



Mortalis IARV

CAMPAIGN SETTING  
CREATION GUIDE



It can be a daunting task creating a campaign setting and the associated cultures from scratch for a game, which is why you have this brief guide to help you. If you've never created a setting or cultures for a game before, pretend you're writing a fantasy story. In order to write that story you need a location (the game setting/world) and different people (races, which are already set in the rules) who come from different places that do things certain ways (cultures). You're just setting up those interactions for the characters of the story (the player characters) as the story progresses (plot, both environmental and plot team created as well as player driven).

Remember that Mortalis LARP is not a campaign setting or a rule system built around a campaign setting, but an independent fantasy-medieval rule system that forms the frame work for a new (or existing) campaign setting to be created around.

## **WORLD\SETTING CREATION**

When creating a campaign setting for Mortalis LARP there are five key requirements:

1. Each of the races must have an area where they are found in your game world. Where each race is located and culture (e.g. welcoming or xenophobic, peaceful or warlike) is up to you.
2. The world must be fantasy and medieval. No futuristic or what-if-such-and-such-technology-that-we-have-today-existed-back-then realms. The highest technology level within your setting is to be pre-firearm era or earlier.
3. Each campaign setting is independent of each other, though player characters can potentially travel between them. The game world that all sanctioned Mortalis LARP chapters exist on is a huge planet and each chapter is located on a separate continent apart from the other in-game lands of other chapters. Each continent is surrounded by a thick, highly magical mist that when entered by a character will teleport them to their destination. These mists also prevent the in-game lands of one chapter from declaring war on the in-game lands of another chapter, as there are vast superstitions surrounding these mists. Sometimes things or people get lost in the mist – which prevents local chapter only items from leaving their chapter of origin unless approved by the owners of both chapters, or sending large NPC armies to attack the lands – or unwanted influencing the plot of other games.
4. The herbs, skills, spells, racial abilities, and rituals listed in the rule book should all exist and work in your realm as outlined in the rule book. If you decide not to allow a particular herb, skill, spell, racial ability, or ritual it should be thoroughly explained in the campaign world history. Likewise you may have special herbs, spells, or rituals that will only exist and work in your game world and like excluding existing items; it should be thoroughly explained in the campaign world history. Adding or removing items should not be done but for extreme circumstances such as they haven't been found yet, but will be in play as soon as they are discovered, as a plot-hook for your chapter.
5. Every day must be based on a 24-hour day, with a daytime period and a nighttime period, a singular moon and sun, and some sort of seasonal change. You can decide to create your own calendar system(s), rename the days of the week, months, and have a different number of days per week or related changes. In essence, the overall time within your game world must mirror real-world time, but how that time is denoted is up to you. The

only things that must remain consistent is that a day is comprised of 24 hours and that there is a singular moon and sun.

Beyond those five requirements you are free to do what you wish. How big of a landmass your realm exists on, what cultures are present, what the laws are, if there are prominent guilds, what form of government exists, and other factors are all up to you. This still leaves a lot of questions unanswered though: What do I need in the way of a history to play? What should this history include? How much detail should I worry about?

At bare minimum you'll need:

1. General back story/history and overview map of your game world. Key places such as major cities, landmarks, and the locations of the races should be noted on this map.
2. Overview history of the kingdom/city-state/political region where the games are located and if needed another map detailing more information than the general map.
3. In depth write-up of the history or histories of the in-game locations where games will take place.
4. The code of laws for the in-game portion of your game world where games will be taking place.
5. Cultural information for each of the cultures that exist in your realm. This is information that plot will use to create storylines and is also given to players whose characters are members of a certain culture when they create their character. More information on cultures is located in the next section.
6. Basic information that all characters would know and gather on their travels or basic information that can help a player better play their character. This can include how to address people, local in-game taboos, local in-game social customs, order of precedence (who's above who in the pecking order, i.e. King, Duke, Earl, Baron, Lord.), guild presence and power (if any), or important people and other such information.

As you are able to flesh the details out you should include:

1. Maps of those locations that reflect the game sites. An example would be a park clearing that has a picnic shelter in it. In game the map would show a clearing with the shelter, but the shelter could be an open air tavern or a covered shelter out in a glen that adventures are known to stay at.
2. The specific guild rules for any guilds, codes of conduct for any knightly orders or in-game laws for other lands within your game.
3. Any other fine details on in-game locations, maps, adversarial groups, rumors and other related details.

## **RACE VS. CULTURE**

A character's race may not necessarily be their culture. A character's race is who they are by birth or because of their blood. A character's culture should be the social and political surroundings that they were brought up in. A Kel is still physically (and thus racially) a Kel regardless if they were raised in a highly nomadic, barbarian-like culture or a culture that was highly involved with magic and complex politics.

If you decide there are sub-races in your game, it should be because of cultural distinction. “Sub-races” can’t be physically different from their parent race; however they may be culturally different. For example, you may have high elves, wild elves and dark elves in your game. Physically they all look like an elf as described in the rulebook; however each is different due to culture. The high elf may dress in regal robes and carry no markings on their skin, the wild elf may have tribal “tattoos” on their face or other exposed skin and the dark elves may have slightly dusky skin from rubbing charcoal on it to blend in better with the shadows, but physically they all resemble the base elf race. It’s their cultural distinctions that differentiate them.

## **CULTURE CREATION**

Part of creating the game setting for your game is also creating the cultures that exist within that setting. You should create at least five different (and preferably unique) cultures. The different races may share cultures, which may lead to fewer cultures than there are races. Also, when creating the cultures for your setting, be original; don't lift whole historical or literary cultures and insert them (with or without an attempt at disguise) into your setting.

As you create your game’s cultures you should get an idea of the racial spread through each one: Which races are commonly found within a culture, uncommonly found and rarely found. Every race should be common with at least one culture in your game (a couple is suggested) and then uncommonly and rarely found in others at your discretion. A good rule of thumb for the racial percentages of a given culture is:

- Common – The races noted as common will make up roughly 60% of the culture’s population
- Uncommon – The races noted as uncommon will make up roughly 30% of the culture’s population
- Rare – The races noted as rare will make up roughly 10% of the culture’s population
- Never found – Those races that are never found in a culture are never seen and thus not an option.

Noting how common a race is to a given culture will help players and plot understand what cultures are best suited for the different character races within your game. You should keep the number of races that are rare or never found in a culture to a minimum, no more than one or two for each category. For example, if there were five cultures in your game the spread could be as follows:

- Common – 2 races
- Uncommon – 1 race
- Rare – 1 race
- Never found – 1 race

Or you could switch the common and uncommon around:

- Common – 1 race
- Uncommon – 2 races
- Rare – 1 race
- Never found – 1 race

It should be noted that the racial breakdown of each culture is considered knowledge that is available to all players, both in-game and out-of-game. They will know which cultures certain races tend to be found in versus hardly found in.

Unless there's some very good reason to prevent it, cultures interact and borrow from one another. Languages would drift through trade, intermarriage, and other interactions; so would the racial/ethnic mix. So, yes, a culture and its development are influenced by many forces. Sometimes these forces cause rapid change and other times the change is only seen when an individual looks back at hundreds of years of their history. These influences come in many forms. A few key influences that should be kept in mind are:

- Geography – Geographic features can affect the development of a culture, particularly where geographic features isolate it or cause phenomenon that those in the culture must adapt to.
- Diversity – A culture is influenced by outside forces and other cultures that it comes in contact with or absorbs. This outside influence adds diversity into a culture's mix be it in what races make up that culture to new habits or traditions appearing.
- Time – The longer a culture has been around, the richer it is in history and tradition. Also the longer a culture is around, the more entrenched in certain traditions it can become. What traditions these are is up to you.

Lore, taboos, sacred spots and such things are passed through a culture as they progress, come in contact with or are absorbed by other cultures. It's even possible for different cultures to share different views about the same thing because of how they've developed and the different influences that have affected each. It's also important to note that it's not uncommon at all for nature's own cycles and rhythms to play a significant part in the cultural development of holidays, religions, mindsets and other cultural artifacts too.

Also, avoid clichés common to other LARPs; consider making something that is commonly considered evil/bad/negative into something benign or even good. Consider necromancy for example. Instead of it being illegal and surrounded in superstition and saying it's the cause of bad weather and crop failure, what if it were considered sacred and a force for good. Perhaps it's considered a high honor to be reanimated after death to continue serving on the king's guard to protect lands once (and are still) dear to you. This could be a goal of any heroic type: That they'd make such a name for them self that this honor would be bestowed upon them upon their death. Just because the undead may be silent, does not mean that they are shambling, brainless killers.

Unlike races, cultures can't provide any mechanical benefits to any characters. Instead they should provide intense role-play opportunities and in-depth flavor to help create a dynamic and rich role-play oriented gaming environment. Likewise, cultures can't negate a part of the rules. You can make it harder or more dangerous to do something (e.g. such as use/cast a particular spell or spells), but you can't outright disallow its use.

Be prepared to provide a short summary of each culture that is available for all the players in your game and have that available at a location where all players and other interested parties, like

potential new members, can easily access it (like a web site or downloadable document/PDF file). A good summary will have the following:

- Name of the culture
- A very brief history of the culture (no more than a few paragraphs)
- Any key figures that *everyone* should know about (optional as some cultures may not have any that are widely enough known)
- Any key dates or holidays that *everyone* should be aware of (optional as some cultures may not have any that are widely enough known)
- A brief description of how members of that culture dress
- How common, uncommon and rare each of the races are within a given culture
- If a culture is racially based or geographically based and if geographically based the in-game area it encompasses

This summary is to be considered public knowledge. The really in depth information, such as that noted below or detailed from answering the culture questions at the back of this guide, should be placed into a culture packet and provided only to those players who have characters within a given culture. Certain details are to be for the eyes of those players who have characters of a given culture; otherwise the mystique and unique charm of each culture would soon be lost.

At bare minimum you should have the following outlined for each culture in your game and then expand on it, even allowing your players to help shape and form the culture over time:

1. Name of the culture
2. General history of the culture (comprising several paragraphs of information, this should not be a short summary)
3. Notable figures from that culture (a comprehensive list)
4. Important or key days or holidays to that culture (should be an exhaustive list)
5. How members of the culture dress (thorough descriptions of costuming)
6. How common, uncommon and rare each of the races are within a given culture
7. A note if the culture is racially based, geographically based or both. If geographically based the extent of its reach within your game world.

## RESOURCES AND POINTERS

To help you sort out the ideas in your head as you create your game world there are two worksheets included at the end of this guide. Feel free to use these worksheets as you work on the world as a whole and each of the cultures. There are also some really good online resources on world building that can help you get an idea of what you need to consider when building your game world:

- World Building: <http://www.fantasist.net/worldbuilding.shtml>  
A site of links; some that I've found useful are Patricia Wrede's World Building Questions (also noted below) and the Time Line Creator (a good way to get ideas of what's happened in your realm's history).
- Medieval Demographics Made Easy: <http://www.io.com/~sjohn/demog.htm>  
This article is a must read if you want to create a realistic fantasy, medieval setting. I also suggest reading through the associated FAQs

(<http://www.io.com/~sjohn/faq.htm#Section%20B1:%20Medieval%20Demographics>). There is an online calculator (<http://qzil.com/kingdom/>) built off this article that can help you get an idea what business would exist where. The calculator would be good to use for each different country or kingdom/political division in your game world.

- Patricia C. Wrede's Worldbuilder Questions:  
<http://www.sfga.org/writing/worldbuilding1.htm>  
This is a huge list of questions, broken down by topic that can be asked to help you flesh out and build your world. If the accompanying questionnaire isn't enough, check here. Some questions won't be pertinent to world creation for Mortalis LARP, but there are several that are, particularly once you get past the first section: The World.
- Dawn of Worlds (12 page PDF):  
[http://www.clanwebsite.org/games/rpg/Dawn\\_of\\_Worlds\\_game\\_1\\_0Final.pdf](http://www.clanwebsite.org/games/rpg/Dawn_of_Worlds_game_1_0Final.pdf)  
or you can get to the PDF from this page:  
<http://www.clanwebsite.org/games/games.html>  
This is "a cooperative system for creating fantasy worlds." A game aid that provides a loose set of rules for world/campaign setting creation by a group of people; this is a great aid if your campaign setting will be created by a group of people instead of a single person.

Some final pointers and suggestions:

- As you write up your world's history write in plot hooks (like a character does when writing a character history) and hazy points. These not-so-defined areas allow the players to fill in the blanks as they create their characters and create plot opportunities for the plot committee to exploit. Consider writing 'alternative interpretations' to major historical events as viewed by other cultures and/or races.
- Two heads are better than one and this isn't any less important than when building a campaign setting. Rather than work on building your campaign setting/game world by yourself, do with a small group of people (3-5 people total). This will allow different ideas and suggestions, helping to build a richer game world and spread the work of creation out among more people, helping to keep any one person from being overwhelmed.
- However you decide who will be working on the campaign setting, you may want to consider inviting or including those people who assist with the campaign setting creation to your plot committee. They'll already have an in-depth knowledge of the campaign setting and as such won't need to be briefed on the setting before joining staff. They may also already have some good plot ideas that can be used since they understand the inner workings of the campaign setting.
- If you are going to include racial prejudice within your game setting, be very clear that it's not against nor influenced by any out-of-character racial prejudice.

- Another cultural point to consider, not every pre-gunpowder civilization was a monarchy, or feudal in structure. Aim for believable "nations" when dividing up the geography, with natural features serving to define borders where feasible. Create political entities that are stable or sustainable, and it can help to avoid the "evil empire" cliché.
- You can create the basic outline of your game's cultures in tandem with your setting's world creation; particularly where they exist, when they appear, and general information of that nature and then flesh them out after your setting is created.
- If you need some inspiration for the cultures in your game, look over the settings that other fantasy-medieval LARPs have established. Even if they don't use all the races, or the same races in their game that are used in Mortalis, they can be a source of inspiration. Don't plagiarize their work, but use them for inspiration.
- Have fun with linguistics and create place names that are different from each other depending on the cultural influences of each area. If you want to take this further create a list of simple, common words that each culture would know in that culture's language.

## EIGHT QUESTIONS TO HELP YOU CREATE A BACK STORY/HISTORY FOR YOUR GAME WORLD

1. What is the name of your game world/continent?
2. What is the name of the kingdom/city-state/large political region where games will take place?
3. What is the name of the smaller political region(s) (lordship, city-state, etc.) where the game will take place?
4. What large events have happened since recorded history in your game world? When did these events happen? Why did they happen? What was the outcome of the event(s)?
5. What smaller events have happened since recorded history in your game world? When did these events happen? Why did they happen? What was the outcome of the event(s)?
6. What notable people or races are involved in the history? What did they do? When did they do these things? Why did they take the action they did? What was the outcome of the action(s)?
7. What is the current state of affairs? What major antagonists have surfaced and caused problems? What interesting or current events have happened?
8. Are there universal cultural elements that are a part of most race(s) of the world (e.g The word 'drake' is a swear word; facing north and raising a glass is done before every battle, etc)?

## TWELVE QUESTIONS TO HELP YOU CREATE CULTURE PACKETS

Some games will have cultures for every race, others based on geographic location and others may be a mix of the two. These questions are to be answered for every culture you have in your game.

1. What is the name of this culture? Is it known by any other name or names to other cultures?
2. What is this culture's history?
3. Notable clans/houses/families/individuals?
4. Important dates/festivals/celebrations?
5. Key or important locations/sites and brief history on them (and a map if needed).
6. What is the culture's dominant mindset (this usually parallels the racial mindset if the culture is tied in with a particular race)? If there are other mindsets what are those?
7. What unique practices/rituals/customs/traditions does the culture have?
8. What is the culture's socio-political structure or organization? Governmental structure?
9. Their view on the other cultures and/or races?
10. How do the people of this culture dress? What colors are predominant? What styles of clothing are common? What kinds of materials are used? How do the different social classes dress?
11. What is the racial spread within this culture? What races are commonly found? Uncommonly found? Rarely found? Never found?
12. (Optional) What does this culture's artwork and architectural style look like? What kinds of works comprised their written records and written works and what is their writing like? What materials are their armor and weapons commonly made from and what kinds of embellishments are present? Notable art pieces or architectural places, writings, particular weapons or armor?





# Mortalis GAMES

## RACES WITHIN MORTALIS LARP

There are nine races a player can choose from when creating their character: Dra'can, Dwarf, Elf, Feykin, Human, Kel, Orük, Plane-touched and Wilder. In the section on each race is a description of that race, a brief overview of the makeup requirements, information on the race's lifespan, and the racial ability for that race.

### *DRA'CAN*

Some say the Dra'can are a cross between a dragon and another mortal race, while others contend they are the by-product of a magical experiment gone "bad." What ever the origin of the Dra'can, they are a race that has taken to living in rocky, dry desert regions.

The following points should be considered when playing a Dra'can:

- They are sluggish and irritable when cold and much more relaxed and easy going when warm.
- Some have a tail and those that have a tail will some times drop it when frightened. Weather they grow their tail back or not is up to each Dra'can.
- The Dra'can are a diverse race with some looking more draconic and others more generic lizard-like.
- The Dra'can's scaly hide provides some degree of natural protection from edged weaponry.

**Make-up requirements:** Scaled features on exposed skin with related prosthetics heavily encouraged, a tail is optional.

**Lifespan:** Dra'can typically live until about 3,000 years old, however there are records of them living even longer, as such there isn't a solid idea of exactly how long they do live. A Dra'can reaches maturity in their mid-fifties. A starting character's age is typically between the ages of 100 and 200 years old. A Dra'can character should rarely be older than 350 years old when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.

### *DWARF*

Dwarves are a race with as many variations in skin tone, hair and eye color as a human but with a propensity for living in the rougher hilly areas (particularly if they are slightly rocky too) or valleys. No one knows when the dwarves first appeared, just that they have a tenacity for carving out their own niche wherever they decide to call home.

Below are some points to consider when playing a dwarf:

- A dwarf tends to be very passionate in their opinions and blunt and straightforward when discussing them or anything else.
- They tend to be patient, but when angered they have a quick temper.
- Dwarves are naturally heartier and more robust than other races and thus remain standing when others would have fallen.

**Make-up requirements:** A dwarf's only makeup requirement is that of a beard. Male dwarves require a full beard and female dwarves can either wear a full beard or a goatee.

**Lifespan:** Dwarves live until about 200 to 300 years of age. A dwarf reaches maturity in their thirties. A starting character's age is typically between the ages of 40 and 70. A dwarven character should rarely be older than 125 when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.

### *ELF*

Much like dwarves, elves too are a varied people when it comes to hair, eye and skin color. Rumors abound that they are the product of Feykin and other mortal races, but others feel that they have always been their own unique race. Elves tend to avoid harsh climates, but other than that they are found in many location.

Below are some points to keep in mind when playing an Elf:

- Elves not only consider the short-term effects of their actions and the affect the world has on them, but also the long-term.
- Elves are less likely to hurry, unless need be. They feel that they have all the time in the world to achieve their goals. Because of this elves often appear lazy or frivolous to the other races do to their relaxed concept of time and achievement.
- Elves are known to be open minded, but once an elf comes to their own opinion on something, or they make a decision, they can be hard to convince otherwise.
- Elves naturally heal quicker, thus healing effects work more efficiently on them.

**Make-up requirements:** An elf must wear pointed ear tips and have no facial hair, but for the eyebrows.

**Lifespan:** Elves live until about 600 to 700 years of age. An elf reaches maturity in their late twenties to early thirties. A starting character's age is typically between the ages of 50 and 100. An elven character should rarely be older than 200 when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.

### *FEYKIN*

No body really knows the origins of the Feykin, just that they are made of magic. While Feykin can be born, some simply walk out of the mists and into existence. Many Feykin believe that they have lived past lives and this current existence is just another life they are living.

Below are some points to keep in mind when playing a Feykin:

- Feykin are the embodiment of magic, as such, no two are alike.
- They tend to congregate in places that are highly magical; enchanted glades or mystical lakes for example.
- Feykin tend to be easily distracted, even fickle. This is because they wish to experience as much as they can during every moment they encounter.
- Touched by magic, fey have inherited a natural

resistance to hostile magical energy.

**Make-up requirements:** Feykin must wear at least two of the following: horns, wings, ear tips, hoof shoe covers. Body glitter and use of colored makeup is strongly encouraged.

**Lifespan:** Feykin live until about 900 to 1,000 years of age, at 1,000 years of age they simply cease to be. A Feykin reaches maturity in a handful of years. A starting character's age is typically between the ages of 10 to 20 years old. A Feykin character should rarely be older than 75 when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.

### *HUMAN*

Humans most likely have the greatest amount of diversity within a single race—from their height to eye, hair, and skin color. A human's versatility to various climates and regions means that they are found anywhere that people may live.

Below are some points to keep in mind when playing a human:

- The racial basics and mindset for humans are the same as in real life. A human is a human, enjoy playing your natural race.
- It is not uncommon for many of the other races underestimate their intelligence.
- Though humans do not live long, they learn quickly.

**Make-up requirements:** Humans have no makeup requirements needed to play the race.

**Lifespan:** Humans live until about 65 to 75 years of age. A human's development within the game world is the same as in real life, thus a human matures in their late teenage years. A starting character's age is typically between the ages of 15 and 30. A human character should rarely be older than 45 when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.

### *KEL*

Some say their soul resides in the gem embedded in their forehead, others say it is some manner of mystical marking that they were given eons ago. The Kel tend to be found primarily in the cold,

mountainous regions, though they will live in other areas.

Below are some key points to keep in mind when playing a Kel:

- Like many other races the skin, hair and eye colors of Kel varies.
- Kel tend to be a very straight forward, logical thinking race. They also tend to be a serious and very disciplined race.
- The brain of a Kel is structured differently than those of other races, thus they can't hallucinate.

**Make-up requirements:** All Kel are to wear a single gem or cluster of gems the size of a dime or larger in the center of their forehead, use dark eye shadow and black mascara and/or black eyeliner around their eyes, and paled skin from your normal complexion. A Kel may have other gems on their face at their discretion.

**Lifespan:** Kel live until about 500 to 600 years of age. A Kel reaches maturity in their twenties. A starting character's age is typically between the ages of 30 and 60. A Kel should rarely be older than 150 when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.

## ORÜK

The Orük vary in height, weight, and eye and hair color, but all have telltale lower tusks. The Orük have been a persistent race upon the land for so long that no one really knows their origin. They are commonly found living in wetland and plain regions, typically where the weather tends to be harsher for part of the year.

Below are some points to keep in mind when playing an orük:

- Members of this race are usually blunt and are not shy or soft spoken.
- Some think they are simple, however they have a propensity to strip away details they deem unimportant.
- The leathery skin of an Orük provides some degree of natural protection from blunt weaponry.

**Make-up requirements:** All orük must wear visible lower tusks and have bronzed skin.

**Lifespan:** Orüks live until about 50 to 60 years of age. An Orük reaches maturity in their early teenage years. A starting character's age is typically between the ages of 15 and 25. An Orük character should rarely be older than 35 when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.

## PLANE-TOUCHED

A plane-touched happens when a human has spent too much time on any elemental plane and they inherit properties of that plane or the rare occurrence when a human is born elementally touched. Plane-touched born to other plane-touched resemble one of their parents.

While the Plane-touched are found everywhere, though they prefer to live in locations associated with the element they are tied to: Water touched near rivers, lakes, oceans or other bodies of water, Air touched on crags, cliffs and mountains where there are constant breezes and wind, Fire touched out in deserts or locations of volcanic activity and Earth touched in forests, thick grasslands, valleys or other locations where they are enveloped by nature.

Below are a few key points to keep in mind when playing a plane-touched:

- Plane-touched are based off one of the four main elements: earth, air, fire or water. Earth plane-touched include golem-esque characters; air comprises wind and lightening; water comprises water and ice and fire covers fire and magma.
- Their appearance tends to reflect their personality and a fondness for the element they are tied to. A stone elemental touched individual may be solemn and serious while a willowy earth elemental like individual may be flighty and easy going.
- Their physiology is different enough that certain toxins can't affect them.

**Make-up requirements:** A plane-touched's makeup must show their tie to their elemental choice. They must use makeup around the eyes and lines or patterns on any exposed skin in an appropriate color. They are encouraged to include other costuming such as vines or gauzy bits of fabric

worked into their hair or wigs to help portray their element.

**Lifespan:** Plane-touched live until about 100 to 150 years of age. A Plane-touched reaches maturity in their very late teenage years or even very early twenties. A starting character's age is typically between the ages of 25 and 35. A Plane-touched character should rarely be older than 55 when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.

## **WILDER**

Wilder are any kind of half animal, half humanoid type of character. All wilder resemble a mammalian or avian animal. Reptilian, amphibian, fish and etc. are not applicable animal types for a wilder. An example would be a cat person or a fox person. They look very much like a humanized animal.

If you wish to play a wilder you must consult with the chapter's plot committee to make sure that the animal type and costume is allowed. Some monsters resemble wilders at a glance and to reduce confusion a player needs to consult plot before the character enters game play. Be prepared to have a discussion about these points. If the plot committee does not completely agree with your original idea they are to work with you, the player, at finding the middle ground.

There are a few points to keep in mind when playing a wilder:

- You should understand the animal that you are emulating and incorporate that into your role-playing.
- Survival is a core element of role-play for a wilder.
- Think like the animal your character is.
- Their enhanced senses grant them a natural affinity to finding useful things in their environment.

**Make-up requirements:** You must make an honest attempt at looking like the animal you are portraying. This can be accomplished by the use of makeup or prosthetics. If people can't tell what you are portraying by looking at your costume and makeup then your costume and makeup need to be reevaluated.

**Lifespan:** Wilder live until about 45 to 95 years of age dependent on the environment they live in; a Wilder that lives in a civilized culture will live longer than a Wilder that lives in a much less civilized and harsher culture. A Wilder matures in their early teenage years. A starting character's age is typically between the ages of 10 and 20. A Wilder character should rarely be older than 30 when starting. When starting an older character make sure you consider why they have not developed their skills to a greater level.