

Magehome LARP

AN EXTRACT FROM THE MAGEHOME LARP

PLAYER'S PRIMER

by Dave Wainwright

AN INTRODUCTION TO THE

SCOTT

CLASS OUTLINE



SCOUT

These wanderers of the land are said to stand against all things that threaten life. More practically, they are often highly valued for their ability to escort a group from point to point more safely than anyone else. They are able to track almost anything and with the little smattering of magic available to them make an invaluable member of a group. They are the most knowledgeable in survival techniques and can quite often seem to pull food out of nowhere, should the need arise. They can be found most anywhere away from towns and only normally venture into towns to look for work or for special supplies.

Their survival knowledge is second to none and it is true to say that some *Scouts* know the world below as well as any Stygian Elf, the forests as well as any Wood Elf and, it is said, the land better than any God. The few simple magics they can cast are more of a natural gifting rather than a learnt spell. To this end, although they have the ability to spell cast, they are not able to learn magic from Wizards and other spell casters who have knowledge of the learnt magics. It is also the case that these others are not able to learn the NATURAL MAGICS unless they too are *Scouts*.

SKILLS AVAILABLE

SKILL/ABILITY

Alchemical Script
 Alchemy - Concoction - Shard I
 Alchemy - Concoction - Shard II
 Alchemy - Concoction - Shard III
 Alchemy - Concoction - Shard IV
 Alchemy - Concoction - Shard V
 Ambidexterity
 Armour - Light
 Armour - Medium
 Armour - Heavy
 Armour - Elven Mail
 Bind Minor Wounds
 Bind Major Wounds
 Body Points - Basic (2)
 Body Points - Body Building
 Body Points - Endurance

Bravery
 Cartography
 Component Foraging
 Cover Tracks
 Creature Knowledge
 Cut Throat
 Detect Traps
 Disarm Traps
 Discern Wounds
 Etiquette
 Evaluate
 Forest Lore
 Identify Tracks
 Literacy - Basic
 Literacy - Advanced
 Lore
 Magical Identification
 Natural Magic
 Numeracy - Basic
 Numeracy - Advanced
 Orientation
 Power (49)
 Shield
 Skinning
 Strength
 Strength Subdual
 Subdue
 Survival - Arctic
 Survival - Desert
 Survival - Forest
 Survival - Mountain/Hill
 Survival - Open Planes
 Survival - Sea
 Survival - Underground
 Teach
 Tracking Indoor
 Tracking Outdoor
 Trail Talk
 Weapon Skill - 1 handed
 Weapon Skill - 2 handed
 Weapon Skill - Bow
 Weapon Skill - Dagger
 Weapon Skill - Pole
 Weapon Skill - Thrown
 Weapon Speciality
 Weapon Smith - Repair
 Weapon Smith - Create