



# Welcome to *SOLAR*



## **New Player Guide**

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### Check-in:

After you have paid to play at the Check-In cash register, created or updated your character, and gotten all the tags you might need (Spells, Production Items), **go unpack!** Double check to make sure you have your **Paid/Work Chit**, which will have your cabin or bed number written on it. Feel free to drive directly to your cabin if it is before midnight on Friday. After this, there will be too many players walking around as their characters, and we ask you do not drive beyond the parking area. Once you have found your cabin, find your bed and get unpacked. This is a great time to meet your cabin mates and others in the area, as well as to locate the nearest bathroom and showering facility. **Don't miss Opening Ceremonies!** Park your car in the parking area. Never, ever leave a car in front of a cabin during the game—this is extremely important for the safety of players and their property. Once parked, be back in the Tavern by **10:00 p.m. Friday** night for introductions from the staff, game news, and important announcements. Immediately following opening ceremonies is the **New Player Safety Course and Orientation**. Soon after Opening Ceremonies is also the best time to get your armor evaluated and your weapons checked for safety. The Event begins after Opening Ceremonies.

### Saturday “Reset” (Remember: Tan Tags on Friday, Green Tags on Saturday)

Starting Friday at Game Start, you will use **Tan Daily Tags/ Cards**. On Saturday evening, you'll change these Tags/ Cards out during “Reset.” Reset is the period from **6 to 8 p.m. on Saturday**, when the new “**Game Day**” begins. At any point during this time, characters are required to set aside a minimum of **ten minutes** in order to study their spells, replenish their skills, and/or work in their laboratories. At this time, you should change out cards and tags to the color used for the rest of the event. The typical tag color for the second half of the event is **Green**.

### Check-Out:

The Event runs all weekend long until **Sunday at 4:00 p.m.**, when we go “out-of-play” and begin cleaning the site. Remember, you are staying in a State Park—a limited resource that we must protect—so always make sure you **leave your sleeping area a little cleaner than you found it**. Clean your cabin and surrounding area and pack up your belongings. To Check-Out, you'll need to turn in an envelope at the **Check-Out Box** inside (or near) the Tavern. It has directions on how to Check-Out, but please remember to fill out an envelope with the following inside: your **Paid/Work Chit**, your **Life Tag**, and your **Item Bonding Card** (even if it has no items listed). Please **exit site by 6:00 p.m. on Sunday** night. This ensures that the SOLAR staff will have enough time to finish cleaning the site.

### Daily Tags and Cards:

You will have received tags and cards from Check-In. These will include your **Body Tags**, your **Life Chit**, your **Paid/Work Chit**, plus any **Spells, Production, Fighting Abilities**, and **Blue Skill Tags** you will need for the event. You must have filled out any Spell Cards you have received and have your Spells “pulled” from the Spell Tag Table. You must also have filled out any necessary **Production Skill Requests** if you create items such as Poisons, Alchemy, Scrolls, or Potions. You **MUST** date all tags (except for permanent Blue Skill Tags), with the current date. You will also receive an **Item Bonding Card** that you must fill out with the magical items your character will be bonding to for the weekend. This includes: all magical items that grant any special ability, spell, or other enhancement; Master Controlled creatures, and Enchanted Item foci. You are to keep this card, and all other Tags and Cards (for the corresponding day), on you for the duration of the weekend.

**Body Points** represent the amount of damage a character may take before **Bleeding to Death**.

**Armor Points** represent the amount of damage a character may take to his armor. Each is represented by tags that are received at **Check-In** and should be torn off and discarded as they are lost throughout the event. If a player's armor is damaged and he loses Armor Points, it can be repaired at the **Armorsmiths' Guild** for a minimal fee or by characters with the **Armorsmith Skill**.

## The SOLAR Skill System

The SOLAR Game System is based on the purchase of Skills and abilities with the use of **Build Points** (see Build Points on **page 10** for more details). Skills are represented with a signed, blue Permanent **Skill Tag** with the name and level of the skill on it. These Skill Tags must be carried on a player's Skill Ring at all times. Players must keep their Skill Tags between events. Some skills may be purchased more than once, allowing a character to improve in that skill. These types of skills do not have to be taught each time to be improved.

To purchase and learn a New Skill, a character must find a teacher (In-Play) that possesses the skill and is willing to teach it. A "Teacher Card" (found at the Check-Out Table) with the Student-Character's name, the Teacher-Character's name, and the skill to be taught must be turned in the Student-Character's Check-Out Envelope.

## Out-Of-Play

A player who is **Out-of-Play** must wear a **White Headband**. When a player is **In-Play**, they cannot wear a White Headband. If you are without a White Headband, a **hand or weapon over the head** also signifies that a player is out-of-play. It is not permissible for a player to run into an **Out-of-Play Building (Bathrooms, Plot Cabin, Kitchen)** to get away from someone or something. A person may take himself out-of-play at any time (ex: going the bathroom, medical needs, eating, having to sleep) provided that doing so will not change the course of action of other characters around him.

## Orange Headband

An **Orange Headband** signifies the player has been given a special medical status by game Marshals. *NEVER SWING AT OR OTHERWISE ENGAGE IN COMBAT WITH A PERSON WEARING AN ORANGE HEADBAND*. If you have a reason for wearing an orange headband at an event, you must report it to game Marshals at Check-In. **All other characters MAY NOT wear orange on their heads** in any way. At night, players with an Orange Headband will additionally be wearing a **Glowing Orange Headband** on their heads. No characters may use Orange Light for ANY reason other than a Glowing Orange Headband.

## Rules of Conduct

- 1) Inform the Trained/Certified/Licensed Emergency Medical Staff of any health conditions.
- 2) No Physical Contact at any time, with anything other than a SOLAR approved weapon or spell packet.
- 3) No Weapon Lanyards - they can entangle combatants and cause safety issues.
- 4) Alcohol is not allowed at any SOLAR event, regardless of a player's age.
- 5) No flame may ever be left unattended for any reason. It must be extinguished before leaving the area.
- 6) Real weapons may be used for decoration only and may not be carried around by a player.
- 7) Cheating in SOLAR takes a lot away from the game. If you get hit by a spell, take the spell. If you get hit by a weapon, take the damage. Surviving is not as important as playing fair.
- 8) Smoking: You **MUST** police your butts—never throw them on the ground. Those caught tossing butts or any trash upon the ground will find severe repercussions brought against them. Smoking in cabins is not allowed.
- 9) Each player is expected to clean his or her cabin and the surrounding area before leaving site.
- 10) SOLAR is not responsible for anything left on site.
- 11) Avoid Anachronisms such as: jeans, sports shoes, watches, t-shirts, and cell phones.
- 12) Players should not bring anything with an overt religious symbol on it, regardless of the religion, out of respect for other players' beliefs.
- 13) Life Tags are out-of-play and may not be stolen.

## **Status Effects:**

### **Health Status**

There are several statuses that a character may be subject to or encounter. A character may have multiple **Status Effects**. For example, "Bleeding to Death and Poisoned" or "Slain and Life Drained." Once a character hits the **Dead Status** all other Status Effects are gone. The **Healing Arts Skill** is used to determine the status of another character. A character with the Healing Arts Skill will ask, "**Healing Arts: What's your Status?**" The correct Status response includes current damage to Body Points, and any Health Effects and is responded as "**Down X Body, Status Effect.**" Example: "Down 13 Body, Life-Drained"; "Down 10 Body, Paralyzed"; "Down 40 Body, Poisoned"; "Down 0 Body, Asleep".

### **Waylaid**

A character who has been successfully waylaid, loses one Body Point and remains unconscious for ten (10) minutes.

**Status: "Down X Body, Waylaid."**

### **Unconscious**

If characters take enough damage to reduce them to **EXACTLY zero Body Points, they are Unconscious**. When unconscious, you may be brought back to consciousness by one minute of First Aid or by regaining consciousness after 10 minutes. You will then have 1 Body Point. **Status: "Down X Body, Unconscious."**

### **Bleeding to Death**

If characters take enough damage to **reduce their Body Points below zero**, they are still considered to be **at zero body but are also "Bleeding to Death."** While Bleeding to Death, a character takes no further damage but may be given a "**Killing Blow.**" Characters can be saved from Bleeding to Death if **cured/healed** or after receiving the **First Aid Skill** for **60 seconds**.

**"Down X Body, Bleeding to Death."**

### **Dead**

The character will be at the **Dead Status** in **1 minute when Bleeding to Death**. Players should begin counting to **60 seconds** as soon as they take enough damage to fall **below zero**. Once characters are dead, all of their active spells are no longer active.

**Status: "Dead."**

**NOTE:** If characters do not receive a Life, Revive (or Death if "Desecrated") Spell **before 5 minutes pass**, their body will "**Dissipate.**"

### **Animated Dead**

Characters may be created into **Undead** by the Create Undead spell, the Create Ghoul spell, by formal magic, by the touch of a various forms Undead, and by High Sorcery effects. The victim who has been created into Undead **cannot be restored to life** by any known means and has **no memories or skills** of their character.

### **Death, Dissipation, and Resurrection**

Unless moved by someone or something, players must **remain where their character died for 5 minutes after reaching Dead Status**. If characters do not receive a Life, Revive or Death (if Desecrated) Spell within **5 minutes**, the character's body **Dissipates (disappears instantly)** and the **Spirit** is released. At Dissipation, players must **give their Life Tag** to the person or thing that killed them. Players must then **leave all of the in-play items** they are carrying (in-play money, potions, scrolls, weapons, magic items, etc.) at that spot and put on a White Headband to denote they are a **Spirit** and are **Out-of-Play**.

When characters die in the course of an event, they go to a **Designated Resurrection Point (example: The Healers' Guild)** where information will be logged in the **Resurrection Log** and a new Life Tag is received. While a Spirit, characters are invisible and **may not interact with anyone** until **Resurrection**. Upon entering the Circle, characters become visible to Invested Members of the Circle but still **may not interact with**

**anyone.** A character who is magically Invested with the Circle will resurrect Spirits. Characters, as Spirits, may be required to wait up to **30 minutes** before being resurrected. Resurrection **can be refused** by either the Spirit or the Invested Member casting the Resurrection. **HOWEVER**, a player cannot be kept Out-of-Play by Resurrection Refusal for more than 1 hour. A resurrected character has full Body Points, no active spells, and no armor.

With each resurrection, characters' life force weakens until upon a character's last life, when characters may no longer resurrect and the player must make a new character. Each character begins the game with **4 lives** and gains an additional life every even level. The maximum number of lives a character may have is sixteen **16 lives**, regardless of level. If a character kills another character, the killer may take the victim's Life Tag and turn it in with a Check-Out Envelope. Characters **earn 10 Experience Points (EPs)** per level of the Life Tag turned in. So, by killing a 20th level character, a character earns 200 EPs.

### **Memory Loss (Important! Please Read!)**

The shock of dissipation causes the character to forget everything that happened for a period of **30 minutes prior to death**. Characters that Dissipate will know they have Dissipated, but will not know how they died, who killed them, nor where the death took place.

### **Combat**

#### **"HOLD!" (Stop-Drop-and Listen!) This is the most important rule in this guide.**

**Players at any time, when they feel unsafe or are being hit too hard by a foe, may call a "Hold."** The player calling the hold must yell the word "**HOLD!**" loudly enough for everyone in the immediate vicinity to hear. **When a Hold is called, everyone involved must stop all In-Play actions** and all In-Play conversations and **drop to one knee**. Once in a Hold, the player who called it should then resolve the reason for the Hold, by telling an opponent or a Marshal the problem. Once resolved, **the player who called the Hold must call the "Lay On."** To do so, the player must tell everyone to get up, and then say "3, 2, 1, Lay On!" **Players should remember the importance of calling a Hold and should only call one when necessary, as it detracts from the game.** Holds are used for **emergencies** and players should treat all Holds as emergencies until it is determined there is not one. If there is a valid medical reason why you cannot drop to one knee, please make an effort to crouch or stoop to signify you are in a Hold.

### **Medic Calls**

If players have a **REAL injury**, they can call for a "**MEDIC!**" and a trained Medic will come to their aid. When players witness someone else get injured, and see that they cannot call for a Medic, they may do so for the injured player. **For small injuries:** SOLAR has many first aid items located in the tavern for your use. If players need anything such as band-aids, ankle wraps, or aspirin, they should contact one of the Medics, who will be identified at Opening Ceremonies.

### **Hitting an Opponent**

When attacking players hit their opponents, **they must swing a weapon in an arc between 45 degrees and no and 90 degrees.** This keeps players from being hit too quickly or hard. An opponent wearing a lot of armor may not feel the hit and will have to look to the attacker for how many times the attacker successfully hit. This does not mean the attacker should hit harder. Also: if a hit was Weak-Blocked, and the attacker hits at half or more of normal strength, the hit counts. If a hit is **Hard-Blocked**, it does not count.

### **Calling Damage**

Each time a weapon is swung at an opponent, **the attacker must call the appropriate amount and type of damage.** Example: "3 Normal!" or "10 Magic!" Attackers must call out damage even if their character cannot speak. If an attacker is swinging so quickly that they cannot announce the damage fast enough to keep up with the swings, the attacker is "machine gunning" or "drum rolling." If this happens, the opponent has the right to **lump all of those hits into one and only count the damage for 1 hit.**

### **The Killing Blow / Killing Spell / Killing Strike**

When characters are reduced to **zero Body Points**, or become an **“Immobilized Victim”** (cannot move away from an attack), they can be subjected to a Killing Blow, Killing Spell, or Killing Strike. NOTE: a character that is fully conscious and unrestrained is NOT an Immobilized Victim and cannot be subjected to a Killing Blow/Spell/Strike unless they are willingly to submit to it.

**Killing Blow:** given by placing a **weapon or packet** on the chest or back of an Immobilized Victim and saying “Killing Blow one, Killing Blow two, Killing Blow three.”

**Killing Spell:** given by throwing a **Damage Spell** at the chest or back of an Immobilized Victim and saying “Killing Spell.” (i.e., “I smite you with a Magic Missile Killing Spell.”).

**Killing Strike:** given by **firing a Missile Weapon**, a Damaging Ranged Attack, or a Damaging Element or Acid at the chest or back of an Immobilized Victim and saying “Killing Strike.”

**If a character receives either a Killing Blow, Killing Spell or Killing Strike he is at the Dead status.**

### Throwing Packets in Combat

In order to simulate throwing magical energy and gas-filled phials, **Packets** are used in SOLAR combat.

**Spells:** Spell Packets can be of any color **except green**. To cast a spell, the caster must have a spell packet in hand (and no in-play item), **say the Spell Verbal clearly and loud** enough for the person nearest to the caster to know what Spell is being cast, and then hit the target with the Spell Packet **within 3 seconds** of finishing the Verbal. If a Spell Packet **hits anywhere** on a target, the target takes the effect of that spell.

**Gases and Acids:** Gas and Acid Packets **must be green and labeled appropriately**. To throw a gas packet, a player must state the name of the effect being thrown and then throw the packet at the intended victim. For example, “20 Acid!” or “Paralysis Gas!” should be followed with an appropriately labeled green packet. Only one gas packet may be thrown at a time. A player may not simply call any gas owned, throw an unlabeled green pack, and then pull the tag later. A player must throw the properly labeled packet for the gas thrown. If the gas packet **hits anywhere** on a target, the target takes the effect of the gas thrown. NOTE: Every Gas or Acid thrown in combat must have both a marked green packet and a valid tag. These packets are in-play and can be seen, stolen, etc.

### Missile Weapons

Missile Weapons are used in SOLAR combat, including: bows, crossbows, and a wide range of thrown weapons. If these attacks strike a character, the character will take full damage from the attack. Missile Weapons **can only be blocked with a shield**. If a Missile Weapon strikes a character’s weapon, the character will still take damage from that attack.

### Combat Rules

- 1) The following Hit Areas are illegal: head, neck, throat, groin, breasts, and hands.
- 2) “Turtling,” or a person crouching and fully hiding behind a shield so that an opponent may not reach, is illegal.
- 3) Pinning of an opponent’s weapon is illegal.
- 4) “Charging” is illegal. Charging occurs when an opponent is moving backward and away from an attacker who then runs into their opponent.
- 5) Taking damage relies on the honor system. Players must count the damage they have received and fall to the ground after receiving the appropriate amount of damage to reduce their Body Points to zero.

## **Casting Magic**

### Casting Offensively

As stated above, to cast a spell, characters must have a spell packet, say the verbal **clearly and loudly**, and then hit the target with the spell packet. The spell verbal is **In-Play** and may be understood by **anyone**. If a Spell Packet **hits anywhere** on a target, the target takes the effect of that Spell. Throwing a packet is less precise than melee combat; sometimes Spell Hit Areas include combat locations that are considered illegal. When hit accidentally by a Spell in these Illegal Hit Areas, it is considered a legal hit. Purposeful targeting of

these Illegal Hit Areas is considered a combat violation. Also: an opponent can move out of the way of a Spell Packet, but they cannot block it with any item. When casting a Spell, **successfully or not**, the Spell Tag should be given to the opponent. If there is no Spell Tag for the spell, the Spell must be marked off the caster's daily Spell Card.

### **Failed Spells**

If a Spell **misses an opponent**, the Spell has failed and the opponent does not take the effects. Spells that DO hit their target **can fail** for the following reasons:

- 1) the verbal is inaudible or unintelligible
- 2) the verbal is inaccurate
- 3) the spell packet is thrown before the verbal is completed or more than three (3) seconds after.
- 4) the caster takes any body damage before the verbal is completed. This includes Critical Slays, Fatal Blows, or Assassinates.

### **Casting on Self**

When characters cast Spells upon themselves, they can cast **underneath any current Spell Shields**. Although it is not necessary to use a spell packet, Casters must have one hand free and say the verbal aloud even when casting upon themselves.

### **Casting a Spell Not in Memory**

When players **unintentionally casts** a spell that they do not currently have in memory, players must either: lose another Spell that is 4 times the level of the spell cast, or allow the opponent to choose a Spell that is twice the level of the spell cast. The Caster must pull those tags (or mark his Spell Card) as if those spells had been expended. Repeated wrongful casting (i.e., throwing spells not in memory) is cheating.

## **Spell Duration**

### **Line of Sight Spells**

These Spells last until the **caster has left** the Combat Area, falls unconscious, dies, or after one hour—whichever happens first. The **Combat Area** is defined by drawing a **Line of Sight** between the caster and the target, **not obstructed** by a major structure or thick forest. The caster does not need to be looking at his victim for the spell to remain in effect. When a target of the Spell leaves the Combat Area, the target must say “**Breaking Line of Sight 1, Breaking Line of Sight 2, Breaking Line of Sight 3.**” If the caster re-enters **Line of Sight** during this three-count, Line of Sight is maintained.

### **Concentration Spells**

These Spells last as long as the caster maintains **Concentration on the Spell**. This is denoted by the caster **holding his hand up**. While concentrating on a spell, the caster may not attack in any way but may still block incoming attacks using a weapon or shield with the hand that is not used in maintaining concentration. Other activities which require the caster's concentration to accomplish (i.e., First Aid, Armorsmith, etc.) will also **prematurely end** the spell.

### **Instant Spells**

These Spells have no defined duration and happen instantly upon a successful hit. However, another spell or skill may be required to reverse the effect. Example: a character hit by a Flame Bolt will take twenty (20) points of damage and would need someone who can repair armor or heal the body to counteract the effect.

### **Five Game Days Spells**

These Spells last **five (5) Game Days**. A Game Day lasts from one Reset/Check-In to the next day's Reset. A spell with this duration cast during the middle of a Game Day will still only have four Game Days left after the next Reset/Check-In. **These days will carry over to the next event.**

### **One Event Spells**

These Spells last until the end of the event during which it is cast.

### Length of Time Spells

These Spells last for the specified length of time measured from the time of casting in real time. (i.e., 5 seconds, 10 minutes, 1 hour, etc.)

### **Magical Items**

In SOLAR, there are Magical Items which enable characters, in a limited fashion, to cast spells and produce effects beyond their own ability. These items may be found In-Play through various means. Magic Items come in a wide variety, from weapons to jewelry to rods and most commonly, a Focus. Should a character lose a magic item, by any means, the player should report to the Plot Cabin as soon as possible to turn in the temporary and permanent item cards for the items lost.

### Item Bonding Cards

Any Magical Item must be “Bound” before it can be used. A character may “bind” up to a **maximum of eight (8) items**. Certain items are more powerful than others, and may be the equivalent of two (2) or more items for this purpose. Rangers may only bind to six (6) items. Any **Master Controlled Creatures** must be Bound to their Master Controller.

Any character who has bonded to a weapon that calls the “Magic” tagline may pick up any other **Known Magic Weapon** and call the “Magic” tagline with it. No other properties can be used until the wielder has bonded to the weapon.

### Magical Creatures / Cabin Guardians

Creatures can be summoned, created, or found. These creatures are often set to guard a cabin or room, but can be given a variety of orders to follow. Such creatures may only be located at designated **Marshal Note Locations** and within the immediate **Combat Area** of said locations.

The Master Controller of a creature is typically the creature’s Summoner/Creator, but may have had Master Control transferred to them. Again, **Master Controlled Creatures** must be Bound to their Master Controller. Any Unbound Creature is unable to accept commands or defend itself until Bound (a representation of the creature must still be placed in the cabin). Should the Master Controller not be at the event but **wishes to permit** the invested Secondary or Tertiary controllers to use his creature then the invested Secondary controller may choose the creature as a bound item (adding it to his item bonding list) and will be able to give the creature orders as if he were the Master Controller. **Secondary and Tertiary Control** may also be given to additional characters to grant limited control over the creature. A Secondary and Tertiary controller can only give orders to the creature while in its presence and these orders likewise only last until that character leaves the creature’s presence.

### Activating a Magical Item

To activate an Expanded Enchantment from a magical item, the character must be wearing the item in the appropriate location (i.e., rings on fingers, necklaces around the neck, earrings in ears, and so on) and must say the full, correct verbal for the spell being cast, not a code word or the spell name. To activate a “One-Shot” from a Focus, a caster must have their hand on the focus and go through the activation procedure as above except that the caster must say “Activate” before saying the verbal of the Spell. Some items are activated upon Bonding, such as Damage Auras and Cloaks. See pages 127-129 of the Rule Book for more information.

### Finding a Magical Item

Until a character knows what a Magical Item is capable of, the character **may not use** the beneficial abilities stored within it. Example: Though everyone can see the Out-of-Play Spell Tags for the spells stored within a Focus, a character may not use the spells in it until the item has been **Identified** by in-play means. An **Enchanted Item Focus** may be Identified by merely concentrating on it for sixty (60) seconds uninterrupted (cannot speak, fight, cast, etc.).



Permanent Magical Items (jewelry, weapons, wands, etc) will be marked with a **specific code**, allowing Item Properties to be passed along by a Marshal once it is Identified in-play. Once an item has been Identified, take the item to a Plot Marshal. There you will get the card describing the Item Properties. Once this card has been obtained, the item may be Bound at the **next Reset or Check-In** and then used. If the tag is missing, the same procedure is followed except that it may be necessary to describe to the Plot Marshal where you received the item.

## **Production Items**

Production Items can be found In-Play, especially from looting monsters. If a character has a Production Skill, they will make their Production Items at Check-In on Friday night.

### **Potions**

Potions are **ingested** magical liquids which mimic Earth Spell effects. **Healing Arts** Skill is required for **identifying** potions on a 10 second count. A player must act out drinking a potion by saying aloud “**Drinking 1, Drinking 2, Drinking 3**” (Or “ Pouring 1,” when administering a potion to another character) and holding the potion tag or a small bottle near the mouth. Potions bypass all **Spell Defences**. Higher level spell defense potions replace lower level spell defences, ie a Greater Bless potion will replace an active Bless.

### **Scrolls**

Battle Magic Scrolls are strips of paper which replicate Celestial Spell effects. Scrolls can only be read and cast by a character that possesses the **Read Magic** skill. Scrolls can be cast **four levels higher** than a character’s highest level Celestial Spell Slot in the Column the Spell is found, ie Celestial Generalist, Elementalist, Confinist. If a character does not have a first level Spell Slot, they may cast up to fourth level **Celestial Generalist** scrolls. To cast a spell from a scroll, the caster must be able to **physically read** it. If casting at night, a Light Elixir or Light Spell must be present. The caster must then say the verbal written on the scroll and perform the appropriate action as if the spell had just been cast from memory (e.g., touch a target, throw a spell packet, etc.). Once cast, the scroll disappears (out-of-play, the scroll must be torn in half and disposed of properly, NOT on the ground.)

### **Poisons**

Poisons are **ingested, applied, or thrown** liquids which replicate Spell-Like Abilities. **Poison Lore** Skill is required for **identifying** (on a 10 second count), making, and/or using poisons. Poison-Makers must have Create Poison Skill (**level 1**) to use **ingested** poisons and Create Poison (**level 10**) to throw poison gases. Ingested poisons must be ingested directly or applied to food or drink and ingested, solvents must be applied, and gases are thrown. Ingested Poisons, if applied to food or drink, only affect the first person to eat or drink from it. Multiple ingested poisons may not be applied to the same food or drink. If a **Rogue Marshal** is not present when an ingested poison is applied to a food or drink, the Poison Tag **must be attached** to the bottom of the container. If a Rogue Marshal is present when the ingested poison is applied, the tag **must be handed** to the Rogue Marshal who will then watch from a distance and let the victim know the effect when the poison is consumed. The Toxin Shield spell will not protect a character from an Ingested Poison, only an immunity or resist will do so.

### **Alchemy**

Alchemical substances are **ingested, applied, or thrown** liquids which replicate a variety of abilities. **Herbal Lore** Skill is required for **identifying** (on a 10 second count), making, and/or using alchemy. Alchemists must have the Alchemy Skill (**level 1**) to use **ingested** alchemical items and the Alchemy Skill (**level 10**) to throw acids and gases. A player must act out drinking an elixir by saying aloud “**Drinking 1, Drinking 2, Drinking 3**” (Or “ Pouring 1” when administering an elixir to another character) and holding the alchemy tag or a small bottle near the mouth.

## **Searching, Stealing, and Disguises**

### **Searching a Person**

If an attacker incapacitates a victim, the victim may be searched. The attacker must say, “**I search you,**” and be within arm’s reach of the victim. The victim must give up all in-play items: in-play money, Magic Items, formal magic components, items purchased with in-play money, gems, jewelry and other non-personal, in-play items. The victim may ask the attacker, “**Describe your search.**” This means the attacker must name a location on the victim to search, continuing location-by-location. For each location named (e.g., front right pocket), the victim must give up any in-play items in that location. This may cause the search to take a longer time to complete. If the victim loses any Magic Items, each item’s Magic Item Card must be turned in to the Plot Committee so that the attacker can obtain the card once the item is Identified.

### **Searching a Cabin**

**Every Cabin** has a list of **Registered Occupants** (the players who have paid for sleeping and/or storage of their In-Play and Out-Of-Play belongings). A **Rogue Marshal must** be present for a character to enter or search a Cabin without the permission of a Registered Occupant. The Rogue Marshal will inform the character if they have set off any of the **Building’s Protections** and will marshal the presence of any **Cabin Guardians**. Only **specific items** may be taken from a cabin. These include in-play money, weapons, spellbooks, alchemy books, and poison books as well as items tagged with a SOLAR item number. All items taken from the cabin must be shown to the Marshal present. If any out-of-play items were taken by mistake, they will be replaced by the Marshal. NOTE: Every In-Play Building at SOLAR has a set of **Marshal Notes**. **No player may read the Marshal Notes of a space/room/cabin/building that they are not Registered Occupants of. Players (Out-of-Play) may never enter a space/room/cabin/building without express permission from the Registered Occupants.** SOLAR advises everyone to secure their real, valuable belongings in a secure area.

### **Disguising a Character’s Race**

It is impossible for a character to disguise himself as another race. If the world of SOLAR really existed, it would be a simple matter to determine if someone were a real Drae or if he were wearing fake ears and makeup.

## **Building Protections**

Buildings have specific Protections and limits for these Protections. Each Event Site has different limits because of the differences in sleeping arrangements at each Event Site.

### **Hard Labor Creek State Park:**

The standard Four Bed Cabin or Lodge Building has the following limits:

- 1 Ward Spell and a maximum of 2 Wizard Lock Spells on the Building.
- Wizard Lock Spells on Items (such as boxes or chests) do not count against this limit.
- 1 Creature per Occupied Bed to a maximum of 4 creatures.
- There is no limit on the number of Proscribe Creature Spells on a building.
- “Counselor’s Cabins” have a maximum of 3 creatures.

### **Indian Springs State Park:**

The standard Barracks Building has the following limits:

- 1 Ward Spell and a maximum of 2 Wizard Lock Spells on each side (A or B) of the Building.
- Wizard Lock Spells on Items (such as boxes or chests) do not count against this limit.
- 1 creature per occupied bed to a maximum of 5 creatures per Ward and/or Wizard Lock Area.
- There is no limit on the number of Proscribe Creature Spells on a building.
- The “Fireplace Room” and “Nobles’ Room” of each building may each have 1 Ward Spell and a maximum of 2 Wizard Lock Spells and 1 Creature per Occupied Bed to a maximum of 4 creatures.
- The “Closet Room” of each building have a maximum of 2 creatures.

### **Doors**

Due to safety concerns, **all doors are considered to be indestructible** In-Play. However, doors may not be **prevented from opening or blocked** from opening in any way, shape, or form. This includes holding a door shut (regardless of the strength) or blocking a door from opening with anything, including the Spells Ward,

Wizard Lock, Circle of Power, Circle of Protection, or a physical Trap. If there is a question about whether a door is open or closed, the default ruling is that it is open. A Hold can be called to open a door in combat. Only a Staff Member can overrule this for storytelling purposes.

### **Locks**

**Physical Locks** at SOLAR are only **Staff-Approved Locks** which can be picked with “**Thieves’ Tools.**” These are only used for Storytelling purposes and are marshaled by Staff Members. A Character must have the Pick Locks Skill before they can attempt to pick a lock.

## **Character Advancement and Leveling Up**

### **Build Points**

Build Points, or “**Build,**” is used to buy skills and abilities for a character. A character’s Total Build Points is used to determine a character’s level. Note: Build belongs to a single character and may never be shared.

- New Characters start at level 4.0 with 40 Build.
- New Players are allowed and encouraged to take the New Player Quiz when they make a New Character. This 5 Question Quiz covers the basic fundamentals of SOLAR, such as: how to take damage, health status, Character Death, and Character Resurrection. If a New Player passes the New Player Quiz with a score of 100%, the New Player may start at level 6.0 with 60 Build.

### **Build Blanket**

For every event a Player attends, their Character receives **Build Blanket.** In order to receive Build Blanket, a player must have **paid** for their event attendance and have completed a **Work Shift.** Each player can only gain Build Blanket for 1 character per event; Build Blanket **cannot be split** between multiple characters and cannot be transferred to other players. Build Blanket is determined by character level (see chart below).

### **Build Cap**

Players can turn in **Experience Points or EPs** (pronounced “Eeps”) which can be converted into additional Build for their character. The EP cost for Build (to “Cap”) varies depending on the level of the character (see chart below). EPs can come from a variety of sources, such as:

- Coins: 1 Silver Piece is equal to 1 EP
- Resource Tags: These tags can be obtained from looting monsters and have an EP value printed on them.
- Life Tickets: If a character kills another character, the killer can turn in the life tag of the victim to gain EPs equal to the level on the Victim’s Life Tag x 10.
- Misc Rewards: Players can earn rewards from role-playing, costuming, decorations, etc at the discretion of Staff; Awarded Players will be given a tag with an EP amount printed on it.

Regardless of how they are obtained, EPs must be placed in their **Check-Out Envelope** to be converted into Build Points or saved for future use. EPs cannot be split between multiple characters and cannot be transferred to other players.

### **Goblin Points**

Players can use **Goblin Points, or Gob,** to earn up to 3 additional Build per event. Goblin Points are awarded for any work done for the game (monstering, working in the kitchen, site clean-up, etc.) and for items or money donated to the game. The Goblin Point cost for Build (to “Gob Out”) varies depending on the level of the character (see chart below), to a maximum of 30 Goblin Points per Build (for a total of 90 Goblin Points for 3 Build). If a player receives a “Gob Chit” for work done for the game (Costume donations, Weapon donations, Spell Packet donations, etc) they must place the Gob Chit in their Check-Out Envelope to be converted into Build Points or saved for future use. Gob can be split between multiple characters and can be transferred to other players.



Level	Build Earned	Build Blanket	EPs per extra EP Build	Cost to EP Cap	EP Cap	Goblin Points per Gob Build	Goblin Points to Gob Cap	Gob Cap
4	40-49	8	20	80	4	10	30	3
5	50-59	7	25	100	4	10	30	3
6	60-69	7	30	120	4	10	30	3
7	70-79	6	35	140	4	15	45	3
8	80-89	6	40	160	4	15	45	3
9	90-99	5	45	180	4	15	45	3
10	100-109	5	50	200	4	20	60	3
11	110-119	4	55	220	4	20	60	3
12	120-129	4	60	240	4	20	60	3
13	130-139	3	65	260	4	25	75	3
14	140-149	3	70	280	4	25	75	3
15	150-159	3	75	300	4	25	75	3
16	160-169	3	110	330	3	30	90	3
17	170-179	3	120	360	3	30	90	3
18	180-189	3	130	390	3	30	90	3
19	190-199	3	140	420	3	30	90	3
20	200-209	3	150	450	3	30	90	3
21	210-219	2	160	480	3	30	90	3
22	220-229	2	170	510	3	30	90	3
23	230-239	2	180	540	3	30	90	3
24	240-249	2	190	570	3	30	90	3
25	250-259	2	200	600	3	30	90	3
26	260-269	2	520	1040	2	30	90	3

## Getting Truly SOLAR Active

There are many ways to get involved at SOLAR. While there might be many benefits to a character joining a group (such as a Barony or Guild), some players enjoy the “independent” lifestyle. Veteran players will encourage new players to explore all available options! SOLAR is a world of politics, heroic battles, espionage, mayhem, magic items, alliances, and random encounters! Every player should engage in SOLAR in a way that suits each player best, but players should never hesitate to take a step in a new direction if adventure is calling!

Here are a few suggestions:

- Players should not focus on the number of lives they have. Character death is sometimes the most exciting part of the game. Being too “safe” might result in missed opportunities to get involved in exciting story arcs.
- There are many diverse characters in the SOLAR world, from thieves to knights. Every group offers something different. Joining a group can provide new characters with access to wealth and excitement. When joining a group, characters should make their choices carefully, while always staying in play. Do what your character would do!

- Getting involved often starts with a conversation. Players should stay in-play as much as possible, and use their in-play time to roleplay with others. Characters should seek out information, relationships, alliances, and mysteries. Sometimes an adventure is just waiting for the right character to get inquisitive!
- Players should feel welcome to ask out-of-play questions to other players when something is confusing. Likewise, all players should maintain a helpful and courteous attitude toward their fellow SOLAR player. This is a community and all players should aid others and be respectful, even when the game becomes chaotic or confusing. When joining a group or getting involved in a story, it's always easier when players have a good sportsman attitude.
- And again, Stay in-play! Sometimes it feels easy or inviting to slip out of character to react to the world as a player, instead of as a character. While out-of-play conversation will always happen, they should be kept to a minimum and always away from in-play locations or groups. Equally, every choice and reaction should be truly made from a character's mind, and not it's player. Whether the situation is a conflict between players (PvP) or an encounter with a plot story arc (PvE), every player should think and react in the ways their character would. Sometimes this is hard (especially when it comes to PvP) but every time players stay in-play and act as their character they are guaranteed a better SOLAR experience.

