The Slayer Handbook…wait, wrong series. The Player Handbook is an downloadable guide that contains all the rules and regulations one must know and obey in order to properly coexist in the RPG, ***Charmed: Age of Prophecy***. Study it. Learn it. Apply it. Or else. Seriously…or else.

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The Player Handbook

A guidebook to the ***Charmed*** role-playing game *Age of Prophecy*

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Member Etiquette

Being a mature and advanced role-playing community we expect current and potential members to behave in a civil and respectable manner. We follow the golden rule that you should treat others as you would have them treat you in return. Here you can read up on the important rules for keeping our online community friendly and in order.

DOUBLE POSTING

Double posting is not allowed, simple as that. If you made a mistake in your post you can always go back and ***Edit It***. If you find that your Original Character is stuck in a place where they are left alone, you can just go back and edit your last post stating that your character is going someplace else.

I. <u>Role-Playing Forums</u>

There are only three places where double posting is allowed.

1. In your Journal Thread
2. In an Apartment/House
3. In your Magical Tome

Another exception to double posting is when your character leaves a particular location. As long as your character's last post is similar to the example post below they can return to the same location and post again even if no one has posted there since their character left the thread awhile ago. For example:

> **"QUOTE" - Beach @ The Pier {Old Post}**
>
> Matthew Johnson looks at his watch and notices how late it actually is. "Paige is probably freakin', I'll never hear the end of it." Picking up his things he leaves the pier and goes back to his Apartment within **Bay Hill Apartments**.

You may return to the thread in a new post, even if no new post from another member/player has been added.

> **"QUOTE" - Beach @ The Pier {New Post}**
>
> Matthew returns to the pier after his meeting with Paige. *(I wonder how long she is going to stay pissed at me?)* He looks out into the ocean blue, glad to be at a peaceful place where he can relax and update his spellbook unbothered.

II. <u>Out of Character Forums</u>

Double posting in the OOC Forums is not necessarily forbidden, but should be avoided at all costs. Members who post in the OOC threads with back to back posts every five minutes (more or less) will receive warnings, and be faced with possible suspension from the board.

However, if it has been ***24 HOURS*** since you have posted in a thread and no one else has posted feel free to add a new post without worrying about posting back to back. It should also be noted that any constant double posting consisting of SPAM will result in an immediate three day suspension from the board.

META-GAMING

This is one of the biggest no-nos at the RPG. Meta-Gaming is simply not allowed here. What is meta-gaming? Well it can be classified as a number of things, but for *Charmed: Age of Prophecy* we have a list of what we consider meta-gaming.

The List:

- Creating your own Non-Player Characters. For instance, introducing a secondary (usually unapproved) character within one of your in-character posts whom interacts with your existing character. It could be an actual person, someone driving, etc.

- Controlling other characters' actions and reactions. When you post the actions or reactions of another character in your own posts.
- Having your character ***illogically*** and ***without reason*** head to a particular location just because a great deal of action is taking place there, a magical item/tome can be found there, and/or because a particular character is there alone.
- Having your character use or possess outside knowledge that you the player know, but is something the character themselves should have no idea exists. Please make sure you do not do anything on this list while role-playing.

The list will be updated when need be.

I. Meta-gaming in terms of fighting

When it comes to fighting in this RPG, you need to get to the point with the move and make it, but there are no auto-connects and no auto-kills. Here's an example of an acceptable move (with basic characters):

> ....Courtney runs forward and swings her sword at Phoebe's neck.

Such a move leaves the following options for your opponent:

> - Phoebe has the opportunity to block
> - Phoebe has the opportunity to counter
> - Phoebe has the opportunity to accept the hit
> - Phoebe has the opportunity to run away

All of which are acceptable reactions (when done within reason, blatant avoidance of attacks to unrealistically keep a character alive will not be tolerated) that keep the role-playing environment fun for everyone while still allowing player-to-player combat. By allowing the other player to react, you keep things fair and open-ended and prevent yourself from trying to control the plot or fight when you have no right to.

MISTREATMENT OF REGULATIONS

Mistreatment of other users in any way, shape or form is strictly forbidden here at *Charmed: Age of Prophecy*. The same for intentionally breaking any one of the rules. If a user has broken a rule or mistreated a member unintentionally they will just receive a warning from our staff.

However, members who are caught breaking rules or mistreating members intentionally will be suspended from the board for 2 weeks, and if they continue to break rules and/or mistreat others after they're off their suspension, they will be banned from the board.

Warning System Guidelines

1st Offense = Warning
2nd Offense = Suspension
3rd Offense = Banned

If you feel that you or another member are being mistreated, contact a Moderator or Admin immediately so that the situation can be taken cared of. Try PMing a Moderator or the Admin that is online during the same time you are online to get the quickest response. So please treat all members with respect, and the same will be done to you.

MODERATION PREVIEW

None of us are perfect. Some of us misuse grammar and make errors when it comes to spelling, but with some it is a bit hard to read through when their entire post is nearly grammatically incorrect.

For this reason we have implemented a system to correct this by making use of the moderator post preview system. The staff will check the grammar and spelling of all posts and if a member's grammar and spelling are in bad shape, that member will go on moderation preview; meaning their posts won't show up on the board unless a moderator or the Admin have checked it over and edited out any and all grammatical mistakes first.

Members with poor grammar usage will receive a warning, first hand, but if the bad grammar continues they will go on moderation preview. Only if they improve on their writing/grammatical skills, will they be able

to post freely on the board again...it's kinda harsh and may scare off some members, but it's the only way the staff can think of to get some people into reading over their posts before hitting that submit button.

So remember, be wise and revise before posting. In the RPG, your typing serves as your way of bringing life to your character: it gives people first impressions of them, and reinforces them as relatable people. If you take the time to review your posts before hitting 'submit', you will save those playing with you, the staff - and yourself a great deal of grief.

POSTING & TIME ZONES

Since this is a play by post role-playing game, there will be times when the players of a certain RP will not be online at the same time of the day. We have members that span across the globe, so please try your best to be fair. Just remember to take into consideration the fact that we all live within different time zones and cannot always be present on the board within the same time frame.

It is asked that you be fair and do not block out a player's character from a RP because they are not on at the same time that you are. If it becomes apparent that a majority of posting is going on without any response from one player, please cease posting for a day or two to allow the "missing" player to get in a post and not be shut out of the RP entirely. Just be curteous and all will go well.

POSTING FORMAT

To keep the interactive role-playing on the board seamless, we have a set format for the members/players to follow when posting in character.

Please write in the third person of "he, she, it" rather than the first person of "I, me, my". To write in the latter form will only serve in adding confusion, as those reading your post will have to look at the author's username and remember who they are playing to figure out who they are writing about. Please try to identify your character by name within your posts at least once to help to avoid confusion of any kind.

Also please write all posts in Prose Story Format and in the present tense. An example of such can be found below when writing out your character's actions.

> **QUOTE (Posting Actions)**
> Hilary walks into the manor's kitchen and spots Piper near the sink. She needs to make sure Phoebe gave Piper the proper ingredients for the vanquishing potion if they are going to protect the innocent from the Matinnenfor demon. Walking across the room towards the Charmed One, Hilary stands next to her as she nervously begins to speak to the older witch.

When it comes to penning your character's spoken word please remember to start and end each dialogue with double quotation marks (" "). Also do not forget to end your character's dialogue with the proper punctuation; periods (.), question marks (?), exclamation marks (!), or ellipses (...). When using ellipses please only use three (...) excessive ellipses, such as (.....) can be very annoying and disruptive of posts. Please follow the example posted below.

> **QUOTE (Posting Speech)**
> "Piper..." Hilary began, nervous about being alone with the Charmed One. "Did Phoebe give you the ingredients to the potion?"

When writing out your character's thoughts please remember to do so in italicized with or without ().

> **QUOTE (Posting Thoughts)**
> *(I wonder if Piper is even listening to me.)*
>
> or
>
> *I wonder if Piper is even listening to me.*

When it comes time for your character to move onto a new location (thread) please state

where your character is moving onto so that others can be aware of their departure. To make it even more clear as to where your character is heading off to, please bold/embolden the new location (thread name). Some player's, to make it easier to follow a character's storyline from location to location, link the new location's name with the accompany url link. For example:

> **QUOTE (Leaving A Location)**
> Hilary rolls her eyes at Piper's utter ignorance of her presence. Biting her lip, she sighs at her lack of connection with the eldest Charmed One and she leaves the room, heading into the **dining room**.

If you don't feel like going anywhere in particular, but still want to exit a thread just post something similar to the following:

> **QUOTE (Leaving A Location)**
> Hilary rolls her eyes at Piper's utter ignorance of her presence. Biting her lip, she sighs at her lack of connection with the eldest Charmed One and she leaves the room, walking out of the kitchen's back door, with **no new particular destination in mind**.

Note that one should avoid using the latter, as it throws off those who are reading your posts. One should only use the latter approach when they will be away from the board for an extended period of time and want to put their character off somewhere to keep from hindering game play. Below is a full example of an in-character post.

> **QUOTE (Character Post Ex.)**
> Hilary walks into the manor's kitchen and spots Piper near the sink. She needs to make sure Phoebe gave Piper the proper ingredients for the vanquishing potion if they are going to protect the innocent from the Matinnenfor demon. Walking across the room towards the Charmed One, Hilary stands next to her as she nervously begins to speak to the older witch.
>
> "Piper..." Hilary began, nervous about being alone with the Charmed One, "Did Phoebe give you the ingredients to the potion?" the young witch asks while leaning against the kitchen counter. She watches Piper closely, and after awhile of not getting a response she thinks to herself quietly.
>
> *(I wonder if Piper is even listening to me.)*
>
> Hilary rolls her eyes at Piper's utter ignorance of her presence. Biting her lip, she sighs at her lack of connection with the eldest Charmed One and she leaves the room, heading into the **dining room**.

In addition, here are some helpful codes you may need to use when writing out character posts.

Bold Text
CODE
[b]Bold Text[/b]

Italicized Text
CODE
[i]Italicized Text[/i]

Underlined Text
CODE
[u]Underlined Text[/u]

Color Text
CODE
[color=blue]Color Text[/color]

Linked Text
CODE
[url=http://www.url.com/]Linked Text[/url]

POSTING OUT OF CHARACTER

Posting out of character is simply not allowed within the **IN CHARACTER** forums on the board. If you would like to post out of character please do so in the **OUT OF CHARACTER** forums. If any member posts **OOC** in their character posts; the posts will simply be edited out and the member will receive a warning.

SIGNATURE BANNERS

Although members are allowed signature banners (as representations of your characters only), there is a limit in the size they must be. Your signature banners should be no larger

than **70,000 PIXELS**. Now you may be wondering, how do you know if your banner is larger than 70,000 pixels? Well it's rather simple, just multiply the width and height of your banner: width x hieght {500x500}. If you signature banner is 500x500, just do the multipulcation.

500 x 500 = **250,000 PIXELS**

Which means you sig banner is too large. So as long as the width and height multipulcation of your banner isn't greater than 70,000 pixels than you're fine. Also try not to make your sig banners vertical, but horizantal.

Game Guidelines

Every world has universal rules that governs how it operates, and the *Charmed: Age of Prophecy* universe is no different. The guidelines pertaining to how our role-playing world functions can be reviewed below.

BANKING SYSTEM

All characters good or evil will automatically get a bank account with a balance of **$2000.00** and will have an ATM card handy when they join the game. All characters will use ATM cards when purchasing any type of product within the game, and when at a restaurant, club, etc. they must pay using their ATM card and the payment will be drawn automatically from their account. Paper money and coinage does not exist in our role-playing game's universe. For more information, refer to our **Monetary System** guide (located within the role-playing forums).

(No character should be walking around with any type of montary bills or change. Even "payphones" will require ATM cards.)

When making purchases please embolden exactly how much of your money you are spending. It will be logged how much money you withdraw from your bank account so please do not try to make your pockets pitless. All payments from jobs performed are forwarded directly to the character's bank account as well.

ATM CARD USES:

1. You can use your ATM card to purchase any item in the game.

2. You can use your ATM card at the **ATM MACHINE** to view your account balance.

Using The ATM Machine:

Confused on how the **ATM MACHINE** works? Well don't fret, here are the guidelines for using the **ATM MACHINE**.

> Step 1. Once you arrive at the **ATM MACHINE** insert you ATM card and wait for a response from user **ATM MACHINE** by doing so like this:
>
> *Simple Example: Alyson walks up to the ATM Machine and inserts her ATM card.*
>
> Step 2. User **ATM MACHINE** will ask you to PM it your four digit password, that the Bank Teller PMed to you.
>
> Step 3. Once your password is confirmed user **ATM MACHINE** will ask if you would like to to view your account, then it will show your current balance.
>
> Step 4. User ATM Machine then will ask if you would like to make another transacition. If you reply no, the **ATM MACHINE** will return your ATM card. If you reply yes user **ATM MACHINE** will start over again at step 3.

CHARACTER DEATH

When entering the world of *Charmed: Age of Prophecy* you may have some concerns about death in relation to your Original Character. You may wonder if your character can die, what happens after your character dies, and will you be banned from the board once your character dies. To help you understand the logistics about death in the *C:AoP* world here are some frequently asked questions about character death:

- ***IF MY CHARACTER DIES, MAY I CREATE ANOTHER?***
  Yes you can create another character, but you must go through the audition process again before your new character is created. However, returning members falling within a **THREE MONTH PERIOD** from their OC's death may skip over the questionnaire portion of the audition.
- ***CAN MY CHARACTER COMMIT SUICIDE?***
  Yes a character can kill themselves, it's not as if someone can stop them. But why would a character want to commit suicide? Remember to be logical when playing your role in the world of *C:AoP*. It should be noted that one should not kill off their character so they can create a new character in hopes of getting a better power, species, or storyline. This will result in either receiving the exact same power/species, no power at all (completely mortal), or rejection of their newest audition.
- ***CAN ANOTHER CHARACTER KILL YOUR CHARACTER?***
  Another character has no control over whether or not your character dies. Even if one character stabs another one in the heart, the 'wounded character' must post their death themselves. In extreme cases the **POWERS THAT BE** may post that a character has died if he or she has been severely wounded to the point beyond saving.
- ***WHAT HAPPENS AFTER MY CHARACTER DIES?***
  Depending on what force your character was associated with (Light or Darkness) they will appear in one of two realms. The **SPIRIT REALM** for good characters and the **WASTELAND** for evil characters. Once in the proper spiritual realm your character will be instructed on what occurs next by a **HIGHER POWER**.
- ***IF THE ADMIN AND MODERATORS FEEL YOU ARE NOT PLAYING CORRECTLY OR ABIDING BY THE RULES AND YOU'VE BEEN WARNED, CAN THEY 'WRITE YOUR CHARACTER OFF'?***
  Yes, but this will happen only in extreme cases. Those members who constantly on a day-to-day basis ignore the rules and warnings from a moderator or admin will have their Original Character "written off", in a sense.

HOW DO I PAY RENT?

So your Original Character rented their very own apartment. Well within the *C:AoP* world having them pay their monthly rent for their apartment is fairly simple. The amount of money due at the end of the month is drawn directly from your Original Character's account at the **BANK OF SAN FANCISCO**. As long as your Original Character has enough money in their bank account to cover the rent you have nothing to worry about.

Roommates:

If you and another player are sharing an apartment/penthouse with your OCs and you have both decided to split the rent evenly, you must inform the Super/Landlord of the designated apartment complex while **IN CHARACTER**. This is done not only to keep game play more realistic, but to also have the balance due to the Super/Landlord drawn equally from each of the roommates' account when it comes time to pay the rent. Otherwise the the initial character who applied for the apartment will be charged the full amount of the rent due from their bank account alone.

HOW TO READ PURCHASED TEXTS

Alright, so your OC purchased a spell book from **THE MAGIC BOX** located near **FISHERMAN'S WHARF** in the wonderful world that is *Charmed: Age of Prophecy*. Now they're ready to crack open those weathered old pages and absorb all the wondrous knowledge held within the old text.

But wait...how exactly does your OC **READ** the text when you don't even know what's in it?

Well after you have purchased a particular book from the occult shop the owner AMY MADISON will PM (Personal Message) you a password to a forum (located in TEXT INDEX forum) with the same title as the text you purchased.

Once you've used the password to enter the forum, you are free to read the contents of the text!

However, you must NEVER give away a password to a particular text forum. If a player is caught doing this they will have their book magically taken from them by the POWERS THAT BE and the password to forum of the text you possessed will be changed. You will also be banned from buying any further texts from THE MAGIC BOX until the Admin deems to lift the banning.

PERSONAL TOMES

One of the perks of joining *Charmed: Age of Prophecy* is that you get to create your very own spellbook/personal tome for **IN CHARACTER** use. A thread kept in the **TOMES OF MAGIC** forum will serve as a log of the spells, potions recipes, and other magical knowledge your Original Character writes down. Below are the rules and guidelines for maintaining a character spellbook.

1. You are in **NO** way allowed to post spells, potions, or information that has appeared on Charmed, or Charmed: The Virtual Season(s) that are in the Halliwell's *BOOK OF SHADOWS* in your own personal tome. The only information you are allowed to post in your spellbook thread is information you created yourself.
2: Before posting spells in your spellbook thread, you must have your character perform the action of writing the spell in the spellbook first.

Sample Post:
Matt sits at the kitchen table and writes an Invisibility Spell into his Book of Shadows.

Once you've done that you may go to your personal tome thread and post the spell you had your character add to his/her magical tome.

3. Certain spells from your spellbooks may be deleted from your personal tome by an admin or mod. Certain spells like time-traveling spells and healing spells shouldn't exist in your OC's spellbook.

How can a player time-travel in a RPG in the first place? Be sensible with time-travel you would be sending your character ahead or back in time, but the rest of the board will still be in the present time. There will be no where for you to post if you're not in the same time frame as everyone else.

Also healing spells are rare occurences that are highly frowned upon, players who cast healing spells on themselves all the time are virtually trying to make their OC invincible. It's not a witch's job to heal wounds, that's what whitelighters are for.
Any spell that seems unsensible to the way the *C:AoP* functions will be deleted from any players spell book.

4. In case anyone is wondering if they can edit their old posts so that they can add more spells to your spellbooks, you **CAN NOT** do that. That's in a sense **CHEATING**. That is not what the editing feature is for.

To add new spells to your personal tome you **MUST** put your character in a **NEW**

situation to add spells. If you can't put your character into a situation to add a new spell then just wait until they are able to. If anyone is caught doing so they'll receive a warning but if it continues to be a probelm their editing abilities will be stripped.

PREGNANCY

Ah love, or just really great sex. So two characters of the male and female persuasion hooked up and formed the beast with two backs, eh? Well if they have I'm sure their players have followed the cardinal rule of **FADING TO BLACK** before describing anything too graphic and venturing off into NC-17 territory.

A player may feel no need to worry about pregnancy because you can decide if your character gets pregnant or not, right? Wrong. All pregnancies are determined by the **POWERS THAT BE ONLY**!

No character, albeit the female of male counterpart, in a relationship can say whether or not a female character is pregnant. Even if their character is trying to get pregnant the final call is up to the **POWERS THAT BE**.

As of yet, it will be extremely rare for Original Characters to turn up preggers because babies will only bring complications into the game. Sure we have kids in the RPG, but considering the formalities of playing out pregnancies and playing the baby characters after birth... it will be a gigantic issue.

When the time comes that we feel characters should in fact start reproducing, certain female characters who obviously have an active sex life may find themselves with "a bun in the oven", but there won't be any miraculous pregnancies popping out of no where if the female character is not sexually active... or will there?

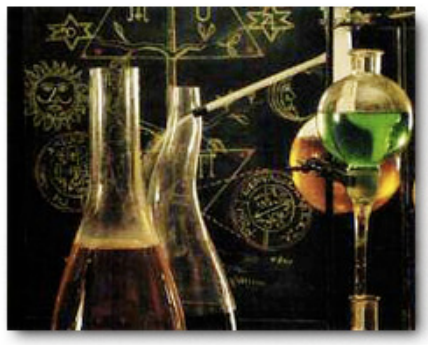
SCRYING

Scrying is simple in the *C:AoP* world, all your OC will need is a bowl and bermuda triangel water. The last item can be purchased at **THE MAGIC BOX**. All you have to do is power the water over into a bowl and concentrate, on the object/person you're looking for location to appear in the bowl.

You'll know when your scrying has worked because a new post will appear indicatng if it worked and where the object/person you'll looking for is located.

Scrying can also be done with a map, and a crystal hanging from a string. You'll receive your results the same way you do when you use the bermuda triangle water.

SPELLS & POTIONS



Spells:

Spell casting can be a fun activity to part take in while participating in the role-playing world of *C:AoP*, but remember everything comes with a consequence. So be careful what types of spell you cast, and be sure that they don't fall under the "No Personal Gain" rule of Charmed. When casting spells please be sure to:

A. Never post the outcome of your own spell. That will be done for you by the **POWERS THAT BE**.
B. Embolden and/or *Italicize* your spell so that it is easier for the **POWERS THAT BE** to spot. Feel free to add some color to spell text if you like. As long as it makes the spell easier to spot.
C. Clearly state the intended objective of your spell within your post. It could possibly be very helpful to you when the **POWERS THAT BE** decide the outcome of your spell.

Why follow these guidelines? Because it's more fun that way. Now, the results of your

spell will be posted for you in a new post. But be careful of how you word your spell, it may backfire on you! Please don't use the spell feature too often. The Powers That Be might decided to teach you a lesson in learning to do things on your own if you do so.

Potions:

Using potions can be a fun activity to part take in while RPing. So be careful what types of potions you create, and be sure that they don't fall under the "No Personal Gain" rule of Charmed. When using/creating potions please be sure to:

A. Never post the outcome of your own potion. That will be done for you by the **POWERS THAT BE**.
B. Clearly state and embolden the intended objective of your potion within your post when creating and using a potion. It necessary so that the **POWERS THAT BE** can decide the outcome of your potion.
C. When creating a potion please be careful of the type of ingredients you use. Random mixing of potion ingredients can cause backfired results of potions. It must be stressed again that when using potions to please be sure not to post the outcome of the potion's effects. That will be done for you by the **POWERS THAT BE** just like the results of your spell castings will be done for you by them.

TALISMANS & AMULETS

Using a Talisman or Amulet is simple enough in the *C:AoP* world. When using a amulet/talisman, you must wait for a response from the Non-Player Character (NPC) user account sharing the same name of the Amulet or Talisman to inform if the magical artifact worked or not. The **POWERS THAT BE** control these rare magical items not the character.

Please don't post results of an amulet or talisman's power. Just wait for a response from the correct NPC account informing you of whether the use of the artifact was successful.

TELEPHONE CALLS

So you want to make a phone call huh? Well there is a certain way one must go about this when making a call in the *C:AoP* world. Here's a list of steps one must follow when making a telephone call of any genre; cellular or regular telephone. Post in the current thread that your character is in that your character is making a phone call and be sure to state the name of the person they are calling. Please post all of this information in bold text.

Ex: Piper picks up her phone and punches it a number calling **Phoebe's Office Line**.

Next go to **THE TELEPHONE NETWORK** forum and post in the appropriate thread (i.e. Phoebe's Office Line) in the following fashion.

Ex: Piper waits on the other end of the line for Phoebe to answer the phone.

Next you must wait for user **PHONE LINE** to post the following response.

Ex: Connecting you to Phoebe's Office Line...

After that has been done user **PHONE LINE** will post letting the person you are calling know they have an incoming call in whatever thread the character has last posted (does not include Out of Character Threads/Journals).

Ex: Phoebe's Office phone rings, indicating that she has an incoming call.

IMPORTANT: NO ONE is to answer a phone call without user **PHONE LINE** posting to let them know they have an incoming call. Once user **PHONE LINE** has posted as indicated the incoming call as shown above, the member (in this case Phoebe) can post in **THE TELEPHONE NETWORK** forum in the appropriate thread answering the call.

The entire phone call conversation must take place in **THE TELEPHONE NETWORK** forum. Either party is free to end the call at any moment by posting something similar to below.

Ex: Piper hangs up the phone, ending the phone call.

User **PHONE LINE** will give a character three days in real time to answer a phone call. If they do not answer within the three day time frame user **PHONE LINE** will post this response.

> Ex: No one is answering. **Phone call ended.**

If a character is already having a conversation on their phone, user **PHONE LINE** will post this response.

> Ex: Phoebe's Office Line is busy... try again later. **Phone call ended.**

Once the phone call has ended you are free to return to the previous thread your character last posted in before making or receiving the phone call.

TELEPORTATION LIMITATIONS

To avoid any confusion, whatsoever, on the limitations of each character's (who has one) transportation power, a list of cans and don'ts were comprised for you all to refer to and follow.

Blinking/Shimmering/Misting/Glistening
Lvl 1 - Lvl 2:

1. You can teleport throughout the city.
2. You can only teleport to and from the Underworld.
3. Other existing planes/realms are inaccessible to your power.
4. You can only teleport with **ONE** carry on passenger.

Lvl 3 and higher:

1. Unless the **POWERS THAT BE** dictate that you can do so with a power advancement you cannot teleport into other realms, (i.e. Secret Garden, Garden Maze, Nether Realm, etc.) excluding the Underworld.
2. You can only teleport with **TWO** carry on passengers. To take on any more passengers the **POWERS THAT BE** will have to dictate that you are allowed to you within a post regarding your character's power advancement.

General Teleportation/Astral Projection
Lvl 1 - Lvl 2:

1. You can teleport within the restricted limitations of your transportation power.
2. You cannot teleport with **ANY** carry on passengers.
3. Other existing planes/realms are inaccessible to your power.

Lvl 3 and higher :

1. You are only allowed to teleport within the specific limitations the **POWERS THAT BE** dictate for you in your advancements. I.E. if you are allowed access into the Underworld with an advancement, and no other realms are mentioned by the **POWERS THAT BE**, then you cannot travel into those other planes.
2. General Teleportation Only: You can only teleport with **ONE** carry on passengers. To take on any more passengers the **POWERS THAT BE** will have to dictate that you are allowed to you within a post regarding your character's power advancement.

Orbing
Lvl 1 - Lvl 2:

1. You can teleport throughout the city.
2. You can teleport to and from The Heavens.
3. You can teleport to and from The Underworld.
4. Other existing planes/realms are inaccessible to your power.
5. You can only teleport with TWO carry on passengers.

Lvl 3 and higher:

1. Unless the **POWERS THAT BE** dictate that you can do so with a power advancement you cannot teleport into other realms, i.e. Secret Garden, Garden Maze, Nether Realm, etc. excluding the Heavens and the Underworld.
2. You can only teleport with **THREE** carry on passengers. To take on any more passengers the **POWERS THAT BE** will have to dictate that you are allowed to you within a post regarding your character's power advancement.

Character Guidelines

When creating and maintaining your original character you must use caution, being sure to adhere to the limits of what they can do and be aware of. In this section of the handbook you can read about important regulations that you must have your original character follow.

AGE & NUMBER LIMIT

When thinking about joining the role-play world known as *Charmed: Age of Prophecy*, and with your very own Original Character no less, please note two major aspects you must abide by before actually going through the process of being "cast" into the role-playing game.

Character Age Limit

No Original Character (OC) may be younger than the age of **EIGHTEEN YEARS OLD**. Not seventeen, sixteen, or younger. So therefore no character should be born after the year of 1986.

If you post saying your character was born in 1986 or higher it will be altered by the admin. So please remember that the game is taking place during 2004 so when picking your character's age be sure to use the corresponding years. If a character is twenty-two, use the following method;

2004 - 22 = 1982

The above formula goes for any other age from eighteen on up.

Character Number Limit

A member's character limit is ONE. Members are only allowed one character/username to play and that's it, but there are loopholes to this rule. For instance, anyone who is interested in taking on any main character listed for availability may do this, regardless of whether or not they already play an original character.

A second way is if the admin grants you leniency to play a second OC, however only members with good standing **AND** have been apart of the community for three months may make such a request. Also if anyone is ever granted the power of **ASTRAL PROJECTION**, **BI-LOCATION, OR CLONING** they will of course be exempt from this rule.

JUMPING LOCATIONS

Please, when your Original Character leaves one location and heads to another do not **JUMP OVER** certain threads to get to a desired location. Mainly what we mean by this is **DO NOT AVOID FRONT ENTRANCES**, especially if your character does not possess any type of teleportation power.

For instance, when arriving at Quake do not by-pass the Front Entrance thread to go directly to the Bar, Tables, etc. This is also for any new location/establishment your character is arriving to.

The most common of all places this rule must be adhered by is when your character is heading/leaving home. You **MUST** have your character use the Front Entrance (and if necessary have them use the Stairs or Elevator) and then head into the designated Hallway on which their apartment/dorm is located. No skipping directly to your apartment/dorm unless you are doing so in the form of a transportation power. The same goes when going the reverse way, exiting your home/apartment/dorm.[1]

Anyone caught disobeying this rule will receive warnings. Continuing to break or adhere to this rule (after 2 warnings) can lead to a temporary suspension from the board. In extreme cases, (out right defiance) you can even become banned from the RPG until further notice from the Administrator of *Charmed: Age of Prophecy*.

Traveling On Streets/Roads
Places Outside San Francisco
1. Muir Woods
2. Skylark Camp
3. The Forest
4. Kilmer Grounds

In addition to the above, if you plan to have your character arrive at any location **OUTSIDE SAN FRANCISCO** (without the

Notes and References:
1. If you bypass hallways, staircases, etc (excluding the front/back doors) **WITHIN** a character's home, it is excusable.

aide of a teleportation power) such as the four listed above you **MUST** travel from the **SAN FRANCISCO STREETS** and then take the **HIGHWAY**. Once those areas have been posted in you may have your character go to any of the above locations outside the city.

Anyone caught disobeying this rule will receive warnings. Continuing to break or adhere to this rule (after 2 warnings) can lead to a temporary suspension from the board. In extreme cases, (out right defiance) you can even become banned from the RPG until further notice from the Admin.

MAGICAL KNOWLEDGE

When you bring your Original Character into the C:AoP world you may have the urge to make them an all-knowing being who can identify any demon, look up the *Charmed Ones* in the magical yellow pages, and have every spell ever created at their disposal. If that described you at all ... ***FIGHT THAT URGE!***

Otherwise you'll just find yourself in a heap of trouble with the head honcho, John. You don't want to risk being banned from *C:AoP* simply because you wanted your character to be a **Mary-Sue**[2]!

To help you keep your OC in a realistic light here are some guidelines on what your characters can and cannot know about the world of magic:

1. If your Original Character is a **WITCH, MORTAL, OR ANY FORCE OF LIGHT** they cannot know about whitelighters or Elders. Your character should be oblivious to their existence.[3] Original Characters that are **DEMONS, WARLOCKS, OR A FORCE OF DARKNESS** are an exception to this rule, including those who have switched to the side of good.

2. It is okay if you make it as though your character knew about magic growing up but their power level should not go past what the **POWERS THAT BE** set it to be. So if the PTB put a limit on your OC's power... you have to abide by that!

3. You can add demon biographies and such in your book of shadows/tome/grimoire, but please don't make up an entry because you see a particular demon or magical creature on our members list. Wait until your character has had an actual meeting with the magical entity or has met someone in the game who already knows about the particular being in order to receive the information from that character.

4. The identity of the ***CHARMED ONES*** should be oblivious to all new characters, good and evil. Your characters are allowed to know the legend of the ***CHARMED ONES***, but not who they are or where they are located. Evil characters with ambitions to attack or test themselves against the Halliwell sisters should seek this information from older upper level demons who co-exist within the Underworld.

Notes and References:
2. "**Mary Sue (Gary Lou)**" is an unkind term used to describe a certain kind of character, featured through an almost common style of writing with newer (and sadly sometimes experienced) writers. She (or he) is created to serve one purpose: **WISH FULFILLMENT**. When a writer creates a specific character through whom he/she can have fantastic adventures and accomplish the impossible, improbable, and illogical this character is a Mary Sue.
3. OC Whitelighters are of course exempt.

SUPERNATURAL ABILITIES

The following listed supernatural abilities have raised concern among staff and members alike; please reference the guidelines for each below to avoid confusion or misuse of the power in the RP should your character possess one of them.

Healing

A Whitelighter's healing power is no longer automatic. The whitelighter makes the attempt to heal, and the Elders determine whether or not it was successful in a separate post.

Particle Deceleration a.k.a. "The Freeze"

For the purposes of the *C:AoP* universe the ability known as Particle Deceleration a.k.a. the Freeze will not work as though it does on the television show *Charmed* or the online virtual series *Charmed: The Virtual Season(s)*. These measures were taken to prevent the ability from becoming void within the role-playing game community. In the *C:AoP* world, the power of Particle Deceleration (Freeze) will work on the following:

1. Good Witches
2. Innocents/Mortals
3. Vampires
4. Demons
5. Warlocks
6. Whitelighters & Most Other Magical Beings

The only individuals who will be unaffected by the freezing power are Halliwells, those with Warren Blood. Others who may be immune to the power will be some upper-level demons (i.e. the Source), and some higher beings such as the Angel of Death, Angel of Destiny & the Elders.

Please note those under the infulence of this ability **cannot** post in the RPG fourms again until the effects of the freeze are taken or worn off of their character.

Telepathy

A person must make the conscious decision to hear or project thoughts by making a connection between themselves and the other person. They can't hear any random thoughts that are posted and must adhere to the PTB's limit of how many people they can make a connection with.

LEVEL SYSTEM

Charmed: Age of Prophecy has an implemented level system for the Primary and Original Characters of the role-playing game. There are twelve levels in all, Level One being the novice stage and Level Twelve being the supreme stage, quite literally.

- Level Ten is the level cap for magic aspiring creatures that become powerful but not omnipotent.
- Level Eleven is a place reserved for demigods to reach, or a Level Ten to max at when on a power binge.
- Level Twelve is reserved for characters who evolve into **TRUE** gods; immortal **AND** omnipotent. Any creature good or evil can possibly become a true god, as dark and light gods exist in our mythology.

For further and more in depth information regarding the level system, please reference the **Level System** guide, available for download at *http://rpg.charmedtvs.org/*

Miscellaneous Information

From special rewards to helpful hints for players, all other miscellaneous information within the handbook that does not belong in the other sections can be found here.

COOKIE TICKET (FAQs)

What are the cookie tickets for? The tickets can be redeemed for a certain prize.

How do you redeem them? Simple. Donate your cookies to the Cookie Jar. All you have to do is post in the Cookie Jar thread, stating how many cookies your are donating. Then John or the Powers That Be will reward you with a 'gift' that fits the number of cookies you donate.

What are the types of gifts you can receive? Well it is a bit random for each amount, but it can range from trinkets for characters, level boosts, IC hints, access to...well I can't tell you everything as the fun is that you never know what you can get.

Why are we donating our cookies into a cookie jar? Simple, yet again. Once the jar reaches a certain capacity the cookies can be given to the "cookie monster" who will then enact a reward for the entire board...something everyone will benefit from. So see by earning cookies, you can help out your fellow members in the process. Now isn't that nice and doesn't it drudge up warm fuzzy feelings inside?

How does the cookie monster get the cookies? The members decide. There will be a poll when the time comes, and they can either vote to throw the cookies away or give them to the cookie monster. Because, some of you might not like the idea of earning your own cookies and then having someone else reap the benefit from themso this option will be enforced to see if we have a bunch of good Samaritans or a bunch of meanies.

Um...that's it? I have more questions. Got more questions about the system? *sigh* Well then PM them to John or the Powers That Be on the main forum. Or you can simply ask it in the **Pardon My Query** forum.

OUT-THINK THE GM

I read an RPG article on the net, where game masters (GMs) were advised to be loose and adaptable because the many heads of the players will always out-think the single head of the GM. I, however, dismissed that seeing as I'm not completely alone with Mods who are around to help me.

But, like the person who wrote the article I sometimes, surprisingly, find myself baffled when players fail to solve problems and obstacles I throw at them. Or assume that I'll give them the answer to the obstacle or problem without them doing anything to figure it out for themselves. Thusly, some characters find themselves stuck in a particular thread waiting on me to hand them the answer, or speed up the plot so that they won't have to figure out a way to solve the problem on their own.

Now, I would like to advise you all that there is a logic to RPG problem-solving that players can apply to help themselves succeed. With suggestions from the article I read, and some of my own hints at helping you, the player, get past certain obstacles I have comprised a list of guidelines to help you all.

Remember the Rules of the Game

Now this doesn't necessarily pertain to the rules on the board, but the universal rules people must follow when doing 'detective work'.

Clues are important. That toss-off remark by random person on the street, a recurring nightmare, a lost object you happen to stray upon... all these things usually lead to something important that helps in figuring out the obstacle at hand. Sometimes, there may be a few "red herrings" or falsies thrown in (as any clever GM would do) but in general, all clues should be jotted down and looked over.

If the clues lead somewhere, follow. Just because clues lead to a 'scary place' doesn't mean you should avoid following them. Role playing your disinterest of following the clues is one thing, but don't let it get in the way of the story.

Remember the Rule of Right. If your character finds themselves trapped in a maze, keep their hand on the right wall and keep making right turns whenever they're given a choice. Eventually they'll find their way out.

Think Outside the Box

There are some tactics that catch a GM off guard, there are some that they are ready for. Below are some tactics that will help in figuring out a certain obstacle or task.

Talk to nonplayer characters. There's a lot of information out there that players should be able to discover by simply asking, if they think of the right questions to ask.

Check out the background. Talk to people who knew the victim or big bad, like family or teachers or allies, pull out all the records you can get. Basically do your research. The world of *Charmed: Age of Prophecy* contains enough institutions that can be used to access information. So use them. If you find yourself up against a demon, check with others who may have faced such a threat (for example, neighboring covens, the local magic shop, etc.). Forewarned is forearmed.

Compare Notes and Combine Tactics

The author of the article is quoted as saying,

QUOTE

"One of the silliest things I've seen in a mystery I've run was the characters withholding information from each other. I'd given each some information that, if put together, would have helped them solve the mystery. But the characters never thought to compare notes."

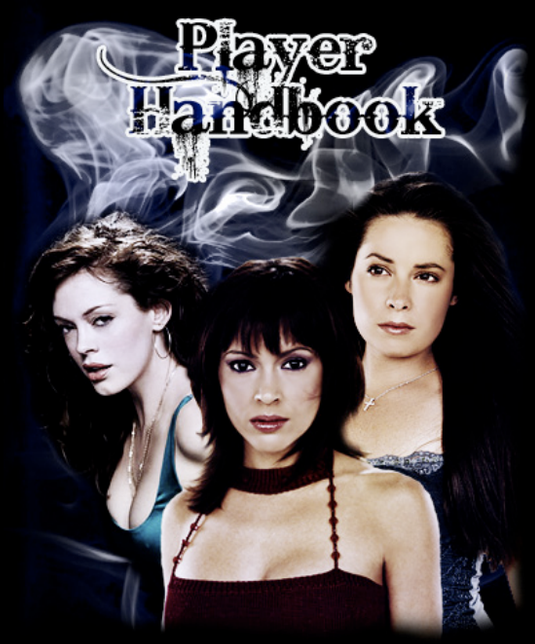
When trying to figure out a mystery, pull together and band your resources. As the saying goes, "Two heads are better than one..." the same can be said for three or four heads, most of the time .

When dealt with large detective work, split up. When you're faced with a mystery that involves some investigative

work split up to check all the records and carry out all the interviews you can. Try to cover as much ground as possible, and then come back when done to put together all the information gathered so that everyone knows what everyone else has found out.

I hope some of you use these guidelines and tips to help you when faced with an obstacle/problem/mystery that has been thrown at your character. Honestly I'm glad when I see characters figuring out the solution to things, and enacting them... therefore causing me to sit back and think, "Damn. They got me." I like a challenge, so since I'm always throwing them out at you guys... why not try and beat me at my own game. You never know... I just might reward you for it. Maybe.

"The Power of Three...
...will set us free!"



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