



**Battlecry: Age of Markoth  
Character and Sub Faction  
Creation Guide**

Version 1.0



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## OVERVIEW

This guide will help you to understand the rules, benefits, and process of creating playable characters and Sub Factions for Battlecry Age of Markoth.

## CHARACTERS

### FAQS ABOUT CHARACTERS

#### WHAT'S THE DIFFERENCE BETWEEN A CHARACTER AND A CLASS

A character is who you play on the field. A character has a name, a backstory, a distinct look, maybe an accent. Where a class is what your character plays on the field based on their abilities.

A few examples below:

**Character:** Lancelot **Class:** Knight Errant

**Character:** Aragon **Class:** Ranger

**Character:** Friar Tuck **Class:** Priest

#### WHAT ARE THE BENEFITS TO CREATING A CHARACTER?

The average person has little desire to disembowel their enemies. The same cannot be said for the average member of a greenskin horde or the average Raga Warrior from the Vargas Plains. Creating a character is about the player experience. It lets you experience the game and the battlefield in different ways and helps you explore your creative side.

Having a character can make you literally part of the history of Markoth! If your character does something epic or shares their experience this can be added to the official Markoth History.

A character, with backstory, is also required to join most Sub Factions.

#### DO I NEED TO CREATE A CHARACTER?

In short, no. Feel free to come and have fun at Battlecry as yourself hitting people with foam weapons.

#### DOES MY CHARACTER NEED A COSTUME?

Ultimately yes you need a basic in-theme costume (i.e. no track pants and superhero t-shirts) However please feel free to build and develop this over time.



You are free to dress up in as many aesthetics or costumes as you like but there is a limit as to how many story characters you can play as.

## RULES FOR CREATING CHARACTERS

1. You can have a maximum of 3 playable story characters. This means characters who have a name and a backstory in Markoth.
2. A character must have a primary class. A character can change classes as long as it makes sense for them to do so but must level up and include their level up progress as part of their ongoing story. This means if you have already unlocked a class such as Assassin (Tier 3) previously but your character is currently a Ranger (tier 3), you will need to play Cutthroat (Tier 2) for 4 games to earn Assassin for your story character.
3. Your character can only play in campaigns that make sense. This means if your character was in combat at Hellhammer in the north they can't be fighting at the same time in Byzoria in the south.
4. Your character cannot be taken from other copyrighted material. It is ok to be inspired by games or books etc. but you must not use the same names or backstories.
5. Your character MUST be approved by the story team before you give others detailed information about them.

## HELPFUL HINTS TO CREATE A CHARACTER

### WHAT TO CONSIDER

When creating your character, consider the following:

- Your character's name, will it be inspired by your elders, will you have your father/mothers name etc.
- Your character's age, you are not limited to your actual age, this however can be dependent on your character's race.
- What profession would your character do?
- What is your character's demeanour, how do they treat others and conduct themselves?
- Where is your character from?
- How did your character make it to where they are?
- Why does your character fight?
- Who does your character align with?

Avoid tying them directly to big characters, unless it's minor, or unless the Story Team has approved it. This may implicate them indirectly into something that can drive that character in an unintended direction.



If they are a criminal, please avoid things that would be considered incredibly heinous or that we wouldn't allow for the M rating.

They are fallible. Every character is. No character is the prime evil, or the picture of unblemished holy justice. Make your character with some flaws, it's actually more endearing.

### **ARE YOU PART OF A SUB FACTION OR LOOKING TO JOIN ONE?**

If you are looking to join a Sub Faction or are wanting to stay in your current one, you should consider if your new character's back story fits or makes sense within the Sub Faction. You may need to also get approval from your faction leader as well as the story team on your character's backstory.

### **WHEN YOU GO IN AND OUT OF CHARACTER**

Ideally you should aim for a character that is comfortable to play in without having to drop the character all the time to communicate. This is why you should avoid characters that talk in gibberish or grunts only.

By the same token you should be careful when playing characters that are too close to your natural personality as you may experience times where people mistake your actions for real ones or your character's action for your own.

### **HOW TO SUBMIT YOUR CHARACTER**

Once you have decided on your character and backstory please contact the story team or current loremaster to get your character approved.

### **CHARACTER DEATH**

Your character cannot permanently die at Battle Game events (unless voluntarily), your character may fight and die freely... for now.

**Freeform Warning:** Fielded Characters can die as a result of their actions at a freeform event. If a person chooses to play their character at a freeform event they do so accepting this is a possible outcome.

**Tales of Markoth:** Tales of Markoth (ToM) are Battle Game events that happened in the past from the current storyline. If your character would have been alive when the ToM Battle Game event is set **and** it makes sense for your character to be present you can play as a deceased character for this event.



## CHARACTER RETIREMENT

If you have reached your maximum playable story characters (3) and would like to retire one to create another you must choose one of the following for one of your characters:

### CHARACTER RELINQUISH

This will relinquish control of the character to the story team. This means you will not be able to play the character on the field without Lore team approval. In addition you no longer have final say on decisions regarding their story going forward or when the character will permanently die. Finally other players may play the character at Lore events such as freeforms if you are not available or willing.

### VOLUNTARY CHARACTER DEATH

These are normally part of a roleplay event at the end of a Battle Game event, but can also be videos or part of a freeform event you have orchestrated with the Lore team.

### VOLUNTARY LORE DEATH

These can be written as a "lore death" such as permanently retiring from battle and dying with a family after a long and happy life lived.

## SUB FACTIONS

### FAQS ABOUT SUB FACTIONS

#### WHAT'S THE DIFFERENCE BETWEEN A SUB FACTION AND A SUPER FACTION?

##### Superfactions

These are the two main factions within Markoth, The Tarvalan Empire and The Royal Alliance.

##### Sub Factions

These represent fielded groups, organisations or nations under the Superfaction. While many of these things exist within the Lore they are not considered a Sub Faction until they are approved and fielded.

#### DO I NEED TO JOIN A SUB FACTION?

No. You can play the game as a character without being in a Sub Faction.



## **CAN I START MY OWN SUB FACTION?**

Potentially. Sub Factions have a significant impact to the dynamics of our game. Anyone can apply to start a Sub Faction provided the requirements are met but applications are subject to approval.

## **WHY DOES A NEW SUB FACTION NEED TO BE APPROVED?**

Due to the amount of work and effort put in by both the Story Team and Players Sub Faction applications are not considered lightly. We don't want to see players invest in a particular costume aesthetic as part of a Sub Faction to have the Sub Faction fall apart after 2 games. Likewise the creation can have large impacts on both story and combat and we don't want to be in a position where the story of Markoth is altered and then the Sub Faction not fielded due to failure to launch.

## **DO I NEED A CHARACTER TO JOIN A SUB FACTION?**

This is at the discretion of the Faction Leader. Some factions are heavily invested in the story and require their players to have story characters to join. Others are happy for you to be Soldier Number 5.

## **JOINING A SUB FACTION**

Joining a Sub Faction can be as simple as asking a Faction leader to join. However there are several reasons they may say no.

## **THINGS TO CONSIDER BEFORE JOINING A SUB FACTION**

### **Does the Sub Faction match my character?**

In some cases you may need to create a new character that better suits the Sub Faction due to class limitation or backstory but sometimes these things may be a sign to look elsewhere.

### **How many members do they already have?**

A faction generally has between 5-15 members but they may have a hard stop on a certain number such as 10. If they are full you won't be able to join.

### **Does your fighting style match theirs?**

It is common to be asked by a Faction Leader to trial with a Sub Faction before being allowed to join. This can help make sure that you are able to operate cohesively with other members before making it official. If you are unsure you can always ask for a trial also no one is going to force you to join if you don't like it.



## NEW SUB FACTION APPLICATION PROCESS

### LEADER REQUIREMENTS

- A Sub Faction Leader needs to have played a minimum of 20 games.
- They need to have unlocked a Tier 3 class
- An approved Story Character to lead the faction
- They need to have been a part of an existing Sub Faction. This is to ensure they have a good understanding of the role of a faction leader.
- They must be over 18 years of age
- They must adhere to the Faction Leaders Requirements and Expectations

### TEAM REQUIREMENTS

- 1 player nominated as a 2nd in Command (2iC)
- No less than 5 members excluding the Faction Leader
- They need to have unlocked a Tier 3 class
- Minimum of 10 games played each

### LORE REQUIREMENTS

- A distinct colour and aesthetic combination
- An approved backstory by the Story Team

### MINIMUM REQUIREMENTS

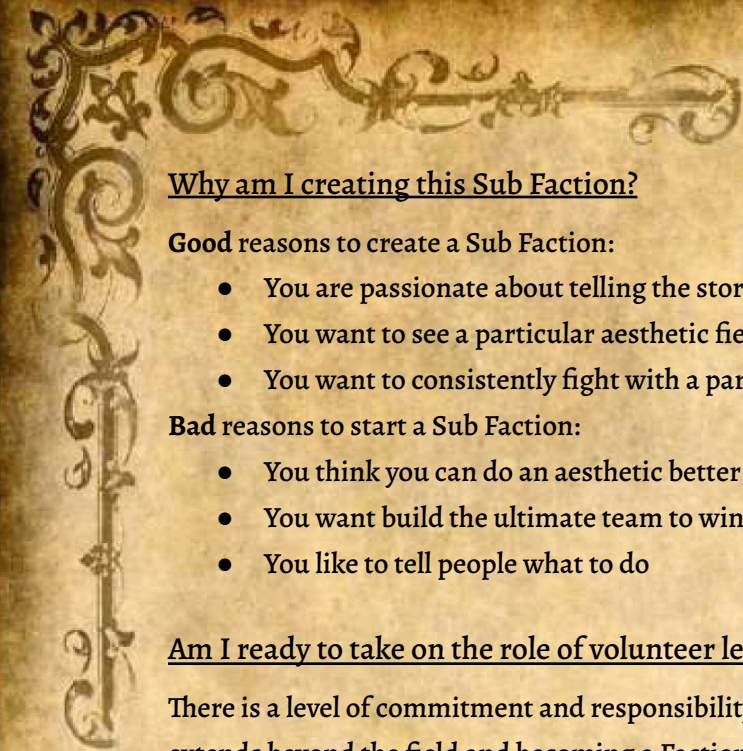
- Minimum of 5 games played as a unit of 4 or more. This means you have all fought together in the same Superfaction as an unsworn unit, working cohesively, before the application for the Sub Faction is submitted.
- Commitment to play 10 games representing the Sub Faction with a minimum of 4 players over the first 6 months of starting the faction.

### THINGS TO CONSIDER BEFORE SUBMITTING YOUR APPLICATION

#### Does a similar Sub Faction already exist within the same superfaction?

If you want to create a faction of barbarian mages who wear red and there is already a faction of Barbarian mages who wear purple. You may be encouraged to join the existing faction or redevelop your idea.





### Why am I creating this Sub Faction?

#### **Good reasons to create a Sub Faction:**

- You are passionate about telling the story of your Sub Faction on the battlefield
- You want to see a particular aesthetic fielded on the battlefield within a superfaction
- You want to consistently fight with a particular group as a unit on the battlefield.

#### **Bad reasons to start a Sub Faction:**

- You think you can do an aesthetic better than what is already fielded
- You want build the ultimate team to win
- You like to tell people what to do

### Am I ready to take on the role of volunteer leadership?

There is a level of commitment and responsibility involved in being a faction leader. The commitment extends beyond the field and becoming a Faction Leader is a declaration saying you are stepping up as leader in the Battlecry community.