

Tavern Tales Rules

This game is based on the Accelerant rules system, created and owned by Rob Ciccolini of the Accelerant System. These rules are adapted from earlier simplifications in order to help people who are brand new to boffer combat and/or the Accelerant system in the Intercon community, by extracting the subset of those rules needed for this game.

If you are an Accelerant Veteran you will be familiar with these.

This document is adapted from the one written by Tucker Lee for Stop That Moon! and the version written by Dave Kapell for Between the Devil and the Deep Blue Sea, and earlier simplifications written by Stephen Tihor, Sean Croteaux and the Kaurath 2.0 rules.

We have video versions of these rules (under way) and of the base rules they come from on our channel at [Kaurath - YouTube](#)

We have the full rule book at <https://www.kaurath.com/2/Rules/index.shtml> and more usefully the rules in sections -- so if you want to check on details about all Elves or Weirkin or Gythanians go to <https://www.kaurath.com/2/Files/Kaurath2-3.pdf>

The details on the Geography of the High Kingdom but not the rest of Erümír can be found in <https://www.kaurath.com/2/Files/4-The%20Geography%20of%20Kaurath.pdf> and of notable people in the High Kingdom in <https://www.kaurath.com/2/Files/3-People%20and%20Laws.pdf>

The Basics

You!

In the Accelerant system, you are an individual character with unique stats. These stats will tell you what you can do in conflict situations. This is broken into a stat sheet with the following:

Name: That's Your PC. Effects may occur during this game that targets your name (or any name you have gone by). Things may be done to you specifically with your name. For example, Nevada Smith would be injured when he hears "By your name: Nevada Smith, 5 damage by pandas."

Armor: Most characters have armor points, In this game, armor mostly represents agility and magic as few people come to a tavern wearing full plate. If you want to wear good armor representations you will get a small net bonus for looking extra cool. You lose armor points through combat and you lose armor points before vitality points. *Armor is repaired with 1 min of roleplay stretching in place, adjusting strapping or retracing runes, whatever applies to your character, or by a "Repair Armor" call*

Vitality: These are the units of life. The equivalent of D&D hit points. You lose these through combat, and gain them through healing. When your Vitality drops to zero, you fall unconscious, and you need to be revived before you can continue playing.

Protection: Some sources in game will give you protection points - they add a buffer between your armor points and vitality. Your armor points will go first, then protection, then vitality. think of them as armor points that don't come back.

Incoming damage -> **Armor** -> **Protection (if any)** -> **Vitality**
To get them back: **Repair** or 1 Min RP, **get new ones**, **Heal**

Skills: These are the things your character can do in the game environment. They will be explained in detail on your sheet. They come in several flavors:

At Will: You can do this all the time.

Per Event: These cannot be recovered over the course of the event

Spend N Aegis/Threat/Clarity: Spend a few points from that pool if you have enough

Aegis, Threat, and Clarity are pools of points. You start the game with a number indicated on your sheet. If you take a **Full Rest** for **five minutes** in an **Active Sanctuary** you recover your **Aegis** and **Threat** -- we will announce if there is an **Active Sanctuary** available. You can also spend **1 Clarity** to recover all your **Aegis** or **Threat**. **Clarity** only comes back between events.

Combat Mechanics

In this game, combat is live action and is represented through melee and ranged weapons.

Verbals

Accelerant is designed to encourage immersive gameplay. Accordingly, "out of game" chatter is limited to very short phrases, called **Verbals**. Verbals are OOG phrases that let other players know what you're doing.

Each verbal has an **effect** and a **trait** in the format of "[Effect] by [Trait]". The *effect* indicates what the attack does to you. Traits are the flavor the effect comes in.

For example:

The verbal "*4 Damage by Fire*" might represent a roar of flame.

The verbal "*Maim by Lightning*" might represent a flash of light that shatters your limb.

The verbal "*Paralyze by Fear*" might represent a sudden fear that causes you to freeze.

However you imagine it, the verbal tells you what happens both in and out of game.

The verbals for melee attacks are called out as you swing your weapon. The verbals for ranged attacks are called out before you throw or shoot.

If you hear a verbal, your character knows what happened. The verbal not only tells you the game mechanic effect, but it represents the sight, sound, and feel of the attack in the game. You never have to play dumb about what you saw (unless you want to).

Roleplay Your Hits!

In Accelerant, combatants are expected to acknowledge hits with roleplay. This may be accomplished by a simple grunt, or by something more dramatic, depending on the wishes of the player. While not required, you can role-play this up. For example a "4 damage by Fire" might be demonstrated by you running around trying to put the flames out.

Melee Combat

Most characters can fight in melee if they choose. Melee fighters use padded, lightweight weapons called boffer weapons. When you swing your boffer weapon, don't swing hard! This is a lightest touch system and a gentle tap is all you need!

When you do swing, please bring the weapon back at least 45 degrees between each swing. We also have something called a **Flurry Rule (very important)**. You can make three consecutive attacks where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry you must stop all attacks for at least a second and, if movement brought you closer to an opponent, reset to where you were before.

Melee attacks that are blocked by a weapon or shield don't do any damage. Attacks to the head, hands, or groin are illegal and are not counted.

If you strike the torso or limb with no verbal, you cause 1 point of damage. These are known as "uncalled strikes" as they don't have a verbal call. Uncalled strikes will cause someone to fall unconscious if they remove all Vitality, but the victim will remain stable. A character taken down by called strikes (like "5 damage") will fall unconscious and be unstable as well. This is explained in further detail on the next page.

Ranged Attacks

Ranged attacks come in four flavors: Rune projectors, Magical Power, Arrows, and Thrown Weapons

Rune projectors resemble tubular nerf guns that shoot bullets. Packets are either special foam balls or most often bird seed wrapped in cloth that represent magic power or arrows from a bow. Thrown weapons are foam props that represent thrown bottles, bombs, knives.

If a ranged attack has no verbal, it does 1 uncalled damage.

If you get hit by a nerf bullet or a packet, you take the effect even if it strikes a weapon or a shield.

If you get hit by a thrown weapon, you take the effect only if it actually strikes you. If it strikes a weapon or shield you do not take that effect, and the thrower retains the use of the ability.

Everyone can use normal simple weapons, such as knives or swords. You may not be fancy but you can attack.

No one can use a thrown packet or rune projector unless they have it as an explicit skill.

Unconscious, Stable, Unstable

When your vitality drops to or below zero, you fall unconscious: this means that you fall down and lie helplessly for **three** minutes. After three minutes pass, you can get back up at 1 vitality (or earlier if you are **Healed**).

If you were dropped with called damage (for instance, "5 Damage by Lightning") you fall **Unstable**. This means that your character is "bleeding out". If you bleed out for one minute without being attended to (for example **Stabilized** or **Healed**) you become **Dead**. Until you die any **Heal** brings you back and gives you that much vitality (up to your maximum.)

If someone calls "First Aid" while you are Unstable, you pause your bleeding out counter until Healed, Stabilized, or damaged again. If someone calls "Stabilize" on you, you go from Unstable to Stable (and can get back up again in 1 minute as per normal).

Deathstrike and Death

Deathstrikes are the means to truly kill someone. All players may deathstrike an unconscious or willing victim. To Deathstrike someone you place the end of a weapon on their torso and count out loud "Deathstrike One, Deathstrike Two, Deathstrike Three." If anything knocks your weapon aside or you are struck by anything, the count is interrupted and has to begin anew. A successful a Deathstrike will cause the target to become **Dead**.

Being dead means you can only be revitalized with a Cure Death skill. If you have been Dead for five minutes, get up as a Spirit and speak to the GMs.

Spirits

Spirits are a game mechanism that allows for various flexibility in the game. If someone calls "Spirit" (and/or are walking slowly with their hands at their sides eyes down) they present as an amorphous slightly translucent version of what you see but can only be affected by effects which are "**to Spirit.**"

There are several kinds of Spirit you can see, most are the dead going to be resurrected or pass into the Light, but some are Ghosts which are hanging around. They can be affected by **To Spirit** and by **To Ghost**.

Some restless Ghosts can **Inflict** Possession on the Living. This is represented by a sheet with a description of what happened and what you must do and how you can remove the effect.

Effects

These are the things you will actually encounter and may be able to do in our game (from your character stats). Just to assure new folks, 90% of the negative effects you'll encounter in combat will be **Damage, Agony, Root, and Maim**.

Damage – Uncalled weapon swings do one point of damage, but some skills and abilities will allow you to do more. The Effect Verbal is “[Number] Damage By [Trait]”. So, for example, “5 Damage by Fire” is five points of damage being dealt to you via Fire. Often times weapon attacks will not have a Trait, such as “5 Damage”.

Heal [Number or “All”] – This Effect restores a number of Vitality equal to the number used in the verbal. Ex. Heal 2 will restore 2 Vitality. “Heal All” will restore all Vitality. If no number is specified, it restores one vitality. It does not allow you to go above your maximum.

Agony – You must role-play being in pain for ten seconds. During that time you cannot attack anyone but may still block or call Defenses.

Maim – You lose the use of the limb struck with the “Maim” Effect. If a leg is Maimed you may fight from your knees but may not hop around on one foot. If an arm is Maimed you cannot wield weapons or cast spells using that hand. This lasts until Cured.

Cure [Effect] – Removes a negative effect from you. For example, if you are Maimed and someone does a Cure Maim on you, it removes the maim.

First Aid/Stabilize – If someone calls “First Aid” on you, you pause your “bleeding out” timer if you are Unstable. If they call Stabilize on you afterwards, you become Stable (if you were Unstable). Finishing a first aid call can also be used to “cure maim”

Diagnose – If someone calls “Diagnose Stable/Unstable/[Effect]”, you should tell them Yes or No regarding what they are trying to diagnose. Healers can also “Diagnose Damage” to determine how much vitality you are down.

Repair [Number or “All”] Armor – This effect restores a number of Armor points equal to the number used in the verbal. Ex. Repair 2 Armor will restore 2 Armor points. “Repair All Armor” will restore all Armor points. If no number is specified, it restores one point. It does not allow you to go above your maximum.

Grant – This Effect will give you an extra attack or defense to use. Grants often are used as a means to support and buff allies. These are the types of Grants you might see:

“Grant Vitality by X”: This adds another point of vitality to your permanent total.

“Grant Armor by X”: This adds another point of armor to your permanent total.

“Grant Protection by X”: This acts like temporary armor that cannot be repaired and goes

away after armor.

“Grant attack/defense_____” You gain the ability given after the grant- you cannot have two attack grants at once, or two defense grants at once.

Note that grants **do not stack** if they are the same effect. So your protection has to go away before getting more (unless the protection number is higher than the previous number)

Paralyze – You freeze in place, unmoving and helpless. This lasts for five minutes of rest or until Cured.

Drain – You cannot use any skills and you cannot defend/attack. This lasts for five minutes of rest or until Cured.

Frenzy – You are struck with mindless fury and must attack everyone around you with no thought to whether they are friend or foe. *Remember to be safe in your attacks.* This lasts until you are struck unconscious or Cured.

Root- Your right foot is stuck in place. This lasts for five minutes of rest or until Cured.

Repel – You cannot approach within 10 feet of the person who Repelled you and cannot attack them. This lasts for five minutes of rest, Cured, or if the Repeller hits you with a melee attack.

Slam – You fall down (do so safely!). And may get up when you have landed.

Slow- You cannot run- you can move as long as one foot is still touching the ground. This lasts for five minutes of rest or until Cured.

Stricken- You cannot be affected by beneficial effects. This includes healing. You can repair your armor, and first aid can stabilize you. This lasts for five minutes of rest or until Cured.

Disengage – If someone calls out Disengage then any enemies fighting them must take a few steps back and pause for a moment. The person using the Disengage must also back up unless they are against a wall or press of other people or it's otherwise unsafe.

“Inflict” – If you are affected by this call, we'll give you a card or explain things to you. This is typically associated with something negative.

“Imbue” – If you are affected by this call, we'll give you a card or explain things to you. This is typically associated with something positive.

Defenses

Parry / Avoid / Resist – You negate an attack that otherwise struck you. Your skill will have further instructions on when this may be used

Shield/Elude/Guard – You must negate the first effect you take of the type determined by your skill

Purge [Effect] – You can remove a negative effect upon yourself with 3 seconds of role-play.

Resist [X] – You negate an attack by a particular Effect or Trait. For example, Resist Lightning allows you resist “5 damage by Lightning” and Resist Maim allows you to resist “Maim”.

Reduce- You have not taken a called effect at it's full value.

Reflect- You negate the effect taken, and instead the effect occurs on the person who initiated the attack.

Other Stuff

Short - If an attack has "Short" applied to it, it only lasts until 10 seconds have passed. Ex. "Short Paralyze by Lightning" ends after 10 seconds of "rest" (taking no actions and not being attacked) instead of the usual 5 minutes of rest.

Rest - Sitting, laying down, taking a knee, or being unconscious counts as resting. You may rest multiple things off at once.

Ambient - This means that the call is environmental. Ex. "By my voice, Ambient 1 damage by Lightning" is coming from the environment, not from the person who is calling it.

"By your name" - If it is your name, or something your character has gone by, take the effect that follows. If the following effect is an expose- make a noise indicating where you are.

"By my gesture" - If someone is pointing at you or making a similar gesture to indicate you- take the effect that follows the call.

"By my voice" - Affects everyone who can hear you. If you honestly can't hear it, don't worry about the effect.

"In this room" - Affects everyone who can hear you in the same room. If you honestly can't hear it, don't worry about the effect.

"By my gaze" - Someone meets your eyes for three seconds and then makes this call.

"I drag you" - You drag someone with you. Don't actually touch them, they'll just follow you. If they get hit, you need to drop them.

"Caution" and **"Emergency"** - "Caution lets people know that someone is about to get hurt OOG. Like if they are backing into a wall. "Emergency" should be called if you or someone else gets seriously hurt and needs to leave the game.

"To Clarify" - Used by the GMs to clarify a matter OOG without breaking game.

Death

If you are killed, wait for one full minute of people ignoring you (but at most five minutes) then rise as a Spirit. You lose the trait *Living* and gain the traits *Dead* and *Spirit* unless told otherwise by a card. While you have the trait *Spirit* anyone can see you but only those with abilities which have a call **to Spirit** affect you. Thus only someone with the skill **Speak to Spirit** can talk with you. You must now head slowly over to speak with the GM handling Death. They will handle what happens next. .

Special Effects

There may be tags attached to items in the room. Please read and follow the instructions on those tags.

Objects such as Documents

Any object with a colored tag on it with a trait name such as *Sailborne* can only be used, manipulated, or read by someone with that Trait.

Red Tags

Any object with a red tag on it can not be moved. It may also have a trait on it which limits who can manipulate or read it.

Short list of Effects you may Hear that are not pretty Obvious

Agony - Intense pain. 10 seconds. No Attacking.

Death - Fall down dead, wait 5 minutes for a "life", if not then Spirit.

Destroy...X - X cannot be used until repaired.

Disengage - move back until your weapon tip just touches theirs.

Expose...X - If you are awake and alive and X call out - same volume.

Frenzy - Attack the closest creature repeatedly until you go down.

Maim X - X must be Arm or leg. If weapon must touch X. No hopping. Lasts till fixed

Repel - Stay 10 ft away, no attacking the repeler until rest 5 minutes.

Root - Right foot cannot move. May pivot. Rest 5 minutes.

Silence - No talk, No incants. Out of Game verbals ok. Rest 5 Minutes.

Slam - 3 steps back and fall down or take knee for 3 seconds.

Spirit - Insubstantial. No effect to all calls not "to Spirit". Eyes down, hands at side. Walk slow.

Short - Effect lasts until rest for *10 seconds*.

Permanent - Tell plot if not cured by end of event

Other named effects take 5 minutes of rest to go away. Damage must be cured.

Damage affects: Armor, then Protection, then Vitality. At 0 fall down. If called Damage did it you are unstable and die in 5 minutes. If uncalled damage then stable and get up in 1 minutes with 1 Vitality.

Repair armor over a Long Refresh - sitting eating or drinking and resting or in the bathroom for 5 minutes.

Calls and Effects - the long version of the short chart

Agony - Intense pain. 10 seconds. Can defend. Can run.

Cure... - Remove one effect or trait. If more than 1, choose. Can't be Imbue or Inflict.

Remove... - Force remove an effect. No touch cast. Can defend.

Damage - Removes Armor, then Protection, then Vitality. Can't be removed or dispelled.

Death - An attack with this effect kills you. 5 minutes, then Spirit.

Destroy... - Target is destroyed and cannot be used until repaired.

Diagnose - Used to determine if called effect exists on person. Yes/no answers, except damage

Disarm... - Must drop until it stops moving or place down for 5 seconds.

Disengage - Plant feet 3 seconds. Gesture with weapons everyone who is attacking you and gestured at must move back out of weapon range so that you cannot cross extended weapons.

Drain - No running. No Skills. If specified, can't use thing specified. Rest 5 Minutes to cure.

Expose... - Call out if you have the specified trait, unless dead/unconscious.

Frenzy - Attack closest creature. Can use skills. Dead or Unconscious to end.

Grant... - You receive a boon. Limit 3 unless it is Grant Extra (limit 1). 1 per thing affected.

Protection drops after armor, before health.

Double and Triple - Effect lands 2 or 3 times. Defend separately. Take what's left.

Heal... - Restores Vitality

Imbue... - Effect described on card.

Inflict... - Effect described on card.

Maim - Arm or leg. No effect on torso. If a weapon must there. No hopping. No resting off.

Paralyze - You cannot move, but can hear. Still falls at 0 Vitality. No posing. 5 minute rest cures.

Refresh... - Restores attribute or trait.

Repair... - Repairs armor up to max.

Repel - Prevents all attacks from the target. Stay 10 ft away. Rest 5 minutes to cure.

Root - Right foot cannot move. May pivot on foot. Rest 5 minutes to cure.

Silence - Can't talk. No incants. Out of Game verbals still happen. Rest 5 Minutes.

Slam - 3 steps back and fall down or take knee for 3 seconds.

Slow - No running. Rest 5 minutes to cure.

Stabilize - Sets unstable to 0 vitality and stable.

Stricken - Cannot take positive effects until remove

Stun - Unconscious. Incapacitated. Rest while affected. 5 minutes to cure.

Speak - Talk to target even if normally not able. May still not work.

Waste... - Consumes target effect/attribute. Can be refreshed or cured to restore. Ignores armor

Weakness - No called melee attacks or skills. Rest 5 minutes to cure.

Elude, Guard, Shield - Dumb defense. Stops first valid attack. Must call when used.

Avoid, Parry, Resist - Smart defense. Stops chosen valid attack. Must call when used.

Purge - End an effect after it's affected you. 3 seconds to use.

Reduce, Absorb - Affected by effect, but take less of it, or stop it and turn into something else.

Increased - The effect used is more effective than normal.

Reflect - Sends effect back at source and negates effect. Can defend returned effect.

Spirit - Insubstantial. No effect to all calls not "to Spirit". Eyes down, hands at side. Walk slow.

Short - Effect lasts until rest for 10 seconds.

Permanent - Effect lasts until the end of the event. Report effect to plot. May continue next event. Can be cured.