

Supplements

Everything beyond this point isn't necessary to familiarize yourself with to enjoy Lands of Exile! But if it applies to you or you're interested, you may want to check out the following subjects...

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New Player Guide & Character Creation Guide	Link
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Feather Points

Feather Points (FP) - Feather Points (previously Honor Points) are special points given for helping the game community in certain ways, such as donations, helping to craft items or props for the Storyteller (Plot) team, or doing extra cleaning duties at the game beyond cleaning up your personal cabin and props. A general standard for how Feather Points are allocated is 1 point per hour of time spent towards helping the game, or for \$15-20 worth of donated items/materials that are specifically requested for the game by the plot staff. Random donations or things you do of your own accord do not guarantee Feather Points, so if you'd like to contribute in some way, it's best to ask ahead of time what are the best ways you can help. All Feather Points must be pre-approved by game staff by emailing featherpoints@kingheron.com before they are awarded.

Points can be spent in a few different ways:

- ❖ **1 Feather point** - Allows you to respend 1 CP. You can use multiple Feather Points to respend more CP.
- ❖ **3 Feather points** - Buys back 1 lost CP from starting a new character after the old one is dead. You can buy up to the old character's maximum CP.
- ❖ **5 Feather points** - Gains an additional Wartable Chit to assist a [Wartable Mission](#).
- ❖ **5 Feather Points** - Grants you Early Arrival to an event.
- ❖ **10 Feather Points** - Gains you 1 Leadership Ability use chit. These must be purchased at Check-In or between games, and do not expire until used.
- ❖ **15 Feather points** - Buys 1 CP (may only be done once every five games).
- ❖ **30-??? Feather Points** - Tear of the Fae can be purchased with Feather Points and may also be acquired in-game.
 - A player may only purchase or have one Tear of the Fae at a time, and may not buy another until the one they purchased is used.

- The FP cost for a Tear of the Fae increases the more Character Points that the character has (or the maximum they have had at any point), and the number of Tears of the Fae they have purchased.
 - For every 10 CP starting at 20 CP, the cost increases by 10 FP. For every Tear of the Fae they purchase, the cost increases by 10FP. Examples:
 - 20 CP: Cost is now 40 FP
 - 30 CP: Cost is now 40 FP
 - 40 CP: Cost is now 50 CP
 - Buys a Tear of the Fae: Cost goes up by 10 CP
- A Tear of the Fae acts as one instant and free resurrection (Verbal: “Tear of the Fae!”), or can be used to prevent a coin flip at character death if applicable.
- You must report to Ops after activating a Tear of the Fae to report its usage. Tear of the Fae expire one year from when they are received, and a character may only have one Tear of the Fae (at check in or between games). Any Tear of the Fae purchased with Feather Points before 2022 is eligible for a FP refund of the original FP cost on the player’s first game back, and the year timer for previously purchased Tear of the Fae begins at their first event back since purchase.

Leadership

Leadership is a supplemental skill class that focuses on leading allies (a “unit”). The unit has no minimum requirement, and may be as few as one ally. Only a unit organized under a Leader is currently authorized to use siege weaponry, which must have build plans approved through game staff per pending guidelines.

All Leaders must carry a flag pole that stands at 5 feet in their free hand, or plant it and stay within 20 feet of it at all times, and the flag itself must be a minimum of 6 sq feet. If the flag pole is attached to a back harness, the flag pole may be 3 feet. A character can only be under one Leader’s standard at a time,

and all allies must match by wearing a similar “uniform” (a flag, tabard, belt favor, uniform, etc.) that the Leader must get approved when they purchase the Leadership class.

To be brought into or stay in a Leader’s unit each event, each ally and Leader must spend at least 30 minutes of training roleplay related to the unit each event (the Leader can train up to two allies at the same time for this 30 minute requirement). Part of this training must be teaching them the Leadership calls and how you as a Leader indicate these skills. A player may change units by spending 30 minutes of roleplay with a new Leader. They must redeem Feather Points and get their tokens for these abilities BEFORE game. Unused Leadership Chits carry over. These skills do not count towards your 55 CP cap.

Last Stand: 3CP or 45FP to acquire the skill, and 5FP per Usage Chit

- ❖ “By the sound of my Voice - TAUNT!”
- ❖ The user gains 5 armor. All enemies are immediately taunted towards you and must attack you. This taunt ends if you retreat, or barriers keep them from reaching you. The enemy decides what constitutes retreating.

Break their Ranks: 3CP or 45FP to acquire the skill, and 5FP per Usage Chit

- ❖ “You three charge the enemy - CHARGE!”
- ❖ Three allies of your choosing may use Knockdown for free on the next enemy they strike. You must select the three allies within 5 seconds of each other consecutively by touching them, or making them aware they have been selected, per your training roleplay. They must use this knockdown within 30 seconds, or lose it.

Retreat!: 3CP or 45FP to acquire the skill, and 5FP per Usage Chit

- ❖ “RETREAT, RESIST!”
- ❖ All allies within 10 feet gain “1 resist” during an escape sequence. This ends the moment they turn around to fight.

An Ally in Need: 3CP or 45FP to acquire the skill, and 5FP per Usage Chit

- ❖ “You’re not done yet - I give you a SECOND WIND”
- ❖ Downed ally is fully healed, and rises with Second Wind that may be used if they are dropped to 0 HP again, even if out of range of the Leader. This skill must be delivered via touch, and only to a target with 0 HP.

- ❖ The spirit of the rule here is that this should only be used in active combat to a downed ally, it cannot be used to give an ally a free Second Wind. If unused, the Second Wind expires in 10 minutes.

Squire: 3CP or 45FP to acquire the skill, and 5FP per Usage Chit

- ❖ “By my voice, you’re going to be great.”
- ❖ If a player has attended 5 events or less, they gain any 3 of your skills for the rest of the event. These skills are still subject to the hourly resets and it is your responsibility to teach them how to use them during training.
 - Prerequisite skill is not required if all three skills are under the same tree (Mage, Warrior, Rogue, etc.).
 - Skills cannot be duplicates or doubles (they can’t gain two of your Assassins)

Wartable Specialists

This is a summary of the Specialists. If you want to learn more, head over to the full [Wartable document](#) – but be aware that it is undergoing reformatting and editing (no content is changing, just copywrite editing). Actions that are introduced and resolved at game events, but the character actions described by the Wartable Activities happen between games.

Commander - 3cp or 45 Feather points

This is a skill that allows you to direct movements on the Wartable, allocate troops, and allot resources. At events, you may collect the Wartable Chits of other characters that represent their assistance in between games towards the chosen mission. You will receive a Commander Missive at the beginning of every event, to be turned in with your collected Wartable Chits.

This skill does not count towards your 55cp character point cap.

Researcher - 3cp or 45 Feather points

Research activities will be based on player request, rather than plot driven lines of research. The Researcher skill allows a researcher to uncover secrets, conduct investigations, or embark on other Research Activities that would be too time consuming to play out in game. You will receive a Researcher Missive at the beginning of every event, to be turned in with your collected Wartable Chits.

This skill does not count towards your 55cp character point cap.

Spymaster - 3cp or 45 Feather points

This skill represents a player's ability to gather information on a specific group or character between events or their ability to create false information. A Spymaster will gather Wartable Chits during an event and designate an NPC character or group to be the focus of their spying. Before the next event they will receive what information they could gather. In addition, a Spymaster can create rumors for the rumor mill that are false and have these added to the bag to be pulled at the beginning of the next event.

This skill does not count towards your 55cp character point cap.

Builder - 3cp or 45 Feather points

This skill allows Builders to take on projects to enhance the world outside of New Haven, such as building a barn for the farmers or repairing roads to enable travel more easily. A player with this skill will designate what they are attempting to construct between events and then can gather Wartable Chits at the event. How much work will need to go into the project will be set by plot, and a level of progress will be determined between events. Some projects may take multiple events to complete.

This skill does not count towards your 55cp character point cap.

Bow and Crossbow Rules

The maximum force the bow places on the arrow must not exceed 28 joules since this is the joules rating of IDV arrows and bolts.

Compound bows are not allowed.

To figure out the maximum poundage your bow can be so that the force stays under the 28-joule rating, you must first determine what its extension stroke is. Secondly, look up the measurement on the maximum poundage table. This will give you what poundage bow is allowed for that bow or crossbows extension stroke. We did all the math for you!

For all weapons that can use arrows or bolts the extension stroke is found by the brace height of the bow from the draw of the bow. For instance, a bows brace height is 12 inches and its draw is 28 inches. Its extension stroke is then 16 inches. This means the bow poundage has to be 32 pounds or less.

Draw - Distance measured between the inside of the handle of the bow and the string of the bow in full extension.

Brace Height - Distance between the inside of the handle of the bow and the string of the bow while not extended.

Extension Stroke - Corresponds to the difference between the draw and the brace height of the bow.

In order to facilitate the approval of bows and crossbows, we have kept their specifications relatively simple. However, the evaluation of the safety of a weapon remains at the good judgment of the weapon inspector.

If your bow fires over 100 feet, then it probably will not pass inspection.

Guide to the extension stroke vs max poundage:

EXTENSION STROKE	MAXIMUM POUNDAGE
8 INCHES OR LESS	60
9	56
10	51
11	46
12	42
13	39
14	36
15	34
16	32
17	30
18	29
19	27
20	26
21	25
22	24
23	23
24	22
25	21
26	20
27	19
28	19

Weapon Construction

Approved Cores

- ❖ Up to 1" schedule 40 PVC pipe. For weapons up to 72" only. Can be purchased at any home improvement store.
- ❖ $\frac{3}{8}$ " and $\frac{1}{2}$ " Fiberglass or epoxy wound rods. $\frac{1}{2}$ " used on weapons above 44" only. www.grainger.com
- ❖ $\frac{3}{8}$ " and $\frac{1}{2}$ " Carbon fiber rods. $\frac{1}{2}$ " used on weapons above 44" only. dragonplate.com
- ❖ 1" fiberglass Bandshoppe pole (only for polearms or spears 72" and up) www.bandshoppe.com
- ❖ $\frac{3}{4}$ " to 1" bamboo poles (only for weapons 72" or longer)

Approved closed cell foam

- ❖ Medium density EVA foam (EVA 50). www.foamorder.com
- ❖ Medium density Cross-linked Poly foam (2 lb.). www.foambyemail.com
- ❖ High density EVA or cross-linked poly foam such as work out or play mats cannot be used for weapons, but can be used for shields.
- ❖ Pipe foam can be used for shafts of hafted weapons, staves, or pole weapons. Can be purchased at any home improvement store.

Construction

- ❖ The striking surface must be covered by no less than $\frac{1}{2}$ " of approved closed cell foam.
- ❖ Hafts must be covered by no less than $\frac{3}{8}$ " of approved closed cell foam.
- ❖ Only the handles, to be no larger than 12" can be bare of foam.
- ❖ Pole weapons (weapons greater than 72") must have a distinctive mark 20" from the base. The weapon can only be used if at least one hand is above this mark at all times.
- ❖ Weapons up to 60" in length may weigh no more than 3 lbs., Pole weapons greater than 60" may weigh up to 4 lbs.
- ❖ Flail chains can only be made of rope or leather and can be no longer than 4" from stick to ball.
- ❖ Arrows can only be flat tipped IDV arrows. www.epicarmoryunlimited.com
- ❖ Crossbow bolts can only be IDV. www.epicarmoryunlimited.com
- ❖ All weapons must be latex or rubber coated and painted to look realistic.
- ❖ No use of gorilla glue, hot glue, or any other hardening glues near or on striking surfaces.

Coming soon: Specific shield construction guidelines!