

REQUEST FOR RECRUITMENT

Your real name: _____

Welcome to Evermore! We are glad that you have joined us as we need all the help honing our skills for battle, and bolstering our defenses from monsters, that we can get! You are now a Squire, as we all were when we first arrived. To move beyond this position and use abilities above first level, you must complete all the following criteria;

- ✂ Recall your name = Choose a name for your character: _____
- ✂ Discover which school of the founders that you belong to = Choose your class and variation for your character _____
- ✂ Discover your lineage = Choose a fantasy race for your character = _____
- ✂ (Optional) Manifest your first ability = Choose your first ability _____
- ✂ Seek an audience with Chancellor North within the Evermore and share with him your prior adventures =
Write an origin story wherein which you can come from any medieval fantasy setting but you must end up becoming unconscious on a boat at the end of your backstory, then verbally recount your backstory while in character, in the presence of North at the Evermore
- ✂ Study well all the current laws and customs of battle = Read the rulebook and then retrieve the mark of Mercer Stitch or North by answering three random questions correctly about each Chapter of the rulebook.
Keep in mind that you may only attempt to gain each mark once per weekend.

1. _____	8 _____	14 _____
3 _____	9 _____	15 _____
4 _____	10 _____	16 _____
5 _____	11 _____	17 _____
6 _____	12 _____	18 _____
7 _____	13 _____	19 _____
20 _____		

Once you have met all the aforementioned criteria you may choose abilities above first level and you will also receive 250 XP.

There are six classes available to Players and each class has its own pool of abilities to choose from and weapons that they can wield. As you gain XP and become stronger your level will also increase. For every level you gain you will receive ability points equal to your level. You are first level now therefore have one ability point and can only spend that ability point on 1st level abilities. As you level the pool of abilities that you will be able to spend ability points on will increase. The following abilities and weapon training is what is available for each class and is also the abilities that you must honor (learn and react to appropriately) even if you are wearing your Ancient Crown of Magic Nullification.

Also keep in mind that as a Squire you can perform any of the following weapon training for any specific class at any given time, but you cannot wield a combination of weapons that is NOT at least wieldable by a class. Weapons are categorized by their overall lengths; Under 20" = Dagger, 20-30" = Off Hand, 30-40" = One Handed, 40-50" = Two Handed, above 50" = Exotic. If you are wielding a weapon above two handed length you must have both hands on it when possible. Ambidextrous training means that class can wield up to a one hand and an off hand simultaneously.

-Warrior Abilities-

Weapon Training= Ambidextrous, up to an Exotic Length Weapon, or up to a One Hand Length Weapon with a Shield

Challenge = You can lock an enemy into a 1-on-1 combat with you for up to 300 seconds by issuing a verbal challenge to him. He does not have to accept your challenge but if he denies it, it is not spent. If he accepts, neither of you can move more than 15' away from each other and you must both attempt to stay within 30' of where the initial Challenge was issued.

Taunt = You can cause an enemy that is within 15' of you to immediately move within melee range of you and to strike you, your weapon, or your shield if you shout the verbal. If he is forced to defend himself before he can move to you then Taunt is negated, and it is still spent. You cannot move backwards once you have performed Taunt.

Hand Armor= You can ignore normal strikes delivered to your hand armor if you wear a physical representation of armor over each of your hands from your wrists to your fingertips and if you then shout the verbal as you receive normal strikes on your hand armor. If your gloves are fingerless, you can still ignore strikes to your fingers.

Honor Switch= You can transfer an item into your undamaged arm as you receive damage to your other arm without having to drop the item first if you shout the verbal as you receive the damage. You may continue to move as you do this but if you defend yourself from an attack with a weapon or shield that is in your damaged arm then you receive fatal damage.

-Paladin Abilities-

Weapon Training= Up to a Two Hand Length Weapon or up to a One Hand Length Weapon with a Shield

R.I.P.= You can cause an undead to be under your control until either one of you receives a fatal strike if you shout the verbal as you throw and strike him, his weapon, or his shield with a pink packet.

The Black Knight= You can cause a limbless enemy to become immune to normal damage, unable to be healed, unable to benefit from any positive effects, and unable to perform abilities, if you shout the verbal as you strike his shoulder with your melee weapon.

Intercept= You can intercept a non-fatal negative effect or strike that an ally receives if he is within 15' of you and if you shout the verbal as he receives it.

Turn Undead= You can cause undead that are within 15' of you to immediately move directly away from you for 10 seconds if you shout the verbal as you extend your religious symbol out towards them.

Honor Switch= See Warrior, above

-Rogue Abilities-

Weapon Training= Ambidextrous, Up to a One Hand Length Weapon, or Thrown Daggers (see the Book of Rules for more info)

Hide= You can hide from enemies for up to 30 seconds if you shout the verbal as you throw up your hood. If any enemies are within 15' of you then you cannot Hide or reveal yourself and if you have no choice but to reveal yourself then you cannot attack anyone for 3 seconds.

Pick Lock= You can release a shackled player if you shout the verbal as you hand the Pick Lock component to him.

-Ranger Abilities-

Weapon Training= Ambidextrous, Up to a One Hand Length Weapon, or a Bow and Arrows Daggers (see the Book of Rules for more info)

Bow Staff= You can deliver the effects of a staff to an enemy with your bow if you safely cover your bow with foam. See Staff, below

Tree Climb= You can ignore melee strikes if you shout the verbal as you tie a green band on to your head and place your foot against a tree. While you are Tree Climbing enemies can still deliver ranged strikes to you but they must be at least 15' away from you to do so, if you receive damaged you become grounded and you receive a damaged leg, if you move away from the tree you become grounded, and if you attempt to melee attack an enemy then you become grounded.

Some Rangers also have the option to train to wield two hand length weapons.

-Priest Abilities-

Weapon Training= Up to a One Hand Length Weapon with a Shield

Honor Switch= See Warrior, above

Restore Limb= You can heal an ally's limb if you shout the verbal as you tie a white band on to it.

Speak to the Dead= You can communicate with ghosts and bleeding out players within 50' of you while you are alive.

Whisper of Death= You can continue to communicate with players that are within 50' of you while you are bleeding out or while you are a ghost.

-Wizard Abilities-

Weapon Training= Magic Stone (see below) or a dagger

Staff= If you strike an enemy's arm with your staff then he becomes disarmed. If you strike an enemy's leg with your staff then he must touch his knee to the ground. If you strike an enemy's torso with your staff then he becomes stunned for 3 seconds. You cannot attack with your staff with only one of your hands holding it unless you have a damaged arm.

Web= You can root an enemy for 10 seconds if you shout the verbal as you throw and strike him, his weapon, or his shield with a brown packet.

Magic Stone= You can repeatedly deliver normal ranged damage to any enemy if you shout the verbal as you throw and strike him with a unique packet.

Slow= You can slow an enemy for 10 seconds if you shout the verbal as you throw and strike him, his weapon, or his shield with a brown packet.

Expelliarmus= You can disarm an enemy if you shout the verbal as you throw and strike him, his weapon, or his shield with a brown packet.

There are three lineages within PHLARP, Human, Dwarf, and Elf. Please see the Book of Lineages to learn more.