

CORE RULES

An Accelerant core rules summary. You can download the complete Accelerant rules from our website.

Welcome

We have created a set of Core Rules that defines all the effects of the game and presents them to you within the first chapter of the rule book.

Rules of Etiquette

Rules of Etiquette are rules defined by spirit rather than literal text.

Rule of Etiquette

- ~ Abusive language or actions are not tolerated, whether they are in game or not.
- ~ Language or actions that are derogatory or that are deemed to be harassment are not allowed.
- ~ References to explicit sexual behavior or concepts, particularly violent ones, are not allowed.

Game Actions

All actions that you can take in game are defined by these rules, a staff person leading you to an encounter, or an information card.

Always In Game

- ~ Stay in game! There is no "out of game" except during emergencies.
- ~ If you don't want other players to know something in game, don't talk about it out of game.

Caution

This call indicates there is a safety issue near that person. If you are near the call you should

pause until someone can get clear or fix a problem. You can move to another part of the encounter if you wish.

Clarification

This call indicates that someone needs a quick rules clarification to continue the action.

Let Me Clarify

The statement that follows this is true and should be considered an encounter briefing even though a game character is explaining it.

Emergency

Drop to a knee. There is a rare medical issue that requires the game to stop.

Safety Restrictions

No Physical Contact

You cannot touch other players. "Touch" attacks are delivered by touching a packet to the shoulder or arm.

Searching a Character

Role play the searching motion with both hands held out and call out "I am searching you." The player reveals items you have found. The player may make a pouch available for you to reach into and take items.

Search For...

If you have a special skill, call out "Search for <Item Type>" to potentially reveal additional

items. The target could call out an effect that you take.

Carrying a Character

Tell the person “I pick you up” and role play carrying them along. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack that is not beneficial, you may either take the effect or drop the body.

Rule of Etiquette

When you react to a game effect you may reposition yourself for safety or to avoid a hazard even if the effect incapacitates you.

No Alcohol or Drugs

You cannot consume or be under the effects of alcohol or recreational drugs during game.

Rules Restrictions

There are three restrictions on your activities.

~ When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

~ If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed.

~ If there is a skill that specifically allows you to manipulate a prop or perform some action, you

cannot attempt to perform that action or manipulate that prop unless you have that skill.

Prop Restrictions

~ You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff.

~ You are not allowed to break, destroy, or take apart any prop.

~ Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker.

~ If an item has a red circle, it cannot be moved at all.

~ If an item has a yellow circle, the prop may be taken but it must be turned in at checkout.

~ If an item has a green circle, you can take the prop and hold on to it.

A colored ribbon may be used to mark small items that don't have room for a sticker.

Game Environment

The area of a game is called a site. Each site has specific boundaries and also may have game areas that cannot be entered unless you are directed by a staff character or you encounter a gate.

Out of Game Areas

Areas that are out of game are marked by the yellow or hazard orange signs with text marking it Out of Game.

Special Areas

Areas with special restrictions or rules will be marked by the yellow or hazard orange signs with game information printed on it.

Gates

Gates are marked with Christmas lights. White gates are open portals. If the lights are on, anyone may step through the gate. Colored gates are controlled by staff characters. If there is no guide you cannot enter the gate.

If you enter a free-standing gate, the guide will turn you to a spirit and lead you away. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form.

The areas beyond gates are often marked with yellow information signs, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow sign.

Turn Back Markers

Areas marked with a glowing ring cannot be entered unless you have a guide leading you.

Combat

Each attack has a verbal that describes what the attack does and a delivery that determines how the attack is used against the target.

Verbals

Verbals are phrases called out as you deliver an attack. A verbal has an effect and a trait. The effect indicates how you must play when you are affected. The trait gives the effect flavor and determines which defenses and cures can be used with the effect.

Verbals are out of game calls. You must call your verbal even if you are affected by Silence. You must listen for verbals and play out the effect. If you hear a verbal, your character also knows what happened.

- You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.

- All called hits must be acknowledged with role play that makes it clear to attacker that you took the effect.

Traits

Characters may have traits. Traits associated with effects are called Attack Traits. Traits given to a character are called Character Traits.

Deliveries

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered.

Melee Attacks

Melee attacks require special hand held padded weapons to deliver an attack. Melee weapons

cannot be thrown. You must have both hands on a two-handed weapon in order to use it in combat unless some game ability specifically states otherwise.

Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to role play full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head and neck, the hands, or the groin are illegal and are not counted.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

A melee attack that has no verbal causes 1 point of damage. These are known as "uncalled attacks." If an uncalled attack removes your last point of Vitality you will fall unconscious but you will remain stable as described in the Vitality section below. A melee attack with a verbal is known as a "called attack." A successful attack delivers the effect in the verbal to the recipient.

Skills and abilities that allow you to use called melee attacks are only used up, as a default, if the attack strikes a legal target area and the recipient acknowledges the hit by role playing the effect or calling out a defense to negate the attack. The melee attack is not used up if the attack misses or the target blocks the attack with a weapon or a shield.

The Flurry Rule

You can make no more than three consecutive attacks against a particular enemy where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry, you must step out of weapon range between you and your opponent and stop all attacks on your previous target for at least a second.

Players pursuing enemies need not interrupt pursuit by stepping back to reset their flurry. The pursuer needs only to pause for a second while at a distance just within their maximum weapon range.

The Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away.

Claws and Natural Weaponry

Claw weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature.

Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target.

You cannot throw packets too hard.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect.

If a packet clearly strikes a target and they do not acknowledge the hit with role play or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. You cannot deliver packet attacks if you cannot use game skills, or with an arm that is affected by something that prevents its use such as a Maim effect or shackles.

Packet attacks cannot be used while you are being hit. Successful melee attacks interrupt your ability to throw packet attacks, forcing you to wait for one full second before attempting to throw again. Missile and packet attacks will also interrupt your verbal if they land while you are speaking it, but you may begin a new verbal immediately and do not have to wait for one second in these cases. An interrupted ability is not used up and attributes or their equivalent are not wasted, but you must begin the verbal again.

Like melee attacks, any packet attack that has no verbal causes 1 point of damage. Packet attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Packet attacks that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Rule of Etiquette

If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body.

Concentrate

Concentrate is a special plot verbal that indicates the caster who called it can throw packet attacks while being hit. The caster calls out Concentrate and can throw a number of follow up packet attacks, including spells, while being hit by incoming attacks. You do not have to call Concentrate before every spell; one call covers a number of attacks.

Rule of Etiquette

If a character using Concentrate is in a swirling fight where new combatants are coming into fighting range, then the caster should call out "Concentrate" each time they willingly switch targets so everyone in the fight knows what is going on.

Missile Attacks (Packet)

Some games use packets that represent arrows or crossbow bolts. To differentiate missile attacks from normal packet attacks, the attacker has two additional requirements when attacking. First, you must have a prop in your free

hand that is aimed at the target. Second, you must go through a firing motion for each missile attack. After your motion you throw the attack while still pointing at the target with your free hand.

Any missile attack that has no verbal causes 1 point of damage. Missile attacks with no verbal are "uncalled strikes" and cause someone to fall unconscious but stable when they reduce Vitality to zero. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious.

Like packet attacks, missile weapons cannot be used while you are being hit by a melee weapon unless you have the ability to use the Concentrate ability as described above.

Some skills that allow you to use a weapon or shield to block melee attacks also allow that defender to block missile attacks.

Missile Attacks (Props)

Some games require foam props for missile attacks.

Foam missiles can be blocked by weapons or shields. Any foam missile attack that has no verbal causes 1 point of damage and are considered uncalled strikes. Missile weapons that use called damage effects cause enemies to become unstable when they fall unconscious just like called melee attacks.

Special Deliveries

Affliction

Touch a weapon or packet to the torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike.

Gaze

Meet someone's gaze for a full three seconds and call out or whisper "By My Gaze" followed by a verbal.

Gesture

Point at an opponent with a hand or a weapon and call out "By My Gesture" followed by a verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as you point at them.

Name

Call out "By Your Name," state the target's name, and call out a verbal. If the target knows you are talking about them then they should take the effect.

Room

Call out "In This Room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers.

Search Response

Call out an effect after someone searches you. If multiple people are currently searching a you then all searching characters take the effect.

Voice

Call out "By My Voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears.

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These

points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. After that time you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your 1 minute count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you.

If you are unconscious and you are unstable. You will linger for one minute before dying. A Stabilize effect will change your condition to stable and you will begin your 5 minute count. Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

Rule of Etiquette

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

Death

There are several ways you can be instantly killed.

Death Strike

Touch a weapon to the torso of an unconscious or immobile victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

The victim must be unmoving. You cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately.

Mishaps

Special areas might cause you to perish if you are unfortunate enough to stumble into them. These areas will be marked or made clear to you during the course of the game.

Spirits of the Dead

After 5 minutes of death, a dead character becomes a spirit of the dead. Your spirit and everything you still carry is drawn to a special area of the game marked as a Death area. Your spirit will even pick up your own weapons if they are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the Death area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to interact with you, reply "Spirit" and continue on your way.

The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. You may use Resist and Purge defenses while you are a spirit of the dead if they are appropriate for an attack that strikes or affects you.

Final Death

Final death means that you can no longer play the character in question.

Attack Effects

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any verbal. Some effects target items rather than characters. Each effect has a duration, but curing or removing that effect will end it.

Game Time

Some skills or game effects require a specific passage of time as a requirement of their use or removal. This time is spent either to Rest or to Focus.

Time spent to rest or focus is interrupted if you use a game skill. This includes making an attack or blocking an attack with a weapon or shield. Spending time to rest or focus must be obvious to those observing you; you cannot spend time, for example, to rest or focus if you are standing in a combat stance or otherwise appear to be participating in active combat.

When spending time as a requirement of using game skills, interruptions require you to begin the process at the start but these interruptions don't exhaust the costs of using the skill or ability.

Rest

Rest requires you to be sitting, lying, or kneeling. It must be obvious that you are resting. You cannot walk or run. You can interact with those nearby while resting. You are resting if you are dead, paralyzed, stunned, or unconscious. Paralyzed characters are resting even if they are standing or in some other paralyzed position.

Resting is not generally interrupted by game effects, regardless of delivery. Although you cannot use optional defenses without interrupting your rest, calling out mandatory defenses does not interrupt rest.

Rule of Etiquette

Players with bad knees or physical impairments may be given plot permission to stand with their arms raised and their hands behind their head to indicate they are resting on the field.

Effects which require rest can overlap.

Game skills will instruct you by saying "Rest for," followed by a time period, followed by the results of the rest.

You Are Well Rested

If a character tells you "You Are Well Rested" then your rest time is considered completed. If a reset has, in addition to the rest time, costs associated with it then you are still responsible for paying those costs to gain the benefit of the rest.

Focus

Focusing requires role playing appropriate for the ability you are using. You may talk with others unless the ability description restricts this. You must stay in one area as you role-play. You cannot walk or run. Using other game skills, using called attacks, or using called defenses interrupts your focus. Effects that prevent you from using game skills also prevent you from Focusing. Abilities which require Focus do not overlap. You cannot Rest while you Focus; the times do not overlap.

Game skills will instruct you by saying "Focus for," followed by a time period, followed by the

role play needed to act out the skill, followed by the result of the Focus.

Focusing is interrupted if any game effect that is not beneficial affects you regardless of the delivery. While you do not exhaust any costs associated with the skill or ability you must start the entire process from the beginning. Calling any defense, optional or otherwise, interrupts your focus.

Agony

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills and can use called defenses. Agony lasts for 10 seconds.

Cure, Remove...

Beneficial Effect (Cure only)

Cure removes one effect on the target. A Cure [Effect] will remove one instance of the specified effect. A Cure [Trait] will remove one effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. If the Cure verbal is followed by "All" then all appropriate effects end. If you have more than one appropriate effect, you may choose which will end when a Cure effect is applied to you. Cure will never restore Vitality. Cure is a beneficial effect.

If a "Cure Maim" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure one Maim effect active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you touch a packet to the specified limb to indicate which limb. A "Cure All Maims" effect will remove all Maim effects upon you regardless of limb.

A "Cure Death" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead.

A "Cure Death to Spirit" effect can restore a person who has turned to a spirit of the dead back to life.

A "Cure [Trait Name] Trait" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent traits granted by skills or character choices.

Remove works just like Cure except it is not a beneficial effect. Remove cannot be touch cast. Remove cannot be refused. Remove will interrupt Focus. Remove will be stopped by and consume Shield, Elude, and Guard.

Damage

This effect removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored through healing.

Death

You fall down dead, as if you had been struck with a death strike.

Destroy...

An item is destroyed and cannot be used for any game skill or effect until it is repaired. For most melee-delivered effects, the verbal is simply "Destroy" and the strike will destroy the weapon it hits. For missile and packet attacks the verbal will include the name of the item and any strike will destroy that named item. A melee attack that strikes your shield and uses the "Destroy Shield" verbal will ren-

der your shield unusable. The effect is permanent until the item is restored with a Repair effect. Some items may be truly destroyed if no Repair effect exists in the game to restore them. The item does not crumble away or disappear; the prop represents the broken item.

An attack that uses the "Destroy Armor" verbal will exhaust all of your armor points. The armor points can be refreshed or repaired normally as if they had been removed by damage. Melee attacks must successfully strike you to deliver a Destroy Armor effect. Some creatures might take some kind of detrimental effect when struck by this attack. If you want to attempt to harm a construct directly with this effect you would call out "Destroy Form" as the verbal.

Only combat props and tagged items can be affected by Destroy.

Diagnose

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. Skills with the Diagnose effect allow you to use Diagnose to determine the presence of specific effects or traits with the exception of Imbue or Inflict effects. A skill might also allow you to use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damage. To use Diagnose, touch the recipient with a packet and say "Diagnose" followed by an effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vi-

tality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

Disarm...

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds.

Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee-delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

Rule of Etiquette

Delivering a Disarm effect against a weapon requires an attack against the opponent's weapon. You must finish the verbal and move your weapon forward, attacking with the legal striking surface. You cannot call Disarm if you are simply blocking your opponent's attack, you must be making an effort to strike at the weapon.

Disengage

Either step back or plant your feet for 3 seconds. Gesture at any number of opponents with

your weapon. Call Disengage. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee-delivered attack and cannot be negated by defenses that stop melee attacks.

Drain

You cannot run. You cannot use weapon or shield skills to attack or block. You cannot use called effects. You cannot use called defenses unless the defense is not optional. You cannot spend time Focusing.

If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends.

The Drain effect will last until you rest for five minutes.

Expose...

The Expose effect is followed by Character Trait. If you have that Character Trait you must

cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called, and make the effort to be heard by the person making that call. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Silence, Stun, Paralyze, or other disabling effect.

You cannot call out after an Expose effect if you do not have the trait in an attempt to cover for another character who is revealed.

You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

Grant...

Beneficial Effect

You receive a magical buff. All Grant effects end if you die, and when the event ends.

~ As a default you can have no more than three Grant effects at one time.

~ Each type of Grant listed below also has its own additional restriction.

Grant effects are negated with the Remove effect. A "Remove Grant" effect will negate one Grant effect of your choice, while a "Remove All Grants" will remove all existing Grant effects. Remove effects can also specify a type, such as "Remove Armor Grant" or "Remove All Defense Grants." In addition, a Remove <Trait> effect will negate any Grant effect that also used that trait.

... Armor

This Grant adds additional armor points to either physical armor or armor from other abilities. These points are refreshed when your armor points are refreshed. If no number is indicated then this effect boosts your armor points by 1.

You may only have one Grant Armor effect active.

... Attribute

This Grant adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute can also refresh these additional points. These extra points can be exhausted to fuel skills and abilities in the same manner as regular attribute points.

If the attribute indicated is Vitality then Heal effects will also restore these additional points. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation.

No attribute can be modified by more than one Grant effect.

... Protection

This Grant adds additional protection points that negate points of damage. These protection

points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points are not affected by Waste Vitality effects. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends.

You may only have one Grant Protection effect active.

... [Type] Defense

This Grant gives you a called defense that works against the Trait or Effect indicated in the [Type] portion of the verbal. The first half of the verbal is information about the Grant itself, and it can include a trait. The second half of the verbal tells you what to call when you use the defense. If no [Type] is specified then the defense can be used against any melee, missile, or packet attack.

Once this defense is used the Grant effect ends. Grant effects which give you Elude, Guard or Shield effects must be used against the first appropriate attack that strikes you. Grant effects which give you Avoid, Parry or Resist defenses can be used against any appropriate attack and you can choose whether or not you will use the defense. The Purge defense requires you to wait for three seconds and call Purge to end an appropriate effect. Elude, Guard, and Shield defenses that protect against melee attacks must be used against uncalled melee attacks that strike you.

Once you have a Grant that protects against a specific [Type] of attack you cannot have another Grant that also defends against the type.

You must choose which one to keep. This restriction also applies to a Grant Defense call which has no specified type; you cannot only have one Grant Defense effect that is unspecified.

... [Delivery] Attack

This Grant gives you one called attack that uses the appropriate delivery. If the delivery is omitted the recipient may choose melee, missile or packet for the delivery when they receive the effect. You may use a melee or missile attack only if you have a skill that allows you to make such attacks and the props on hand to make an attack with the specified delivery. You may use a packet attack only if you have a packet on hand to make the attack. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it with role play or negates it with a defense. For packet attacks the Grant effect ends when you use the attack whether it hit or missed. If the attack is a beneficial effect the delivery can also be specified as "Touch."

As a default you can have no more than one Grant Attack effect.

Grant Extra...

Grant effects that begin with "Grant Extra" can overcome stacking in the following ways:

- ~ An attribute modified by a Grant effect can also have one "Grant Extra" effect that stacks.
- ~ Armor modified by a Grant effect can also have one "Grant Extra" effect that stacks.
- ~ You can have both a "Grant ... Protection" and one "Grant Extra ... Protection" effect and the effects stack.
- ~ You can have both a "Grant ... Defense" and one "Grant Extra ... Defense" at the same time.
- ~ You can have both a "Grant ... Attack" and one "Grant Extra ... Attack" at the same time.

~ Grant Extra effects do not count towards your three Grant effects.

If you already have an active "Grant Extra" effect, you can accept one regular Grant effect; you need not receive the "Grant Extra" effect after a regular Grant effect to allow them to stack. You cannot accept two "Grant Extra" effects, even if you have no Grant effect that did not include "Extra" in the verbal.

Double and Triple

Grant effects with the Double or Triple qualifier will provide multiple uses of the specified attack or defense but only count as a single Grant effect. In other words, you can have a "Triple Grant Melee Attack by Skill, 2 Damage" effect that grants you three melee attacks each which do "2 Damage" even though you are normally allowed only one Grant effect with the Skill trait. Since numeric effects do not stack this is only relevant for Grant Attack and Grant Defense effects.

Heal...

Beneficial Effect

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. If the effect is followed by the term "All" then all of your Vitality is restored. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so.

Imbue...

Beneficial Effect

This effect can be used in one of two ways. An Imbue effect with the verbal "Imbue [Trait Name] Trait" will give you the specified trait for the remainder of the event.

Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you after the effect is used upon you.

Inflict...

This effect can be used in one of two ways. An Inflict effect with the verbal "Inflict [Trait Name] Trait" will give you the specified trait for the remainder of the event.

Otherwise, this effect is some affliction or detrimental effect that is described on an effect card that is given to you after the effect is used upon you.

Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate delivery or trait.

Maim

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.

Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around

you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

Refresh...

Beneficial Effect

Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or more uses of the named skill or one or more points of the named attribute. If you do not have the named skill or attribute then the Refresh has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event.

Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Repair...

Beneficial Effect

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities you specify a target after the Repair verbal. Repair may also be used to refresh armor points. A "Repair Armor" effect will restore one armor point of your current active armor. A Repair <Number> Armor effect will restore a number of armor points equal to the indicated amount, or all armor points if the number of exhausted armor

points is lower than the indicated amount. "Repair All Armor" will restore your armor to its maximum value.

Repel

This effect prevents you from using melee, missile, or packet attacks on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use melee, missile, or packet attacks on the attacker in any case. The Repel effect will last until you rest for five minutes unless the attacker strikes you with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately.

The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. If you are affected by an Expose effect you must mime crying out but you do not make any actual noise. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

Slam

When you are struck with this effect you take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place both hands palm down on the ground and shake your head for three seconds.

"Shield Slam" works even if the attack strikes your shield. This attack can be blocked by a weapon.

Slow

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

Stabilize

Beneficial Effect

If you are at 0 Vitality and unstable this effect makes you stable. You start your 5-minute count. Otherwise, you call "No Effect."

Stricken

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you.

There is one exception; if someone uses First Aid on you then the Stabilize effect will work. Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear and items may be affected by Repair or Imbue effects. The Stricken effect will last until

you rest for five minutes.

Stun

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of role play to revive you and end this effect.

Speak

Beneficial Effect

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant move out of reasonable conversation range.

Waste...

Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means. Once a wasted attribute or

skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use.

Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name then any charged abilities of the item are removed as if they had been used.

A Waste Vitality effect will reduce your current Vitality total. This effect ignores armor points, but is otherwise treated as a called Damage effect and will render you unstable if it removes the last of your Vitality points.

Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

Attack Traits

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to role play the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional role play to the effect.

Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind.

Mental Traits

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will.

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep.

Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind.

Special Traits

All traits not included above are Special traits. Special attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Bane

This targets only those creatures that have a specific trait. Instead of saying "by" say "to" and state the trait that is targeted.

Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait.

Self

Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

Defenses

These abilities allow you to negate abilities used against you. When it is possible to apply multiple defenses to an attack the defender decides which defense to use.

Elude, Guard, Shield

You must call out this defense against the first appropriate attack that strikes you to negate that attack.

Avoid, Parry, Resist

Choose one attack of the appropriate type and call out the defense to negate when it strikes you. You can allow an attack to affect you and negate a later attack.

Purge

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while role playing the purge. You cannot use Purge while unconscious unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use "Purge Death" in the verbal.

No Effect

You are unaffected by the attack in question.

Reduce, Absorb

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely. The actual reduction is determined by the skill or ability that allows you to use this defense.

Increased

This call indicates that the attack did something extra, most commonly extra damage. Some games might use "Increased to..." followed by an effect to clarify what happened.

Reflect

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals. If someone tries to move through a portal that you are blocking then you are forced to move.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side.

Defense Traits

A defense might have a trait associated with it.

Chained Defense

A defense verbal and have an additional effect by adding an “and” to the end. Most additional effects are “to Self.” If the additional effect is an attack then that attack must be launched immediately as the defense is called.

Armor

Armor points protect against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points.

You may only have one source of armor active at a time. You choose which armor is active.

Traps

Traps are devices set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside.

Snap Trap

Mousetraps, party poppers, and snaps cause 2 Damage to whoever sets them off.

Buzzer Trap

Beepers, buzzers, and electronic sound effects cause 5 Damage to whoever sets them off.

Verbal Trap

If a verbal follows the trap sound, whoever set the trap off must take the effect of that verbal.

Gas Trap

As a magical trap, but the verbal will begin with the words "In This Room..." Everybody in the room will take the effect.

Shackles

Shackles are a prop that binds the wrists or legs of a character. An in-game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and role playing.

Skills that allow a character to slip out of bonds are possible as well.

Verbal Modifiers

These verbal additions modify the duration or add additional effects to an attack. A verbal can only be modified by one verbal modifier.

Short

Someone precedes an attack verbal with "Short" and calls out an effect that lasts until you rest or lasts for the entire event. That effect instead lasts until you rest for 10 seconds. If used with Frenzy then the effect will only last 10 seconds.

Permanent

Someone precedes an attack verbal with "Permanent" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Permanent effects may not be removed by resting, but may still be removed by the Cure effect.

Ambient

Someone precedes an attack verbal with "Ambient" to indicate that the effect is a result of an environmental or a plot condition and not an effect that originates from the creature that calls it.

Double and Triple

If "Double" is added to the beginning of a verbal you must take the effect twice. If "Triple" is added to the beginning of a verbal you take the effect three times. Each effect requires a separate defense.

Chained Effects

If a verbal has two effects with "and" between them you must take both. A defense that negates an attack based on the delivery negates both effects. A defense that negates an attack based on a trait will only negate effects with that trait.