

**`Dumnonni Chronicles in association with Burnt is Clean  
Productions presents**

**The Official Burnt is Clean  
Papers purporting to be the common regulations,  
gentlemen's rules of engagement and thieves' code**

**© 2005 Burnt is Clean – All rights reserved, all wrongs  
denied**

**Welcome**

Thank you for your interest in our events

We have been inspired by films such as Pirates of the Caribbean and Princess Bride to bring you a tongue in cheek but serious role play based on a piratical theme. We want more dread pirate Roberts than peg legs and parrots. Please no Seaman Staines or Master Bates. Buckles must be swashed at all times.

**The setting**

The year is 1685\*, (\*see disclaimer) King James II is on the throne, after a long and protracted war with the Spanish the country is finally at peace, although those Frenchies have got it coming. The King recruited many 'Privateers' in the war with the Spanish and has now withdrawn his support for them and many have turned (back) to piracy. Local taxes are very high so many people are falling on the wrong side of the law trying to make a living. Highwaymen and bandits live by their wits and a good living is to be made in collecting the bounties on such men.

### **Likely character types**

~~Pirates~~ Freelancers, freebooters & freeloaders, bounty hunters, gentlemen adventurers, highwaymen, smugglers, duellists, gamblers, charlatans, n'er do wells, traders, mule skinnners and stevedores. We would like to supply character briefs and tailor encounters to players, so please send your character ideas as soon as possible.

Please remember that walking up to someone and saying 'hello I am a pirate' is the same as 'hello I am a murderer, please report me to the nearest law enforcement agency or form a lynch mob and burn me'.

### **Suitable Costume/Accessories**

We are going for a classy but scabby look. Seek inspiration from Princess Bride/Pirates of Caribbean not your local fancy dress shop.

Think sassy not sissy.

A big puffy shirt, big baggy trousers and boots are not too difficult to get together. Lots of belts, hat and accessories can lift the most basic costume; resources are at the end of this booklet.

Guns should generally be of the flintlock/matchlock variety, modified to fire caps. (Please no blank firers or genuine black powder).

Crossbows are permitted, including those natty little pistol ones. Bows were still in use by some poachers, but would be frowned upon in polite society.

Swords and melee weapons should be of the latex variety. These will be safety checked before the event starts.

### **Disclaimer**

These Events bears no resemblance to any known period of history, nor to any real persons living or dead.

Any historical accuracy is completely unintentional and the producers have in no way intended to disseminate any unwelcome knowledge, facts or realistic depictions of past events. Neither is it their intention to condone, encourage or endorse any kinds of filibusterin', brigandage, gamblin' buccaneerin', nor any other sorts of criminal, piratical, or swashbucklin' behaviour. By the powers, and stap me vitals if it aint

Nothing to see here, move along.

Thank you for getting through that lot

Simon & Lawrence

Gratitude to

Lucy & Oisín & Torin, Vicky & Joe

Lawrence Penfold – Co conspirator

J P Freeman esq. – Hysterical Consultant

Dave, Mark & Ruth – Loan of Dumnonni Kit

Mark – Loan of Shadowrealms Kit

Grimm Tales – Loan of Grimm Tales Kit

Ben, Rob, James, Andy and the lads

Everyone else for contributing to the events

### **Game money**

For purposes of game interaction, no players will begin with any cash. You can make your own back story regarding this, robbed, invested, lost or awaiting a deal. However you can bring something to trade if you wish. Entertainment is limited so you could always sing or tell a tale for your supper. There will be plenty of characters wishing to buy things or to send you on little errands in order for you to make some money or you could just rob all and sundry.

There will be plenty of things to purchase. The bar will sell drinks, there are rooms to rent in the inn, food will be available and all manner of things will be available in the market place. Of course for those who find that they have too much money you can gamble or employ others to do your dirty work.

We would really like the acquisition of wealth to be a major drive for most characters and we will provide a ‘prize’ for the wealthiest person at the end of the event.

We will be providing coins and paper money for the event.  
The currency system is as follows:-

<b>Fine Gold</b>	Sovereign	30	Shillings
<b>Gold</b>	Pound	20	Shillings
	Angel	10	Shillings
	Half Angel	5	Shillings
<b>Silver</b>	Shilling	12	Pence or 1 Shilling
	Sixpence	6	Pence
	Groat	4	Pence
	Half Groat	2	Pence
	Penny	1	Pence
	Halfpenny	½	Pence

#### The guinea

A guinea was £1-1s-0d. It was considered a more gentlemanly amount than £1. You paid tradesmen, such as a carpenter, in pounds but gentlemen, such as an artist, in guineas. It was a tradition in the legal profession that a barrister was paid in guineas but kept only the pounds, giving his clerk the shillings.

Also to give you an idea of how much money is worth, as a very rough guide 1 penny is about 1 modern pound.

6) You are travelling in Australia and spot a herd of sheep, the correct phrase to use is?

- (a) 'Look at that herd of Kangaroo'
- (b) 'Look at that herd of Parrots'
- (c) 'Look at that herd of indigenous peoples, I really must integrate myself with their society and learn about their culture'
- (d) 'Look natives, kill, kill, burn!'

7) What is the best way to avoid the worm?

- (a) Walk without rhythm
- (b) Pogo
- (c) Buy a cure from Messrs Cladius & Thadius
- (d) Stay away from Topsy Ann

8) Choose the word that best represents your feelings:

'Upon completion of reading the Burnt is Clean Regulations, I would describe my mood as \_\_\_\_\_'

- (a) Excited and generous, I may just spontaneously send some money to support the cause of Swashbuckling role play
- (b) Grumpy
- (c) Sleepy
- (d) Bashful

#### Results

You score 125 points for each answer (a)

You score nothing for any other answer

You must score 1,000 points to be triumphant.

You receive 10xp and you may put these points towards your body development or ninjitsu skill.

- 2) What is the 'Hero point' word?
- (a) Hussar!
  - (b) Grrrr!
  - (c) Binky!
  - (d) Everything I say is a hero word.
- 3) How many pennies to the shilling?
- (a) Twelve
  - (b) 2 Guineas
  - (c) 14 Groats
  - (d) A Monkey
- 4) What is the address of the fabulous Burnt is Clean website?
- (a) Burntisclean.co.uk
  - (b) Mayfest.co.uk
  - (c) Lustypiratebabes.com
  - (d) Amazon.com (really disappointing as no actual amazons)
- 5) Just to re iterate, how many gunshot hits can you take in our one hit system if you are not wearing a plate male?
- (a) Just the one and no more
  - (b) Plenty
  - (c) d8
  - (d) Quad

### **Decorum**

Even though most characters are going to be n'er do wells, please keep all insults and sentiments within the game. We are all *playing* and wish to have *fun*. Everyone please note that there is a line and anyone deemed to be crossing it will be asked to leave the event. In addition please limit your drinking to a sensible level. Guns and alcohol are not a good mix and people could get hurt (look at America). We will reserve the right not to serve you and the right to call time as, when and if we see fit. Again, please do not cross the line.

The whole event is going to be full of people trying to stitch you up. You will probably going to spend a lot of the event trying to stitch up other people. Please do not take things personally and be prepared to be done up like a kipper.

### **Rules Of Engagement**

#### **Combat**

Heaven forbid the fact that someone may actually take up arms against their fellow man, but we have included these rules just in case. Combat will be quick and dangerous; if someone gets the draw on you then you are in serious trouble.

#### **Weapons and amour values**

All guns, arrows, swords and miscellaneous melee weapons do one point damage.

Armour - only counts for melee attacks.

Leather = 1 point armour

Metal (V rare) possibly breastplate / chainmail = 2 points.

Chainmail was still worn by some 'freelancers' and n'er do wells.

Just a quick aside for those of you wishing to dust of your plate mail.

Armour has no effect against guns. Well all right if you really do have a plate breastplate and wish to clank around for the whole weekend looking hot and tired, you can have one armour point against guns. Chainmail however is completely ineffective against guns.

### **Flintlocks and insults at dawn.**

Guns of the era were notorious for misfires and inaccuracy at range. Guns should be adapted to fire caps or the like. No bang then no fire.

In order to shoot at range, your target needs to be aware that you are shooting them. We will be adopting an insult system for targeting. You must get your targets attention and insult them. The better the insult the better the shot. Monsters will be briefed to react accordingly and we would like players to enter the spirit of things.

Non latex guns must not be used in melee under any circumstances.

Please do not fire point blank into anyone's face. Sparks can still fly into people's eyes and the noise can be quite painful.

### **Bombs**

Bombs are available but quite expensive. Bombs were pretty much nail bombs and quite deadly. They wound to an area affect of 5' radius and will send those within 10' flying from the blast. Fuses of the era were pretty poor and anyone who wishes to use a bomb must 'light' it and count to ten before it explodes. Anyone in their right mind would be wise to vacate the area.

### **Monsters**

'Monsters' is such a vulgar term and should be read as non player characters. Monstering is free and we welcome as many monsters as possible. Please bring your own tent and food. Inn places and spare food will be made available to monsters subject to resources. We welcome new and experienced monsters and would ask you to provide as much costume as you can. Please send a booking form so that we can send you further monster information.

-----

### **Comprehension Exercise**

Please answer all questions to the best of your abilities. Time allowed 30mins (ish)

Hint: The answers are all (a)

- 1) How many flintlock hits can you take before the fickle figure of death approaches?
  - (a) One
  - (b) Six
  - (c) Depends if you include hits taken by dodge skill and body development
  - (d) Depends if anyone is looking

I have concocted a simple template chart table locality situation cross reference matrix to establish the transfigured modified converted sheep identity. This will ensure functionality of identifying the transmogrified beasts.

Location	Sheep transfiguration
North America	Buffalo
South America	Llama
Australia	Kangaroo
Artic	Polar Bear
At Sea	Sharks
Windies	Antelope?
Caribbean	Errr, parrots?
England	Sheep – no transmogrification required

For example if we were running an event based in South America and you wished to say ‘Look at that herd of sheep’ you would exchange the word ‘sheep’ for ‘llamas’ and concoct the new phrase ‘Look at that herd of llamas’. Simple.

\*Please see disclaimer – none of this is actually true

### Damage and healing

You have **one** hit point. Yup, just one, not two or three, just one. If anyone would like to take issue with this I can stab them with a sword or shoot them with a gun and then we could discuss how many hits they can take without dying.

After you have taken your hit and at nil points you are downed and can act at reduced capacity at your own risk. You can get up and hobble, or walk with assistance and continue to fight if you so wish, however taking further damage will be very dangerous.

Should you take another hit and put at minus hit points you are out cold and ask risk of death. You will need at least 10-30 minutes healing and lots of TLC to recover to 0 hp

If you are at 0 hp and you are bandaged\* or given a suitable remedy\*\* or use a hero point (see later) you are healed back to 1 hp. You are still in a lot of pain and any affected limbs may still be out of action for a while.

\*Bandaged. This means a proper bandage job, not just a rag wrapped around your leg hanging around your ankles.

\*\*Suitable remedies will be available at ref judgement.

As you can see it is a good idea to get healed as quickly as possible to prevent any further deterioration. The wise man would play dead or just keep his head down when injured.

### Canon

If you are fired at by a cannon are in anyway close to where it is aiming, you need to use a hero point or die.

### **Bar room brawls**

Any combat in the inn or major hand to hand brawls must be done very carefully. There will be candles and dangerous objects around. To ensure safety all bar room brawls will take place in slow motion. Everyone in the bar will be reduced to half speed until the fighting finishes.

Special bar props will be available eg latex bottles.

Damage will be up to yourself, generally after being whacked a couple times you will go down.

### **Socks and cut throats**

If you are attacked unawares you can be ‘socked’ and subdued and knocked out.

Cut throats are possible and count as an instant down. Please use LRP cut throat method, do not pull latex weapons across peoples necks as you can do quite a serious friction burn.

### **Hero points**

Each player has one hero point per day, which they can use in various ways.

**‘Tis but a flesh wound/hit my lucky locket etc-** Take a hit without damage. You can use your hero point to put you from zero to one hit point or from minus to zero. Suitable props would be an advantage.

### **Sheep**

Now I expect you think I am going to launch into an overlong and complicated discourse into the virtues of sheep in the year of our lord 1685 and as so as to not disappoint you, I shall. Now it is true fact that this is the year when King James II was presented, by one Mister David Jones of Swansea, with a new variety of sheep called the ‘Jolly Roger’ and that does fit in rather well with the whole theme of our events. The King however was not impressed, having no particular interest in sheep other than their use as a tasty by-product of the wool industry. Also sheep related, was the passing of a law that forbade the taking of sheep from common ground by the landed gentry\*. This law we shall pass unto the system and so therefore when using the Exbourne site we categorically forbid the taking of sheep by gentry.

Also when using the Exbourne site we may be pretending it to be situated in various exotic locales. When this is the case we shall be using various sub rules as to what the sheep may be, plainly it would be silly to be in a field of sheep whilst pretending to be in Australia.

### **Special Items**

Some items may have special abilities or need some clarification by a ref. Should you find an item with a note on yellow paper attached or inside, please do as the note instructs.

### **Looting**

NPCs are available for looting. However we would ask for people not to loot guns from bodies. I'm sure you would hate for the monsters not to have any weapons.

### **Player v player and death**

It's going to happen, so trust no one and keep your wits about you. We would ask that you adhere to the standard code of not killing your fellow player, but accidents can happen. As for death, there is probably going to be a lot of it around. We are not intending a slasher event, but it would probably be wise to have a few spare bits of kit and a spare character just in case. Please no twin brothers.

**Heroic Combat** - 30 seconds of slow mo action. You must wind up with a suitably heroic speech and then announce hero mode. Everyone else goes into slow mo mode whilst you can continue at normal speed. You can be damaged during hero mode, taking damage at the end of the 30 seconds. It would be wise not to take too many hits during hero mode as you could quite easily end up dead.

**Crack shot/disarm** - either using a gun or blade you can disarm a person rendering their weapon useless until repaired. Or you can make an otherwise (non fatal) amazing shot.

**Blather** – You can tell an outrageous lie and a person will believe you. This may be used against multiple people depending on how convincing your lie is.

**Intimidate** – You can use your strength of presence to intimidate someone into doing a three word command. Eg 'Drop your weapon'. You must build up with a suitable speech

**Rabbit punch** – Unarmed you can 'hit' someone and cause an instant knockout. (Please don't actually hit anyone)

To identify when you are using a hero point you must use the word 'Hussar!'

You can use your hero points for other things in discussion with a ref.

You can gain additional hero points for deeds within the event.

## **General other rules**

### **Disguise.**

The people of the day did not have the multi media capabilities of the modern day; as such they could be easily confused by almost any simple disguise (saying that no one in metropolis ever worked out the Clark Kent/superman thing). For instance if you are held up by a masked bandit and later meet someone in almost identical clothes but with no mask, you will not be able to recognise them. (Of course I hope no one takes this to mean that they can just run about as masked bandits, robbing all and sundry with no repercussions). In order to recognise them you will have to find some evidence of their banditry. The penalties for any bandits that are caught will be severe.

### **Pick pockets/Move silently/Open locks/ Climb Walls/Set Traps/Animal Empathy/Levitation etc etc**

What ever you can actually do you can do, if you cant then you cant.

### **Formal Duels**

Duelling was a very popular pastime and could be a career in itself (often short-lived). To initiate a formal duel you must state your name, your grievance (real or imaginary), the time and the place of the duel and acceptable weapons. The challenger must provide a 'man of standing' to referee the duel. The challenged may accept and decides upon weapons of choice of those offered. Both parties have to agree to the fairness of weapons to be used and the challenged has final choice. Both parties also have the right to have a 'second' to assist them in preparations and even to stand in should this be required.

Before the duel both parties must agree the level of duel (first blood or to the death) with the referee and agree that the duel shall be the end of the dispute and no further action shall be taken regarding the dispute. In the case of a pistol duel the challenged must also decide whether to give insult or receive and riposte.

By the blade. – The participants face off and fight to the agreed terms.

By the pistol – The participants stand back to back and walk ten paces. The first insult is made and the opportunity to riposte is made. Shots are then fired. Depending upon the quality of insults and whether the pistols actually go off, one, both or none of the parties may be injured. If the duel is to the death, another round is made with the other party initiating the insults.

To continue a first blood duel after it has been won or lost is a criminal offence and the referee and seconds have the right to shoot any transgressors.

To not accept a formal duel is generally seen as bad form, unless the reason for the duel is frivolous.