra Armor Points

**Armor (C,2)** upgraded from 8 points of extra Armor Points to 15 extra Armor Points

**Elemental Blade (EL,4)** damage bonus reduced from +4 damage to +2 damage but now lasts one entire combat (see above for rules on Ending Combat) once activated

**Enchanted Blade (C,4)** damage bonus remains at +2 magic but now lasts one entire combat (see above for rules on Ending Combat) once activated

**Minor Spell Shield (C,4)** removed from game. Scrolls last until expired.

**Force Armor (CO,7)** upgraded from 15 to 30 extra Armor Points (still does not stack with physical armor, Shield, Armor, or Stoneskin spells)

**Imprison (CO,8)** Simple clarification - just as a caster must physically deliver a Killing Blow to an Imprisoned victim within arm's reach, he must be within arm's reach to lower an Imprison (on a 3-count) upon a victim.

**Storm Blade (EL,8)** damage bonus reduced from +8 damage to +4 damage but now lasts one entire combat (see above for rules on Ending Combat) once activated

**Shackle (CO,9)** may no longer be made into magical items or scrolls, however all existing will remain in play. New ability added to Shackle with the following text, *"a Shackled target now takes twice the time to break confining as it normally would take. For example, a Shackled troll hit with a Web (CG/CO,6) spell would need 12 seconds to break rather than 6.*

## Earth Spells

**Bless** (E,1) upgraded from 4 points of bonus Body to 8 points.

**Greater Bless** (E,3) upgraded from 8 points of bonus Body to 12 points.

**Spell Protection** (E,4) removed from game. Potions last until expired.

**Superior Bless** (H,5) upgraded from 16 points of bonus Body to 20 points.

**Curse of Ineptitude** (EG,6) Completely new text for Curse of Ineptitude: *The Curse of Ineptitude spell causes the target to be generally inept in combat, making it very difficult to connect with his opponents. This reduction in combat effectiveness causes the target to call half (1/2) the damage he would normally be capable of. If affected by Weakness (E,4) or another strength reducing effect, the the Curse of Ineptitude would take effect after. For example, a Death Knight is calling 24 Magic and is hit with a Curse of Ineptitude and then would call 12 Magic. If he were subsequently struck with a Weakness (E,4), he would then call 10 Magic. Note, effectiveness is reduced, inherent strength bonus is not so that a victim would still be able to break confining as it normally would.*

**Stoneskin** (D/N,7) upgraded from 15 to 30 extra Armor Points (still does not stack with physical armor, Shield, Armor, or Force Armor spells)

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## SKILLS

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### Alchemy

Cap of skill purchase of 20 has been removed. You may now purchase Alchemy as many times as you would like, however see clarification on Production Labs above.

### Armorsmith *\*PLAYTEST\**

Cost increases from 2 per level to 4 per level.

Players that currently possess 20 levels of Armorsmith keep the same build spent and now have 10 Levels. Completely text revised for Armorsmith.

Cap of skill purchase has been removed entirely, you may now possess as many levels of Armorsmith as you want to purchase.

*Each use of the Armorsmith skill grants a character an Armor Repair tag. This will allow a character to repair an individual's armor to full value in sixty (60) seconds. During this time, the character performing the Armorsmith skill may not do anything else. If the character performing the Armorsmith skill is interrupted, the one-minute count begins again upon resumption of the Armorsmith skill.*

*This skill may be purchased an unlimited number of times, each purchase granting an additional Armor Repair tag use per day. This skill will repair all types of armor including: cloth, leather, and metal armor.*

*The Armorsmith skill may also be used to repair one destroyed weapon or shield at the cost of one Armor Repair tag. In order to repair a weapon or shield, the same process followed for the repair of armor above is used except that the weapon or shield is instead the target and the*

process is complete after sixty (60) seconds of repair. Though it is not required, it is highly recommended that an Armorsmith and use tools appropriate to his craft when wishing to repair weapons and armor in the field (i.e. a small smithing hammer, sharpening knife, and so on).

The Armorsmith skill also enables the smith to craft weapons and shields of the following materials. The chart below indicates the number of Armor Repair tags expended in crafting each item and the time needed to do so.

Material	Time to Smith Each Item	Repair Uses Needed to Craft
Wood/Bone/Stone/ Copper/Bronze/Iron/	15 Minutes	1
Silver	30 Minutes	2
Gold	60 Minutes	4

The smith, in the process of creating the above items may also choose to add gemstones, totaling to a value of no greater than ten (10) gold pieces, to each item. Material costs apply to produce all items.

When a smith is creating these items, he must either be doing so in-play with his smithing tools (phys reps are required for tools and may be stolen in-game, a set of standard smithing tools may be purchased from Logistics at the beginning of an event) and the item being worked or be working for the game. Only one set of crafting tools may be used by a given crafter at a time (i.e. no sharing your hammer). Crafting of weapons and shields of any metal require the use of a forge, which may be purchased (from plot) and afterward installed in a character's abode. A forge phys rep is required to hang on a wall in one's cabin that depicts a forge must be at least 3' x 4' (or one may use the one at the Armorsmith's Guild, for a price).

A phys rep for the item being produced must be present or the crafting attempt automatically fails.

Upon learning his first level of this skill, the player will receive additional out of play information on how to further go about utilizing his craft.

## Create Poison

Cap of skill purchase of 20 has been removed. You may now purchase Create Poison as many times as you would like, however see clarification on Production Labs above.

## Create Potion

Cap of skill purchase of 20 has been removed. You may now purchase Create Potion as many times as you would like, however see clarification on Production Labs above.

## Create Scroll

Cap of skill purchase of 20 has been removed. You may now purchase Create Scroll as many times as you would like, however see clarification on Production Labs above.

## Dodge

Rogues that possess the Assassinate/Dodge skill may choose which to use just as a Master Assassin once did, when their first is purchased. The "Master Assassin" status requiring three (3) Assassinate/Dodge to use Dodge or Assassinate on the fly has been removed.

## Enhanced Strength

Slight change to Enhanced Strength. Warriors that have purchased this skill may now purchase Herbal Lore and Poison Lore (Alchemy and Poison production are still prohibited).

## Master Alchemist

Vorpal Coatings, Oil of Slipperiness, and Paste of Stickiness may now be applied in only 15 seconds. Master Alchemist may now be purchased once for every 20 levels of Alchemy that a character possesses. Each additional purchase of Master Alchemist allow a Master Alchemist to apply one (1) additional Vorpal Coating to his weapon. Only one Vorpal Coating may still be used per combat, but in this way a character with for example, Master Alchemist, Level 3 - could have three (3) Vorpal Coating +3 (+6 in his hands) on his sword and get into three (3) separate Combats without need to stop to reapply a Vorpal to his weapon. Additional levels of Master Alchemist can also be used toward crafting rituals that require multiple uses of the Master Alchemist Skill. College cost and signed teacher cards are still required for each level.

## Master Armorsmith *\*PLAYTEST\**

Now only requires Armorsmith level 10 (same build expenditure). Upon learning one (1) level of Master Armorsmith, the character may now fully repair armor and broken shields in thirty (30) seconds.

## Master Poisoner

Master Poisoner may now be purchased once for every 20 levels of Create Poison that a character possesses. Each additional purchase of Master Poisoner will grant an additional daily production of *Blade Venom* and can be used toward crafting rituals that require multiple uses of the Master Alchemist Skill. College cost and signed teacher cards are still required for each level.

## Master Potion-Maker

Master Potion-Maker may now be purchased once for every 20 levels of Create Potion that a character possesses. Each additional purchase of Master Potion-Maker will grant an additional daily production of *Master's Elixir* and *Potion Mixing Powder*. Additional levels of Master Potion-Maker can also be used toward crafting rituals that require multiple uses of the Master Potion-Maker Skill. College cost and signed teacher cards are still required for each level.

## Master Scroll-Maker

Master Scroll-Maker may now be purchased once for every 20 levels of Create Scroll that a character possesses. Each additional purchase of Master Scroll-Maker will grant an additional Celestial spell that does not appear on his spell list that may be cast from scrolls. Additional levels of Master Scroll-Maker can also be used toward crafting rituals that require multiple uses of the Master Scroll-Maker Skill. College cost and signed teacher cards are still required for each level.

## Master Weaponsmith *\*PLAYTEST\**

Now only requires Armorsmith level 10 (same build expenditure). Upon learning one (1) level of Master Weaponsmith, the character may now fully repair broken weapons in thirty (30) seconds.

## Resist Natural Confining

The Resist Natural Confining skill allows a Druid to Resist natural confining effects of Tyrra as if they did not exist for him. These effects include, but are not limited to: the Entangle tagline, Physical Web, Physical Bind, and Stone Web. Note, this ability does NOT make the Druid resistant to the **Entangle** (D,3) spell.

## Old Guard Skills

There are 360 build points worth of unique abilities that are available to each separate class: Rogue, Scholar, Templar, and Warrior. 75% of these abilities are utilized by making use of existing build-bought abilities for these individual classes, as such it is highly recommended that a character be incredibly proficient in the iconic skills of his given class prior to pursuing this path. In addition to build expenditure, the character must attend a number of events before he is able to progress to his next level of skill. Further information about Old Guard Skills must be learned about and pursued in-play.

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# PRODUCTION

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## Alchemy

### Antidote, Gas & Elixir

Currently, The Antidote Gas/Elixir will neutralize the effects of any ingested or gas poisons that have not become permanent.

Update, The Antidote Gas/Elixir will spell will remove any foreign substance in the target's blood. This includes the **Poison (EG/D,5)** and **Inflict Poison (N,5)**, the **Purify Blood (EG/D, 5)**, if Desecrated, Blade Venom, taglines, venoms, ingested poisons, gas poisons, alcohol, and any other toxin.

**Cure 2 Elixir** cost reduced from 2 points to 1 production point

**Cure 2 Gas** cost reduced from 4 points to 2 production points



**Cure 12 Solvent** cost reduced from 7 points to 5 production points

**Oil of Slipperiness** new text added, "May only be used in a marshaled situation". Reduce time to apply to 30 seconds, 15 seconds with Master Alchemist.

**Paste of Stickiness** When not applied to one's own weapon, it "May only be used in a marshaled situation". Reduce time to apply to 30 seconds, 15 seconds with Master Alchemist.

**Vorpal Coating +1** cost reduced from 4 points to 2 points. The Vorpal Coating now lasts one entire combat (see above for rules on Ending Combat) once activated and may be applied in only 30 seconds. A Master Alchemist may now apply a Vorpal Coating in only 15 seconds and damage from the Vorpal Coating is still doubled.

**Vorpal Coating +2** cost reduced from 8 points to 4 points. The Vorpal Coating now lasts one entire combat (see above for rules on Ending Combat) once activated and may be applied in only 30 seconds. A Master Alchemist may now apply a Vorpal Coating in only 15 seconds and damage from the Vorpal Coating is still doubled.

**Vorpal Coating +3** cost reduced from 12 points to 6 points. The Vorpal Coating now lasts one entire combat (see above for rules on Ending Combat) once activated and may be applied in only 30 seconds. A Master Alchemist may now apply a Vorpal Coating in only 15 seconds and damage from the Vorpal Coating is still doubled.

## Poisons

**Cause 2 Ingested** removed from game, all existing expire immediately.

**Cause 2 Gas** reduced in cost from 2 to 1 production point.

**Cause 4 Ingested** removed from game, all existing expire immediately.

**Cause 12 Ingested** removed from game, all existing expire immediately.

**Cause 4 Gas** removed from game, all existing expire immediately.

**Forget-it-Well** add text *"target will reconcile details he is presented with in the 1-10 word phrase remembered in place of the memory in order to make the phrase to make sense to himself."*

**Forget-me-Not** add text *"target will reconcile details he is presented with in the 1-10 word phrase remembered in place of the memory in order to make the phrase to make sense to himself."*

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## SPECIAL

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### Desecration & Elemental / Planar Attunements

Desecration and Elemental/Planar Attunements now take a Bonding Slot, however unlike previously - once bound, you may now resurrect with your Desecration or Attunement. Note, even if your attunement already resurrected with you - you must utilize a bonding slot to make use of it. This is the price paid for the power that is granted by such potent moral and elemental magics.

Clarification, you may only ever possess one Elemental, Planar Attunement, or Desecration. In addition, Unseeley Fey and Dark Faeries are naturally Desecrated and do not have to bond to resurrect with their Desecration.

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## **NEW CLASS: ORACLE \*PLAYTEST\***

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The Oracle Class is an Orange Headband/ Medically Sensitive Player Class that is currently in Closed Playtesting. This class is designed to offer our player base, who might be (for whatever reason) unable to interact in the SOLAR world through physical means, including, but not limited to, melee combat and spell casting. This class is designed to provide options for our Orange Headband players to be interactive with both the environment and other players while maintaining personal safety. The Oracle Class will soon be available for Open Playtesting and will be offered to any player who is required to be Medically Out of Play permanently or for an extended period. This class is and will only ever be available to players who must wear an Orange Headband at SOLAR.

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# WEAPONS

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## Thrown Weapons

Currently, Thrown Weapons are all weapons 8-18 inches long that are constructed entirely of foam and tape or just foam.

Update, Thrown weapons are all foam weapons 6-18 inches long that are constructed entirely of foam and tape or just foam.

## Waylay Widgets

Currently, Waylay Widgets are all weapons 8-12 inches long that are constructed entirely of foam and tape or just foam.

Update, Waylay Widgets may now be 6-12 inches long and must be constructed entirely of foam (no latex permitted) or foam and tape. They can be purchased from some SOLAR vendors on site before game as well as online so long as they specifically state that there is no latex present in the weapon, for example an unaffiliated vendor called Dark Knight Armory has a variety of non-latex all foam daggers and axes of Waylay Widget size that are completely SOLAR safe. If there is a question as to whether it is legal, ask staff before purchasing. Waylay Widgets may now only be used for single strike attacks and may never be used to call damage. Examples of single strike attacks include: Waylay, Critical Slay, Assassinate, Fatal Blow, Spell Strike, or as a Thrown Weapon. This change is due to safety concerns.

## Weapon Check-In *\*PLAYTEST\**

Designated veteran players, Combat Marshals, should be available in each town to check-in Weapons and Armor throughout the event, however until this has been fully established Weapon Safety check and Armor Check-In can still be taken care of at the Armorsmith's Guild.

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# WEAPON GUIDELINES

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## Modern LARP Boffer *\*PLAYTEST\**

As has been posted on the SOLAR Facebook group since January 9, 2017 we are in the middle of a playtest for SOLAR safe modern LARP weapons primarily comprised of a fiberglass rod and surrounded in urethane foam. The open playtest will last one year, ending in February 2018 at which time Game Management will review the playtest and make a final decision as to whether these new weapons will be added to our game permanently. A full description of the new weapon style is available on the SOLAR Facebook group. As of right now, weapons in this style may only be produced for SOLAR by the following boffermiths: Thane Molnar, Chris Hayes, D.W. Carney, Wesley Owen,

and George Marston. Please do not purchase a foam weapon online, at Ren Faire, or a convention - they will be rejected outright,

# WEARING ARMOR

## Armor Regions

For purposes of armor rating, the body is divided into 12 locations:

- Head
- Neck
- Torso (assumes coverage on front and back)
- Right Upper Arm (including shoulder)
- Right Lower Arm (including hands)
- Left Upper Arm (including shoulder)
- Left Lower Arm (including hands)
- Right Upper Leg
- Right Lower Leg
- Left Upper Leg
- Left Lower Leg
- Joint Articulation (Elbows and Knees)

Armor Ratings for Torso Region	
MATERIAL	POINTS
Padded Armor, Gambeson, Fake Leather	10
Soft Leather	15
Ring Mail, Steel Mesh Mail (Butcher's Mail)	20
Boiled/Hardened Leather	25
Light Chain	25
Light Metal Brigandine	25
Heavy Metal Brigandine	30
Light Metal Breast Plate or Scale	35
Heavy Chain	40
Heavy Metal Breast Plate or Scale	45

Armor Ratings for Head Region	
MATERIAL	POINTS
Soft Leather	2
Hard Leather	4
Non-metal Plate	6
Chain Mail or Brigandine	8
Plate or Scale	10

Armor Ratings for Neck and Limbs	
MATERIAL	POINTS
Soft Leather	1
Hard Leather	2
Non-metal Plate	3
Chain Mail or Brigandine	4
Plate or Scale	5

Other Armor Ratings	
CONDITION	POINTS
Costume Only	5
Articulated Joint (Elbow or Knee)	1
Brigandine Torso with Leather	5
Master Crafted Armor (total suit)	25%
Torso Covered on One Side Only (Each Piece)	-50%
Non-Metal Plate/Scale/Brig	-50%

## Layering Armor

Only Fighter classes may layer armor. Any Fighter may wear a maximum of two layers of armor on the torso and head. Each layer must qualify and be worn as a separate suit of armor. The strongest layer receives full Armor Points, and the Armor Points of the second strongest layer are halved. If there are multiple layers on the neck or limbs, only the strongest layer will be counted.

## Joint Articulation

Joint Articulation must be made of a rigid material. One Armor Point is granted for each articulated joint to a maximum of 4 Armor Points. To count, joint articulation must be attached to the armor on either side.

## Fake Armor Material

Fake leather is authorized, but it is considered the same rating as padded armor. Plastic plates, PVC, or any other similar material cannot be used to simulate metal plate mail, but can be used to simulate bone, wood, or any suitable material. Any armor fashioned with these type plates will be rated as non-metal plate.

## Armor Maximums

The Maximum Armor Points that can be accumulated using the system above is 131, unless the suit is Master-Crafted (see Master Armorsmith in the *Skills* section), in which case the maximum is 164.

## Armor Check-In *\*PLAYTEST\**

Upon checking in at the Armorsmith's Guild or with a Combat Marshal, you will receive an Armor Evaluation tag that states the maximum Armor Value for your character. You are to keep this with you at all times during the event.

## Armor Repair *\*PLAYTEST\**

Armor repair is no longer available at the Armorsmith's Guild except through PC skill use of the Armorsmithing skill. When the armor value on your Armor Evaluation has been depleted, the only way to go about getting your armor replenished is through the use of the Armorsmith Skill and Armor Repair Kits. Each time one or the other of these is used, you must keep the tag on your ring as proof of your armor being repaired until the end of the event. Combat Marshals will be randomly checking for these throughout the upcoming events.