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Welcome to Nocturne

The apocalypse has come. The Gates into infernal Erebus have been opened and from them issue a host of demonic powers bent wholly on the destruction of Aeryn, the mortal world. Only one small continent remains untarnished: Artanna. Preserved by the now quiet gods, the Sanctuary of Artanna stands as the last bastion of mortal life in the world. Cut off from their histories and ancient homelands, the mortal races are challenged to band together in order to reclaim all that has been lost.

But victory will not come easily. Whether by sword's glinting edge, or by spell's mystical might, great battles must be fought in order to slowly lift the veil of the demonic Scourge. The Sanctuary of Artanna contains all that survives of the mortal races. Every mortal in Nocturne is born in Artanna, the descendants of those mortal refugees who fled their homes over four centuries ago.

Citizens of Artanna, people of Aeryn,

Five hundred years ago the Sanctuary was created and our people were given a chance to salvage hope from the wreckage of the Scourge. At last that hope has come. A Lorekeeper has gone to the Black Oak and there received a true Prophecy. Whether the words come to us from the gods or through some force more intrinsic to our survival I cannot say. But I do believe in the words. Out of Light and out of Darkness shall be forged a new kingdom that will rise to at last throw down the might of Erebus. In the untouched wilderness of Artanna a new nation is being founded. I am not so filled with pride as to think that this might be the Kingdom of Prophecy. But I do have hope.

And so I call to you, the peoples of a war-torn world. I call to all within the sound of my voice or with the ability to read these words. I call on the Sorcerers and the Reavers. I call on the Nethermancers and the Rogues. I call on the Armsmen and the Wardens. I call to the Arcanists and the Spellswords. I call on the Ritualists and the Mystics. I call on the Healers and the Druids. And I call on the Crusaders and all others. Join me. Answer me and forge a new nation where the spirit of the Covenant rings true.

Give to me your swords and your spells. Give to me your strength, your faith and your hope. With these weapons we will plunge into the heart of the Foe and make good on the sacrifice of all those who lived and fought and died to give us this one chance to at last be free.

And if you follow me then I would follow you.

The story never truly ends but the beginning comes only once. Out of Light and out of Darkness there shall be forged a nation that shall grow great in strength and power and so one-day defeat Ixiel and end the Scourge forever.

THE GENERAL RULES OF NOCTURNE

PLAYER AND AGE RESTRICTIONS

Players must be at least 18 years of age to attend an event without written consent (consent forms, waivers can be found at the back of the rulebook), and at least 16 to attend with the permission of a legal guardian and the approval of a game director. Children 14 to 16 are allowed to attend an event with game director's approval as well as having an adult on site at all times willing to take responsibility for the child. Children under the age of 14 are not allowed under any circumstances. Players with severe medical conditions must notify a game director before attending an event. The game directors reserve the right to refuse admission on a case-by-case basis.

OUT- OF- GAME GUIDELINES

All players and staff members must follow certain guidelines for conduct at events. These basic expectations establish the guidelines to ensure that everyone can feel safe and enjoy a fun game. Any violation of these guidelines or rules in this book may warrant disciplinary action at the discretion of the game staff.

EQUAL TREATMENT

The staff of this game will treat all players equally on a basis of race/ethnicity, gender, religious belief, or sexual orientation. Any in-game treatment of characters will not represent out-of-game biases. The game will accommodate special needs within logistical limitations. All players are expected to respect these guidelines as well. As a general rule, always treat other players, staff members, and our camp with the same respect you wish to receive.

NO NON - CONSENSUAL CONTACT

All players must give permission for any sort of physical contact from another player. Never assume you have permission to touch another player or staff member unless it has been given to you.

Tobacco

Players over 19 may use tobacco at events, but they may only do so in the parking lot. All tobacco and tobacco waste must be completely extinguished and disposed of in the garbage.

NO ALCOHOL OR ILLEGAL SUBSTANCES

Alcohol and illegal substances are not permitted on camp. No staff member or player may consume or be under the influence of alcohol or another illegal substance at an event. Anyone under the influence will be asked to leave immediately.

NO OUT-OF-GAME THEFT

Never touch another player's personal belongings or props without permission. For in-game theft/cabin raiding a marshal is required. If you acquire someone's in-game belongings, be prepared to use a prop of your own or a game owned prop as a replacement. Out-of-game theft is not tolerated and appropriate disciplinary action from staff as well as legal actions will be taken.

NO ILLEGAL ACTIVITIES

Players and staff members may never engage in illegal activities of any kind at events. The staff does not condone these activities. If discovered, those engaging in such activities will be asked to leave immediately, with all appropriate legal action taken.

PLAYER REPRESENTATIVES

Players with concerns who do not feel comfortable going directly to a game staff member may discuss their issues with a player representative. Player representatives are volunteers who can bring concerns to staff as an unbiased, intermediary party.

EVENTS

Typically, Nocturne events take place once each month. They run for one weekend, in-game activities beginning on Friday evening, approximately 10pm, and ending approximately 3am Sunday morning. Though there are chapters/shifts, Nocturne runs from start to finish with no "safe hours." Players and staff members begin cleanup of the event approximately 10am Sunday morning. All players are required to contribute to clean up, both cleaning their own props as well as helping with the camp site in some way. Players who must leave early due to extenuating circumstances may be provided an early clean up duty at staff discretion. Players must have a staff member sign off on their card for cleanup or build from that event may be held.

New Player Guide

If you are new to LARP, or just new to our game you will find some useful tips here.

Age Restrictions

14-15 years old: Must be accompanied by a parent or guardian for the duration of the event.

16-18 years old: Must have a parent sign a [permission waiver](#) to attend.

18+ years old: No restrictions or permissions required.

Check-In

Attendees may arrive on camp any time after 4pm on Friday of an event. Our logistics team will run check-in in the Great Hall or NPC Cabin.

Camp Somers: Follow the camp road straight, all the way till you see a large parking lot to your Left. The Great Hall will be the first building on your Right, across from the parking lot. NPC cabin is in the parking lot.

Camp Wheeler: After turning onto the camp road, then make your first Right. Follow the road for about 1 mile. Road will open into a large parking lot. NPC Cabin will be the first cabin. (check-in is always at NPC Cabin on Camp Wheeler).

At check-in, you may choose between NPCing or PCing Full Time.

NPC: Non-Playing Character, you will fulfill different roles based on the standings going on. Costuming is provided, and you will be briefed on each role by the Cabin or Plot Marshal at the NPC Cabin. The main purpose of NPCs is to entertain the PCs. It is recommended to wear blacks or dark neutral colors when NPCing. *Full Time NPC is always free

PC: Playing Character, you will choose from one of our playable classes and races and enter the town of largail as a new townsfolk. Use the rulebooks race and class descriptions, as well as world history and lore to help decide what you'll have the most fun playing. New player training and modules are held Friday night. *Your first event playing a character is free and you have up to 3 months to change your mind about what you would like to play.

To ensure we have enough people NPCing to entertain the amount of PCs we have each event, all players perform at least one shift of NPC-duty, unless someone is only attending one chapter or less. Preferences can be submitted online through Pre-Registration, otherwise your shift will be assigned and you will be notified of your shift at check-in.

Purchase Tags to Play

We run our game based on a tag-system which coordinates with the 4 quarter, or chapters, of our game time over the weekend.

First event playing a character is free. After your first event,

1 tag = \$20

2 tags = \$30

3tags = \$45

May purchase 1 additional Build for \$10 per event.

Those NPCing for the full event do not need to buy tag rings. All players are encouraged to pre-register. Doing so grants you certain bonuses of your choosing. See [Pre-Registration](#) for more information.

Game On

On the Friday night of an event, before the game begins, players and NPCs will be gathered in the Great Hall or the NPC cabin. The staff will introduce themselves, give rule clarifications, and answer questions of the players. New players will be welcomed to participate in the New Player Training quest, a brief in-game story intended to get new players acclimated to the game.

1st Chapter: Friday 10pm – 3am

2nd Chapter: Saturday 10am – 3pm

3pm -5pm: we prepare and have feast. (Feast/dinner is free).

3rd Chapter: Saturday 5pm – 10pm

4th Chapter: Saturday 10pm – Sunday 3am

Event Clean-up begins 10am Sunday morning

***Though our 1st chapter technically ends at 3am PCs are welcome to stay out as late as they wish and our staff members may go out at any time as there are no “safe hours.”**

Costuming

Nocturne is a medieval fantasy game and proper costuming is encouraged. This does not mean you need to go out and purchase an expensive medieval costume. Sweatpants, the right shirt or jacket can be made to look like proper costuming. Wearing designer jeans and shirts however is heavily discouraged. Also, please take note if your chosen class/race has any special costuming or makeup instructions.

*Do your best to minimize any modern elements on your clothing such as visible zippers, logos, jeans, etc.

Suggested Packing List

General:

- Toiletries (toothbrush/past, soap, deodorant, makeup remover, baby wipes. Please practice proper hygiene over the weekend, brush your teeth and use deodorant)
- Bedding – Sleeping bag or blankets and pillow
- Food – Water, snacks & Lunch/Breakfast food. (We provide dinner on Saturday about 4pm for free)
- PC costuming – Medieval/Renaissance type clothing
- NPC clothing – plain black, gray, or dark neutral color pants and shirts
- Proper Footwear – Hiking or Larp boots. Extra boots are a good idea in bad weather
- In-Game Raingear – overcoat/cloak
- Personal Flashlight/Glow stick – Certain game mechanics require red or white lights
- Extra sock – Keeping your feet dry and warm is important
- Towel
- Personal first-aid, headache, allergy meds, etc.
- Bogspray
- Boffer/latex weapons and/or spell packets
- If camping bring your own tent, tarps, tools, etc.
- Sunscreen (for warmer months)
- Bathing suit – In July we usually have access to a pool if you like to go swimming
- Hat and gloves (colder months)
- Warm cloaks and extra layers of costuming (colder months)
- Firestarter logs and/or kindling for fire place and wood burning stoves

Camp Amenities:

- All cabins have power outlets, single bunks with mattresses and either firestove or a thermostat.
- Bath house with heated showers and separate Men/Women bathrooms
- 1 refrigerator in “Iargail Barracks” & small kitchen (limited space, BYO-cooking ware & utensils. Clean up after yourselves).
- Camping area with firepits and raised platforms (if camping must supply own tent and gear)

Character Cards and Tags

Every character has a card that lists the player’s and character’s critical information. This includes things like player name, contact information, character name, build, skills, notes, and so on. Logistics must approve any new character card before that character may be played in game. Players should carry the card of the character they are playing at all times. Any changes or updates to the character must be recorded in the appropriate section. For example, anything that requires build should be written in the "skills learned" section along with the build cost and teacher signature. Baptisms, affinities, and other effects that do not require a build cost should be written in the notes section. The back of the card is also acceptable if something doesn’t fit in the notes section. In addition, long-lasting in-game effects should be recorded on the back of a character’s card when they are applied, including the name of the effect, the creator of the effect, the description of the effect, and the duration of the effect. A character’s status pools are represented by tags. A tag ring is given along with a character card at check in. The tag ring will show the total number of points a character has in their pools. These pools are essence, mana, vigor, and power. Players should be sure to carry their character’s tag ring with them at all times to prove how much a character has in any of these pools. Characters may also need to submit status tags with crafted items to show the amount spent in creation and to receive an item card. A tag ring will also have a tag to represent a character’s life. If at any time a character dies, the life tag must be submitted to a marshal. The status tags or life tags can be replaced by the staff when a character cycles to a new tag ring, or when a character resurrects for their life tag

CHARACTER LEVELS

A character gains a “level” each time the character spends 10 build. Thus, a character’s level is their total spent build divided by ten, and rounded down to a minimum of 1. For example, 35 build spent = 3rd level. 113 build spent = 11th level. 8 build spent = 1st level.

Character Creation

Characters begin the game with 30 build, which can be spent on any combination of mana, vigor, essence, standard list professions or sub-professions and abilities on those lists or from race list. A character’s first primary profession has no cost to buy-in. Additional professions and all sub-professions have costs associated to buy-in, or gain access to the skill list, as described in the section about teaching and learning. Characters cannot begin the game with any advanced or hidden lists or skills. Characters that begin game with prayers or sacraments that require a baptism (above 2nd circle) may begin with that baptism, but should learn what that baptism entails from plot and should write what that baptism entailed into their back story. Character back stories can be submitted to an owner/director on the

forums at, nocturneonline.com/forums/ or emailed to our character histories email at, charhist@gmail.com.

BUILD AND ADVANCEMENT

Characters earn build in several ways. The main way that characters earn build is when the player purchases tag rings for a character. Each tag ring purchased will also grant a character +1 build. Characters may purchase +1 additional build per event. Finally, characters may earn build through the Gift of service point reward. Build for tag rings or otherwise purchased at check-in may always be used the same event. Players who NPC for an entire event will also earn build which they may apply to any character. Fulltime NPCs gain +4 build as well as 50 service points, which they may add to any character they wish, including dividing this among multiple characters. Full-time NPCs are still eligible to purchase +1 additional build, which they may allocate to a single character of their choice. If applicable, the Gift of service point rewards is applied to any characters allocated build by a full-time NPC.

TEACHING AND LEARNING

Characters may learn skills by finding an appropriate teacher and spending the listed amount of build to learn the skill. A minimum time of at least 5 minutes must be spent roleplaying the teaching and learning of any skill in-game. Characters with the Teach skill may only teach skills from a profession list if they satisfy the Teach skill prerequisites for that list. Characters may teach a new profession to a student if the teacher has access to that profession's advanced list. A character may teach a sub-profession and or abilities from a sub-profession to a student if the teacher has 15 build spent in that sub-profession. Both instances require the teacher to know teach. Player characters may not teach hidden skills, hidden professions or hidden sub-professions. Any skill learned in game usually cannot be used until the following event, when it appears on a character's card. Some effects may allow a character to use a skill the same event in which it is learned.

Essence, mana, and vigor may be learned by a character without a teacher if the character has a least 1 point in the pool they're trying to increase. If the character has no points in that pool, the first point must be taught by a teacher with the Teach skill and points in that pool. Essence, mana, and vigor are always purchased from the character's primary profession.

Characters may learn additional professions or sub-professions by finding a teacher and spending build to gain access to those lists. The first profession a character learns is their primary profession and has no cost to buy-in. Additional professions cost 5 build each for the first two, 10 build each for the next two, and so on. Any skills purchased off an additional profession list cost double the listed build cost for the first two additional professions, triple for the next two, and so on. Characters learn a sub-profession when they learn the buy-in skill for that list. The buy-in skill for the first sub-profession learned costs 3 build. The buy-in skill for a second and third sub professions costs 5 build, and skills on those lists cost double the listed build cost. It costs 7 build for your fourth and fifth sub-profession and skills on those lists cost triple the listed build cost.

Characters do not require teachers to learn skills listed on the racial list for that character's race. This rule also applies to any hidden-race lists that are gained by a character during play. Racial skills and hidden-race skills always cost face value with no multiplier, regardless of how many a character has.

LEARNING SPELLS OR RITUALS

Characters learn spells or rituals according to all of the standard rules for learning skills in game, but they must satisfy some additional prerequisites. All spells and rituals require that a character knows literacy first. Spells and rituals beginning with the 2nd circle require that a character know at least as many spells or rituals of the prior circle of that profession. For example, to learn a spell of the second circle, a character must know at least one spell of the first circle. To learn a second spell of the third

circle, a character must know at least two spells of the first circle and the second circle. Spells and ritual skills belonging to the same profession do not count toward the required number of a previous circle for each other (i.e.: spells only count for spells, and rituals only count for rituals). Hidden skills of a profession do count toward the number of spells or rituals known on a circle for purposes of learning a number of spells on a higher circle, but they do not count against the number known. Thus, a character may know more spells or rituals of a given circle she has for the circle before if the extra spells or rituals are hidden skills.

LEARNING PRAYERS AND SACRAMENTS

Characters learn prayers and sacraments as per the rules for learning spells and rituals respectively. Characters who learn prayers or sacraments from any pantheon gain an affinity with that pantheon unless a specific skill or effect allows them to do so without gaining this affinity. Characters may not learn a prayer or sacrament from a profession with which they have a conflicting affinity unless learning it through a skill or effect that specifically permits this. This most generally applies to characters with an affinity to the church of light being unable to learn prayers from the church of darkness, and vice versa. Characters learning prayers or sacraments from a profession associated with a deity may only learn up to second circle prayers or sacraments without having a baptism to the deity associated with that profession. If a player starts the game with a baptism, they should inform plot and incorporate their baptism into their character's history.

ATTENDANCE AND GIFTS

Nocturne likes to reward players for consistent attendance to events. As a way of saying thank you, players who attend enough events become eligible to receive certain gifts. Attending events consecutively without missing any will earn gifts more quickly than attending non-consecutive events. The first gift is awarded after attending 12 consecutive events or 18 non-consecutive events. This is traditionally referred to as the "year gift" and is a unique skill or ability custom designed for a character. Please keep in mind these gifts take time to design, and may not be awarded right away. Players who play multiple characters are awarded the year gift on their most frequently played character first, after which point other characters may be considered after enough time has passed. After the first year and following the same guidelines for consecutive and non-consecutive time, players may be awarded abilities from a 2-year list as well as other gifts.

Nocturne traditionally holds a holiday party in December. Attendance at this party will count as attendance credit toward a gift, but will not count against a player if missed. Thus, missing the holiday party will not cause an otherwise consecutive attendance to become non-consecutive.

SERVICE POINTS

Service points are awarded by the game staff as a reward and a way of saying "thank you" for the extra things that many players do for the game. This could include spending extra time as an NPC at an event, donating props, doing extra work for the game between games or at events, or working in a staff position. The game directors and full time staff are the final arbiters of how many service points are awarded to players who go above and beyond for Nocturne.

Service points can be spent when a character checks in at any event on various in-game benefits as listed below. All rewards last for one event unless otherwise noted. All bonuses to pools like essence, mana, vigor, or armor will stack with any other similar effect in-game. Talismans require a character to wear a physical representation of the talisman. The talisman is considered attuned to the character and may only be sold or traded if the attunement is removed in-game.

SERVICE POINT REWARDS

AMULET OF MANA

150 Service - This amulet grants a character +5 healable mana. This amulet will last for 3 consecutive events.

AMULET OF VIGOR

150 Service - This amulet grants a character +5 healable vigor. This amulet will last for 3 consecutive events.

AMULET OF ESSENCE

25 Service - This amulet grants a character an additional +5 healable essence.

GIFT OF EXPERIENCE

50 Service - The character gains +1 build. This gift is not purchased at check-in, but added automatically if a character has at least 50 service points after an event in which the character has been played. A player may request this gift is not automatically given. This gift is only given once between events, and cannot be applied retroactively.

GIFT OF FATE

50 Service - The character may draw a random effect or gift from the "Box of Fate." These powers can be great and unusual, can be minor, or on very rare occasions may even be negative. Note that there is some risk involved in meddling with fate. Any effect, other than negative effects, drawn from the "Box of Fate" may be sold or traded with other players in-game.

GIFT OF RITUAL KNOWLEDGE

50 Service - The character gains temporary knowledge of a ritual or sacrament that they could learn in-game based on her professions or sub-professions and have the prerequisites for. The character does not require a teacher for this skill.

GIFT OF WISDOM

30 Service/40 Service - The character gains temporary use of a vigor skill, spell, or prayer that they could learn in-game based on her professions or sub-professions and have the prerequisites for. The character does not require a teacher for this skill. The first skill purchased with this gift may act as a pre-requisite for the second. The character can never gain more than 15 base build cost worth of skills through these gifts. This boon does NOT permit use of knowledges.

GIFT OF LIFE

20 Service per level - The character may resurrect normally. This may only be purchased when normal resurrection skills or resurrection stones will no longer have an effect on the character. This may be purchased after check-in, and only once per character lifetime.

GIFT OF PROTECTION

10 Service Each - The character begins each cycle of power with an active or latent spell effect on them as the target. This can be any spell effect from a standard profession list or sub-profession list. The character must be an eligible target for the spell. This may be purchased multiple times to a maximum of 5.

TALISMAN OF ARMOR

150 Service - This talisman offers its wearer +10 magical armor points. These armor points can be repaired by repairing the amulet the same way you would a piece of leather armor. This amulet will last for 3 consecutive events.

TALISMAN OF PRECISION

75 Service - This talisman grants its wearer a weapon the ability to swing for +1 damage of the same type it would otherwise swing in combat. This is a bonus to constant damage.

TALISMAN OF SPELL/PRAYER EFFICIENCY

75 service – This talisman offers the wearer a spell/prayer efficiency of -1 to a minimum of 1 for a single spell/prayer. This includes rituals off the Ritualist's list only. A character may only have 1 talisman of this kind at a time. The spell/prayer must be chosen at time of purchase of this talisman, and once chosen the spell/prayer must be marked on the character's card and may not be changed. This talisman lasts the duration of the weekend purchased.

LIFE AND DEATH

All characters begin the game as living, but while different races live for different time spans, most characters in this world are likely to die from combat or hazards long before this.

ESSENCE

Essence is the measure of a character's life force and resiliency. All characters begin with 5 essences at no cost. Essence is easily lost, but also easily restored. The most common way to lose essence is through numerical damage in combat. Some abilities will require that a character spends their essence to perform a skill or as a contribution to an effect. While this is not exactly the same as taking damage, the end effect is still the same mechanically speaking. A player with zero essence is considered to be unconscious. Characters with less than zero essence begin their death count. Characters may not be reduced below -1 essence unless a special effect specifies this happens. Additional essence costs vary by a character's classes.

MANA

Mana is a measure of a character's magical strength. Mana is a resource used to cast prayers, spells, sacraments and rituals. It is also typically used as a general resource for any action that requires some magical aspect. Mana is replenished only at times when a player visits a mana font and refreshes this pool. There are other ways to replenish mana which can be discovered in this rulebook or in game. A player can exist with no mana. Characters cannot be reduced below zero mana in their pools. Mana may be purchased at a rate of 1 mana per 1 build up to 40, then it's 2 build per 1 mana up to 80, and continues to increase by 1 build per 40 mana.

VIGOR

Vigor is a measure of a character's physical vitality. Vigor is a resource used to execute physical effects and skills. It is also used in sacraments and rituals. Vigor is replenished only at times when a player visits a font and refreshes this pool. There are other ways to replenish vigor which can be discovered in this rulebook or in game. A player can exist with no vigor. Characters cannot be reduced below zero vigor in their pools. Vigor may be purchased at a rate of 1 Vigor per 1 build up to 40, then it's 2 build per 1 Vigor up to 80, and continues to increase by 1 build per 40 vigor.

POWER

Power is a measure of superior reserves of energy, and this type of energy is only learned by characters who have achieved mastery of their profession. Power will replenish when a character cycles to a new tag ring, but it is much more difficult to learn than mana or vigor. Power may be used as mana or vigor points, but mana or vigor may not be used as power. Most skills requiring Power fall under the Advanced List of each profession. A player can exist with no Power. Characters cannot be reduced below zero power in their Pools. Power may be purchased at a rate of 2 Build per 1 Power till 40 Power, then its 4 build per 1 Power up to 80. Thereafter, Power continue to increase by 1 Build per 40 Power.

ARMOR

Armor points are granted by actual armor, by skills or by spells. Armor behaves like essence in battle, but is typically removed before essence is, protecting a character from harm. Armor points are only granted while armor is physically worn or while spells or skills are active.

CYCLES OF POWER

A character has the ability to replenish essence, mana, vigor, and power in various ways. There is little time to rest in the world, but characters find they gain a surge of energy when they come in contact with a Mana Font. These special places of power allow a character to transfer on to a new tag ring, assuming they have a fresh one remaining from what they gained at the beginning of an event from a player's purchase.

A character must simply touch a Mana Font to cycle on to a new tag ring. All mana, vigor, and essence remaining on the current tag ring is lost. The character begins a new tag ring with the maximum healable value for their mana, vigor, and essence pools on the new tag ring. Armor is not restored by a man a font. Effects that grant bonuses to mana, vigor, and essence pools will continue to persist if their duration lasts beyond the point that a character cycles power at a font, but these bonuses are not replenished if they have been used. Cycling power does not restore damage to limbs or organs, nor does it eliminate poisons or diseases.

Without the use of a Mana Font, characters regenerate mana, vigor, and essence very slowly, and this will not happen in the context of an event. There may be ways to cycle power other than Mana Fonts, but these must be discovered in-game.

UNCONSCIOUSNESS

When a character or creature reaches 0 essence, it will fall unconscious. The damage sustained will cause the character to begin bleeding to death. If it is safe to do so, the character may lay on the ground to role-play this. However, in a combat situation, a player should simply go down on one knee, drop anything they're holding, and role-play unconsciousness. The player should remain aware, on an out-of-game level, of the combat going on around them for safety purposes.

DYING AND DEATH COUNTS

A character that remains unconscious at 0 essence for one full minute will drop to -1 essence. A character cannot be reduced below -1 essence unless a specific in-game effect other than standard combat damage causes this to happen. A character below 0 essence is dying and will enter a "death count." At this point, a character must immediately begin counting off the number of seconds they remain in this state. There are two "stages" of dying in the game. The first stage is the non-critical death count. This stage lasts for two minutes (120 seconds). During this stage of the death count, a character can be healed by normal effects that restore essence. If the character is healed above 0 essence, they immediately regain consciousness and can act freely again. If the character is not healed and stays below 0 essence for the full two minutes, then they enter the second stage of their death count. The second stage is known as the critical death count, which also lasts two minutes. During this stage, a character is not yet dead, but normal healing effects will have no effect. To regain consciousness from the critical stage, a character must receive a life effect. Unless otherwise specified, a character may only receive one life effect per event.

KILLING BLOWS

Any character or creature can deliver a "killing blow," NPCs need staff approval to "killing blow." If this is not delivered by the rules of a special effect, a killing blow requires the attacker to touch a weapon to the target's tunic area and count off, "Killing blow 1, killing blow 2, killing blow 3," then announce their damage. This can be done with ranged weapons and spells/prayers by pointing at the target, counting off a "killing blow," then striking the target with their weapon or spell/prayer. This is considered a channeled effect and if the attacker is damaged, takes a negative effect, or moved during this time, the attacker must start over with the killing blow. If the attacker reaches the end of the third killing blow count and announces their damage without interruption and the target is either in the first stage of their death count or out-of-game willing (like in the case of a sacrifice), the target will immediately enter the critical stage of dying. The start of a Killing blow will wake a target that is unconscious but not dying, unless specified by an ability. However, if a character begins a Killing Blow to an ally, the target will still take the maximum constant damage (base weapon + proficiencies + strengths), in essence damage, from the character starting the killing blow. This damage cannot be defended against.

DEATH

A character who reaches the end of the critical stage of their death count without receiving a life effect is dead. They should drop all in game items where they died and report to the NPC cabin or find a staff member to report their death and turn in their life tag.

A player who has become a spirit must speak with a staff member within one hour. They may be able to remain a spirit longer than this, but they can attempt to do so at the direction of plot after this check-in. If the player approaches a stone of resurrection, has a skill used to resurrect them, or some other effect applies, the player must also check in with the plot staff. At this point, the player will be informed whether or not they are able to resurrect.

If another character uses a skill to attempt to resurrect a corpse, the player attempting the resurrection should mark it on the resurrected character's card and the resurrected player must check immediately with a full-time staff member to see if the resurrection worked. A player may choose to reject an attempt at resurrection performed by another player, however refusing a resurrection may result in a permanent death. When a character resurrects from death, they have no in-game memory of the time they spent as a corpse or a spirit. If a character dies and becomes a spirit again, however, they will remember any other times they spent as a spirit.

ROLE PLAYING LIFE AND DEATH

Remember that while this is a fantasy game, and while our weapons are designed not to cause a player any injury out-of-game, the character still sustains injuries in-game. Players should be role-playing this damage as their characters. Wading into a battle and being struck many times by weapons successfully causing a high level of damage without role-playing the pain and suffering of the character is not appropriate. Many characters are seasoned combatants, so a few injuries will not stop them in their tracks, but players should consider how the character would react to being cut, stabbed, or bludgeoned, and they should react accordingly.

When a character is injured, remember that the player can clarify their visible status, but they cannot explain exactly how many points of damage they have sustained unless another character has the in game skill to assess this. Characters can give rough estimates of their health, or they can explain that they look only slightly hurt or extremely injured, but otherwise observers can only guess.

Characters that are unconscious have no awareness of their surroundings. Thus, what happens in the area near them is not in-game knowledge the character will have if healed. If a character dies, it is their choice if or when to become a spirit. A character can remain a corpse during an event as long as they wish.

Once a player becomes a spirit, they may travel through the game world. Spirits have all the same knowledge as a character, but will not retain memories of events they witnessed while they were in spirit form when they resurrect unless a skill is used to make this so. In addition, they cannot interact with any other character that does not have the skills to see or hear them. Spirits are vague forms, so while broad gestures like pointing are possible for a spirit, specific gestures like hand signs are not. Spirits also do not have the ability to pass through solid objects like walls or other people.

COMBAT RULES

COMBAT SAFETY

Safety is the primary concern of all staff and players in combat. Players are prohibited from certain acts in combat in order to maintain a minimum level of safety. The following are a list of prohibited actions in combat. Players taking these actions in combat will have the in-game effects of their attacks ignored, and the players being attacked or the marshals present in combat must clarify to the offending player what was done incorrectly.

CHARGING

A player may never run right up to another player in combat. Any approach must stop at the distance of the player's longest weapon distance before they continue to engage.

RAPID SWINGING AKA "MACHINE GUNNING"

A player may never swing a single weapon more than once per second.

CROWDING

A player must always maintain weapon distance from a target in combat. If a player is close enough to place the palm of their hand firmly on their target's body, the combatants are too close.

HARD HITTING

A player must only hit a target hard enough so that the player knows that a weapon made contact. A player hitting hard enough to cause the target pain or injury is swinging too hard. Swings delivered too

hard do not need to be accepted in-game by a target, but the target player must clarify to the attacker that they're swinging too hard. A player hitting too hard should always be directed to "pull their swings."

SHIELD BASHING

At no point should a shield ever be used to strike another player or item held by another person. Shields should only be used in a defensive manner only. Shield bashing in game is represented by striking a target with a spell packet.

WEAPON LOCKING

Players may never physically lock down another player's weapon by pinning it to the ground, against a surface, or with their own weapons. Weapon locking in game will be represented in other ways.

REPOSITIONING

If terrain is unsafe, players may request repositioning. Other players should be mindful and allow players on unsafe terrain to move to safer locations for fighting without attacking them while moving.

EGRESS

Players can never prevent another player from moving out of game. In-game items and effects must be used.

NON-COMBAT PLAYERS

Some players and staff members are considered noncombatants, more commonly referred to as "noncoms." These players should not be struck in combat under any circumstances. This includes weapon strikes or spell packets. The characters of noncombat players are still able to be attacked in game. When another player is within the longest weapon distance for the weapons they are wielding, they may simply hold out the weapon without touching the non-combat player and call damage as if the weapon had hit. Damage called in this matter follows the same one strike per second rate as per swinging. The attacking character may also use skills with their weapons. Players targeting non-coms with spells or ranged attacks should point and call their damage or effect. Thrown weapons and arrows use the "pointblank" rules listed under ranged combat. The attack will be considered to have hit however; non-combat players may still use defensive skills in game.

Some players may have varying levels of combat they are willing to engage in. Most commonly, many players who are unable to be hit by weapons can still be targeted with spell packets. This is handled on a case-by-case basis, and if another player is not sure of an individual non-combatant's preferences, then that player should assume no contact is acceptable.

Non-combatants are responsible for making it clear they are non-combatants by wearing an orange headband during the day and orange glow at night, and by clarifying this when necessary. Non-combat players should also avoid walking directly into areas where there is a high level of combat happening. The game staff will take time to publicly recognize non-combat players during game announcements

MELEE COMBAT

All melee combat is performed to medium touch. This means that a strike must be significant enough that the target must feel it, but not hard enough to hurt the target. All swings may only be performed from a 90 degree or less arc, and at no time may a player "baseball bat" swing. A target's head and groin are not legal striking areas and must never be struck. In addition, a hand holding a weapon is also not a legal target area.

When striking a target, the character must call out the damage they are performing. Example: If someone is swinging a one-handed weapon with two proficiencies, they may call out “4 Damage” with every swing. A character may never swing for damage more than once per second per weapon. A character may always “pull” their shots, and swing for less damage than they can fully inflict. A character may also use melee skills, though offensive skills may only be used once every 5 seconds unless an in-game effect allows otherwise. The character must call out the skill they are using as they are performing the strike, and must hit the appropriate area of the target. If a skill misses after it has been called, either through in-game or out-of-game reasons, the character still spends the points from the appropriate pool for the skill.

A player approaching a combatant in combat must stop moving at a distance equal to their longest weapon length before engaging their target.

A target taking any damage or effects should roleplay doing so and at no point should anyone simply wade through combat.

At any point, the game reserves the right to take appropriate action for failure to follow these rules or for any continuous unsafe fighting.

RANGED COMBAT

Some combat is performed with a bow and arrow or any other type of missile weapons. Much like melee combat, this is performed by striking the target in any of the legal zones and calling the damage that they can perform with the weapon.

Bows and cross bows may never have more than a 30 pound pull to them, and a bow may never be drawn more than 26 inches. Only recurve bows may be used, a compound bow is NOT legal. Buffer Arrows may only have hardwood or other shatter resistant shafts, and must have at least two inches of crush tip. They may never have a tip to them and must be capped to avoid any injury.

A target may never be shot at less than 10 feet away. If a target is closer than 10 feet, the attacker may perform a point-blank shot. This is performed by pointing a knocked arrow at the target, calling “pointblank,” and calling the damage that they may perform. The target is considered automatically hit, but may use defensive skills to stop the attack if they wish. The attacker must drop the arrow after it has been used in this way, and may not collect it again until the end of combat with that target. Only one point-blank shot may be performed every minute. The “pointblank” rule may also be used because of environmental conditions. For example, a cliff, fire, or lake is behind the target and there is a chance of out-of-game losing an arrow.

Skills used through missile weapons must still hit the appropriate target area. Point blank shots cannot deliver vigor skills, only be fired for base damage plus enhancements.

Ranged weapon users must keep track of ammunition. Throwing weapons must be picked up in game after throwing to be used again. An arrow cannot be used after being shot until the player role plays collecting it in-game. This can happen freely at the end of the encounter, otherwise the character must go up to each fallen body that they hit and collect the arrows in-game before the prop may be fired again. Arrows that miss must be collected from the ground.

A target taking any damage or effects should roleplay doing so and at no point should anyone simply wade through combat.

TARGETING AND TARGET AREAS

Only certain areas of a target’s body may be struck during combat. **A target’s head and groin should never be struck during combat.** In addition, a target’s hand holding a weapon in combat is not a legal target either. Other areas of a target’s body are legal areas for striking with weapons and packets. Some skills require that a player hit a specific area on the target’s body. Skills that target limbs must

successfully strike a target's arm below the shoulder, or leg below the hip. Skills that target the tunic area must hit the target's torso, upper arms, or upper legs. Skills that are delivered to the back from surprise must hit the upper back area above the lower back, below the neck, and between the shoulders.

A marshal is always the final arbiter of whether or not a strike hits the appropriate target area. In the absence of a marshal, melee strike success is determined by the defending character. Ranged attack success including ranged weapons like bows or spells and effects delivered by packet is determined by the attacking character.

WEAPON AND SHIELD CONSTRUCTION

All weapons and shields must be combat safe by Nocturne's standards. Many latex weapons and shields are acceptable, but you must check with a weapon marshal first. Player constructed weapons and shield are also permissible as long as they conform to construction guidelines and safety standards. The staff reserves the right to reject any weapon or shield for any concern.

All buffer weapons should be constructed with 1/2-inch or 3/4-inch PVC pipe, properly fitted 5/8inch thick PVC pipe foam, duct tape, and open cell foam, with 2-inch thrusting tips (open cell foam) on both ends. All buffer shields must be made with 5/8-inch pipe foam and duct tape covering all exposed edges of the shield.

Thrown weapons must be constructed without a core.

The table below explains the minimum and maximum length for all weapon types.

| Weapon Type | Min/Max |
|-----------------------------------|-----------------|
| Small weapons, small claws, fists | 18 / 24 inches |
| One-handed weapons, large claws | 24 / 44 inches |
| Bastard weapons | 40 / 49 inches |
| Bastard spears | 40 / 55 inches |
| Two-handed weapons | 45 / 62 inches |
| Polearm weapons | 60 / 78 inches |
| Staff weapons | 60 / 72 inches |
| Thrown weapon | 6 / 18 inches |
| Missile weapons (bow, crossbow) | 30 lb. draw max |
| Shield | 12 / 42 inches |

WEAPON DAMAGE

All weapons inflict damage. Characters must have the skill required to use the appropriate weapon type in a combat. All weapons inflict a certain amount of numerical damage based on the weapon type and

the way the weapon is being wielded. Weapons inflict normal damage unless the item, an effect on the item, or other effects specify otherwise. Weapon damage reduces a character's armor points first, then a character's essence pool unless an effect causes damage in a different way.

| Weapon Type | Base Damage |
|--|-------------|
| Small weapons, fists, small claws, thrown-weapons | 1 |
| One-handed weapons, long claws, bastard weapons wielded with one hand | 2 |
| Staff weapons, back end of a polearm | 2 |
| Two-handed weapons, bastard weapons wielded with two hands, primary/front end of a polearm | 3 |
| Projectile Weapons (bows, crossbows) | 5 |

AGGRAVATED DAMAGE

Aggravated damage is not a damage type, but a modifier to any type of damage, and can target any pool. It can be inflicted by an attack, or it can be the result of a ritual-type ability. Aggravated damage to any pool cannot be healed or repaired until 6 hours have passed from the time the damage is inflicted. In addition, effects can be aggravated (like a severed limb) which also cannot be healed for 6 hours. Some effects in game can remove the aggravated status of damage or effects. A character cannot fall below 0 points in any pool due to aggravated damage. A target may only be under one of each type of aggravated effect at a time. However, a target will still take a regular effect if struck with another aggravated attack. For example, a target may be under the effect of aggravated damage to all their pools and a severed limb, then if the target is struck again with aggravated essence damage the aggravated effect doesn't stack, but the target still takes the essence damage.

MINIMAL DAMAGE

Minimal damage means that the character or creature takes only 1 point of damage from an attack. If the character or creature is resilient against a certain type of damage, the player should call "Minimal" to indicate this to other players. In the case where a creature is able to resist an otherwise successful non-numerical attack or physical strike due to a resistance or immunity ability, the creature will still take 1 damage from the blow of the weapon.

DAMAGE INCREASES

There are 2 ways that buffs and effects can raise your damage in melee. The first is "constant damage". Constant damage is defined by a weapons base damage+ Weapon proficiency+ strength+ effects that buff your damage for 5 min or more. A player's constant damage can never be raised above the constant damage cap, which is 15 damage. The second type is temporary damage increases. These increases are added to the damage of a weapon for a single swing, for a limited number of swings, or for less than 5 minutes. Temporary damage increases may raise the damage of an attack above 15 damage, but are never multiplied by skills that multiply the damage of an attack. Temporary damage increases are added on after the multiplication of the continuous damage for such an attack.

ARMOR

Armor will grant protection based on the material out of which the armor is composed, as well as how much of a character's body the armor covers. In addition, what armor a character can wear without being impaired is determined by the character's professions.

Armor is classified into four types: light leather, heavy leather, chain, and plate. Each of these types of armor grant different amounts of protection. Specific professions allow a character to wear up to a specific type of armor while still freely using the skills of that profession. Each armor type has a rating based on its protection value. The chart below describes the best armor a character of a given profession can wear without restrictions and the rating for that armor. Characters who can wear a type of armor without restriction may wear any lesser type of armor without restriction as well.

If a character wears armor of greater protection than that character's profession allows, they lose the use of all abilities from that profession other than knowledges. Characters may still act normally otherwise, including fighting and invoking latent effects, and any effects currently active on the character continue to work normally.

| Profession | Armor Skill | Armor Rating |
|--------------|---------------------|--------------|
| Armsman | Plate armor | 4 |
| Rogue | Chain armor | 3 |
| Spellsworn | Chain armor | 3 |
| Mystic | N/A | N/A |
| Ritualist | N/A | N/A |
| Wizard | Light Leather Armor | 1 |
| Crusader | Plate armor | 4 |
| Healer | Chain armor | 3 |
| Monk | N/A | N/A |
| Nethermancer | Light leather armor | 1 |
| Reaver | Chain armor | 3 |
| Sorcerer | Light leather armor | 1 |
| Druid | Light Leather Armor | 1 |
| Warden | Chain armor | 3 |

Characters that learn more than one primary profession may be able to wear better armor than a profession normally allows while still using skills from that profession freely. The character can "average" the rating of armor from each of the professions they possess and still use all of their professions' skills without restriction. To do this, add each class's armor rating and divide by the total number of classes, rounded down. Example: A Reaver (3)/Mystic (0) can wear light leather armor ($3+0 = 3, 3/2 = 1.5 \rightarrow$ round down to 1) and still cast both Reaver and Mystic spells. If this character put on heavy leather or chain armor, only Reaver prayers and vigor skills would be available.

ARMOR CONSTRUCTION AND POINTS

Armor props may be constructed out of various materials, but all materials must be approved by a marshal for safety in combat. In addition, armor must be approved by a marshal to determine the type of armor for which the prop qualifies. The game staff will be the final arbiters of what type of armor a prop counts as based on the out-of-game materials and construction. In general, soft leather and furs qualify as light leather. Hard and studded leather qualifies as heavy leather. Chain, scale, and brigandine armor qualifies as chain. Solid and segmented metal plate armor qualifies as plate.

There are ten total locations on the body a character can protect with armor: torso, head, neck, shoulders, upper arms, forearms, hands, upper legs, lower legs, and feet. The chart below describes how many armor points a character gains for wearing armor on the appropriate location. In the case of locations with two body parts (like shoulders, hands, lower legs, etc.) the character must wear armor on

both of these parts to gain the location points listed. If a character wears a piece of armor only one half of a location, they gain only half the location armor points (i.e.: wearing a leather shoulder piece on only one shoulder, not both). Armor pieces must cover at least 50% of a body location to grant armor points or other benefits for that location.

| Armor type | Armor rating | Torso points | Location points |
|---------------------|--------------|--------------|-----------------|
| Plate armor | 4 | 20 | 4 |
| Chain armor | 3 | 15 | 3 |
| Heavy leather armor | 2 | 10 | 2 |
| Light leather armor | 1 | 5 | 1 |

Armor points are the first points to be reduced by numerical damage in combat. This means a character must run out of armor points before they begin to lose essence points from damage. The exception to this is essence type damage, which will affect a character directly and ignore any type of protection granted by armor including armor points, soak, or other special benefits.

Soak

Soak represents resilience against physical damage or increased protection against physical harm provided by armor. A character with soak will reduce all numerical damage, other than essence damage, from any source unless specifically noted otherwise. Soak does not change the type of damage taken. Essence type damage ignores soaks. Soak will never reduce damage taken below 1 point.

Waylay Protection

It is possible for metal armor covering the head to protect from waylays, or similar concussive effects. Chain quality (armor rating 3) or better metal armor covering the head location renders a character immune to waylay while worn. A marshal will determine if this applies to effects other than waylay.

SHIELDS

A shield will also grant armor points to the wielder as long as it is being held and it is not broken. A shield will grant 5 armor points for every 10 inches the shield is long on its longest dimension. A shield can grant a maximum of 20 armor points. These armor points can be repaired by a smith who can repair armor and has the skill to craft shields. Shields in game may be made of many materials, though wooden shields are most common. Shields may only cover approximately 75% of a wielder's surface area. At least 25% of the target's legal striking area on the side covered by the shield must be exposed and available as a target for attackers.

DAMAGE TYPES

There are several types of damage in the world of Nocturne. These are based either on different types of attacks, or different types of energy that exist in the universe. Some creatures are very resistant to certain types of damage, while other creatures are vulnerable to damage of a particular type.

Normal Damage

Most damage is normal damage. Normal weapons as well as many spells inflict normal damage. This represents normal injuries caused without any special type of energy.

Demonic Damage

Demonic damage channels the energy of demon kind, and is fundamentally different from elemental fire. There are two types of Demonic damage, Abyssal and Infernal. Demons tend to be resistant to

infernal damage, but abyssal damage tends to affect them normally, while magical creatures like fey and goblins tend to be vulnerable to both, taking +1 from melee numeric damage and +5 from numeric spell damage.

ELEMENTAL DAMAGE

Elemental damage is imbued with the raw energy of nature, most often associated with the Dragon goddess and her Brood. This includes fire damage, ice damage, lightning damage, and stone damage. These types are all from the same base source, and do not “oppose” each other like in many mythologies. Elementals are known to be resistant to elemental damage, while undead tend to be vulnerable to it, taking +1 from melee numeric damage and +5 from numeric spell damage.

ESSENCE DAMAGE

Essence damage directly affects a target’s essence pool, ignoring armor and soak. Essence damage is most commonly caused by attacks that bypass or penetrate armor, by effects that directly harm or drain life force, or powers that affect souls. Undead tend to be resilient to essence damage.

MAGIC DAMAGE

Magic damage channels the arcane power of the astral world. It is associated with magic and raw, unstable mana. Magical creatures like fey and goblins tend to be resistant to magic damage, while demonic creatures like demons tend to be vulnerable to it, taking +1 from melee numeric damage and +5 from numeric spell damage.

MITHRIL DAMAGE

Mithril is a stable, solid, and nearly indestructible mineral that can be crafted into metal objects. It is usually used to craft weapons, shields, and armor that are incredibly difficult to break. Items made of mitral are immune to break and cleave effects, though shatter effects will still destroy them. Elemental creatures tend to be vulnerable to mitral damage, taking +1 from melee numeric damage and +5 from numeric spell damage.

SILVER DAMAGE

Silver is a malleable but exotic mineral. It can be crafted into weapons and armor that are flashy, but not much more powerful than steel given the greater expense. Changers tend to be vulnerable to silver damage, taking +1 from melee numeric damage and +5 from numeric spell damage.

SMITE DAMAGE

Smite damage encompasses damage that is so caustic it cannot be resisted. Smite damage can never be reduced by any means, regardless of resistances, soaks, or other effects that normally reduce damage. Effects that generate smite damage may be defended against through the use of defensive skills that stop attacks, but not those that reduce damage suffered. Smite damage may only work on a particular type of creature, depending on the description of the skill.

BANE DAMAGE

Like smite damage, bane damage cannot be reduced by any means, though it can be stopped if a defense will negate a skill completely. General bane damage will hurt all creatures. Bane damage is most commonly focused against a particular type of creature, like “demon bane” which hurts demons especially well, “mortal bane” which hurts all mortal creatures especially well, or “death bane” which hurts undead especially well. Numerical bane damage suffered by a creature of the appropriate type is

doubled. Bane damage of a particular type that strikes a creature that is not of that type is considered normal damage.

GAME ENVIRONMENT

HOLDS AND CLARIFIES

“Hold” is a term used to indicate that all in-game and out-of-game activity must stop immediately.

Holds may be called in the case of emergencies, or they are used to inform players of important in or out of game information. In any case, during a “Hold” players must remain quiet and pay attention.

Alternatively, for simple clarification of rules, mechanics, or information in situation, a “clarify” can be called for the players involved in the situation. During a clarify, players involved should not be targeted by attacks or effects by others. Clarification should not be used by players to attempt to defend themselves from in-game attacks.

Information given during a clarify is typically given in regards to immediate effects of a skill or spell for the sake of role-play to characters. Be careful not to give out-of-game knowledge to your character in the course of a clarify.

When asking for a clarify for some effect, a character will only receive that clarify if they are taking the effect. If a character defended against an effect successfully they will not be given a clarify and will have to find out what that effect does in-game.

SEARCHING AND DISSECTION

Any unconscious, and most dying and dead, bodies may be searched for items it might possess. Bodies can also be dissected with the appropriate knowledge, “Utilize Component,” and a small weapon or smaller item to RP performing the dissection with.

The mechanic for searching is to place a hand on the target and declaring “Searching.” The character searching must then Role Play searching for 60 seconds. At the end of the minute, the target must surrender any items that are in its pouches or pockets. Concealed items may be resistant to search effects.

Similarly, to searching, targets can also be dissected for useful alchemical components, with the appropriate knowledge. This is performed by placing an in-game knife or dagger or any other small cutting implement on the target and declaring “Dissecting.” One minute of RP dissecting the target is required. At the end of the minute, the target will explain if any components are salvageable. There may only be a chance of this, which will require a dissecting player to pick a number or see a marshal. If successful, a player may see the game staff for appropriate item cards. Any item larger than a dagger cannot be used to dissect with. Claws cannot be used to dissect with either.

THEFT

Out-of-game theft is strictly prohibited. If an item does not belong to you, do not touch it, take it, or remove it from where you have found it. If you believe an item to be lost, you may bring it to the staff. In game theft is possible at any time. Any time a player wishes to enter a sleeping area that is not their own for the purposes of theft, they must be accompanied by a game marshal. Any items taken will be noted by the marshal. At no time should a player take another player’s Phys reps or props. The marshal may request item cards for any relevant items taken. Game owned Phys reps or props for plot items may be taken.

Large items that are not present in-game may be placed under a white cloth or placed under a player’s bunk to represent being out-of-game. This may only be done if there is a reason for the item to be out of game, like the weapons and armor a character takes on “guard duty” during his or her NPC shift.

ITEMS

All in-game items that have in-game uses or effects must have an item card. Item cards may be obtained from the game staff. Players should have item cards with them for all items they are carrying. Meanwhile, item cards for in-game items left behind should be placed on or near the items.

ENCHANTMENT QUALITY ITEMS

Items of enchantment quality allow magical effects created through ritual skills to work easier or more efficiently on those items. An item of enchantment quality will grant the following benefits to any ritual cast on that item if the effect is applicable to the type of ritual benefits. First, for any ritual that grants an enchantment with charges, the ritual will gain +3 charges. Second, for any ritual with duration, the ritual will gain +2 hours of duration. This will apply to both the latent and invoked durations. Third, for any ritual with a mana cost, the ritual will cost half the normal mana cost rounded up.

BUILDINGS, WALLS, DOORS AND WINDOWS

All permanent buildings or structures in game are assumed to be made of stone regardless of their out-of-game construction. Thus, these buildings cannot be set on fire, nor are they easily damaged. Tents and other nonpermanent structures are made from what they look like – usually cloth – and can be set on fire in-game with a representation like red glow or streamers, though real fire should never be used for this purpose.

Doors are made of various materials in-game. Only exceptionally strong beings or powerful effects can damage doors. In these cases, a marshal will be present to explain the effects. Windows are assumed to be able to be opened enough to speak through if the window can be opened out-of-game, but windows are not able to be opened enough to cast through or crawl out of in-game unless a marshal has specified otherwise.

At times, doors and walls may need to be represented by items such as rope or tarps. A marshal or area notes will be present to inform players any time that a wall or door is present when it is not obviously a wall or door.

USE OF TARPS OR CLOTH PANELS

At times a tarp or cloth panel may be used to represent something other than a curtain. These may represent things like walls, pits, pools of water, etc. A marshal or area notes will be present to describe what these represent, but players should not assume they can walk through or over these normally.

HEADBANDS

Some headbands indicate special game effects based on their color. Cloths or strips of cloth of these colors may also be used to cover or tag items to indicate a similar effect. Glow sticks may also be used.

WHITE HEADBANDS

These indicate that the character is out-of-game. A player or staff member who is out-of-game should be ignored, and a character that is currently out-of-game cannot be affected by any skills or effects in game. A player who is out-of-game should also ignore those who are in-game and cannot have any in-game affects. Players who are out-of-game should try to avoid in-game areas as best as possible to not break immersion for those who are in-game.

ORANGE HEADBANDS

These indicate that the player is a non-combat player. Other players may not physically strike this player in combat under any circumstances. Bright or fluorescent orange colors are recommended.

RED HEADBANDS

These indicate that the character is a spirit. A spirit cannot be seen by characters without special skills to see spirits. They cannot be heard or communicated with except by characters with other special skills that allow them to hear or communicate with spirits.

GREEN HEADBANDS

Green headbands indicate being melded with the shadows. These things are not completely invisible, but cannot be seen clearly in game, and cannot be targeted by skills or effects unless otherwise specified. Bright or fluorescent green colors are recommended.

PURPLE HEADBANDS

Purple headbands indicate total invisibility. Players cannot see or interact with these characters or objects unless they have a skill or in-game effect that specifies they can do so.

TYPES OF ABILITIES

There are many different types of abilities, but all of these will fall into at least one of the following categories that govern how it is used. Those abilities are, knowledges, skills, spells and prayers, totems, and sacraments and rituals.

STRENGTH

Every character is considered to have a strength of 1. If a character’s strength is reduced to 0 they’re unable to carry another character or help in any strength tests (like breaking pins or binds). For every additional strength above 1 a character may do an additional point of damage.

| Strength | Additional damage | Movement carrying persons/strength tests |
|-----------------|--------------------------|--|
| 0 | 0 | Can’t move another character or help in any strength tests |
| 1 | 0 | move heel-to-toe |
| 2 | 1 | walk normal |
| 3 | 2 | walk normal/break pins & binds |
| 4 | 3 | Light jog/break pins & binds |
| 5 | 4 | Light jog/break pins & binds |
| 6 | 5 | Run/break pins & binds instantly (don’t have to wait normal 5 seconds) |

DURATION

All abilities other than knowledges have a duration that indicates how long they affect their targets. Abilities with an instant duration have an immediate effect, which is over once it happens. These effects happen, change something, and once the change happens it cannot be undone, though a new effect may also cause a change (for example: inflicting damage, and then healing damage). Other Abilities may

have a duration of a specified length of time. Once this length of time has passed, the effect ends and is gone from the target. Abilities, usually knowledges, may have a permanent duration meaning there is no active effect on the environment, but once learned the ability and its effects are always available. Durations of effects like vigor skills, spells, or rituals cannot be ended prematurely by the casters of these effects without the use of another skill. Some skills may terminate an effect early, ending its duration.

TARGETS

All abilities and effects must have a target. Some targets are very general or open. These can include characters, objects, places, or items. Some are more specific. Targets specified as “any” usually indicate any character. A skill with the target of “self” can only affect the character using the ability, while abilities with a target of “other” will only affect a different character. An ability with the target of “object” or “item” will work on an object or item of any type, or of a specific type if specified in the ability. A target of “location” will affect an area of space. Abilities with more restrictions on the type of target will explain these specifications on a case by case basis.

OVERCASTING

Overcasting is a term that describes any time a character uses an ability that has a cost but that character cannot pay the cost. When a character attempts to use an ability but cannot pay the cost, the ability still functions normally as described, but as soon as the ability takes effect in-game or is lost, the character immediately falls to the critical stage of their death count.

LINE OF SIGHT

The use of in-game abilities requires “line of sight.” Line of sight is defined by being able to see your target out of game. Line of sight can be broken by people or any obstacles that fully obstruct the view of the target.

LATENT AND INVOKED EFFECTS

Many abilities place latent effects on targets. Latent effects are those effects that are present, but have no in-game effect until something triggers them. Latent effects remain on a target for the latent duration as specified by the skill. Once invoked, most of these effects have a different active duration. Latent effects may require that they are invoked by a conscious act of will by the character they are latent upon. This does not require the character to speak or move, only that the character is conscious and thinks of invoking the effect, though the ability invoked needs to be announced out-of-game unless specified otherwise. Some latent effects may invoke automatically, known as “reactive” effect, when a specific trigger takes effect on the target of the latent effect. These effects trigger regardless of whether the target is conscious or willing, and the player must clarify the latent effect’s name and effect out loud.

STACKING EFFECTS

The general rule of this game is that no two skills that produce the same type of effect with a duration can work on a target at the same time. If a target already has an effect in place with a running duration, then another effect of the same type that attempts to affect this target will fail. The exception to this is when an effect grants a larger bonus of the same type than a currently active effect, at which point the more powerful effect will replace the less powerful effect. There are specific abilities that ignore this general rule and will stack with each other when specified. Another exception to this rule is abilities with different names but with the same type of healable/repairable effects will always stack.

KNOWLEDGES

Knowledge is a broad category of ability that requires training, but is otherwise in effect all the time. Most knowledges are things a character can do at any time without limits or costs, like wielding a weapon or reading and writing. Once purchased, knowledges are considered to be continuously active. Characters do not lose the ability to use knowledges unless another in-game effect interferes with their normal capabilities.

VIGOR SKILLS

The term vigor skill is generally used to refer to any skills that require the expenditure of vigor as the primary requirement of the skill. Most vigor skills are used in combat, though some are used as defenses from environmental effects and others are utility skills. There are two types of vigor skills. Offensive vigor skills deal some sort of damage or inflict some sort of harmful effect. These skills have a five second cool down.

Tactical skills have no cool down and usually have an effect that grants some tactical advantage against your target. This includes but is not limited to defenses, stuns, movement effects, and more. Tactical skills also cover a wide range of utility based skills such as lock picking.

BAPTISMS AND AFFINITIES

Many abilities in game are specialized abilities of priestly professions that follow the teachings of a particular god or goddess. The prayers and sacraments of these professions have certain special prerequisites that apply before they can be learned. When a character learns any prayer or sacrament from one of these professions or buys into the profession, the character gains an "affinity" for the pantheon of power to which that profession belongs. Characters may never buy into professions or buy abilities from professions belonging to pantheons of power that conflict. In the world of Nocturne, this most commonly applies to the conflicting power between the Eddar church of light and the Sh'ddar church of darkness. There are pantheons of power that do not necessarily conflict with others. The Woddar church of nature, for example, conflicts with neither the pantheon of light or darkness. Characters may only learn prayers or sacraments of up to the second circle without getting a baptism to the god or goddess to whom the profession belongs. Once a character is baptized to a god or goddess specified by a particular profession, that character can learn any rank of prayer or sacrament according to normal rules. Player characters can never perform baptisms. These must be performed by plot approved cast characters. Characters who receive a baptism to a god or goddess gain an affinity to that pantheon even if they have not bought into a profession or learned any skills belonging to that deity's profession.

In addition to learning abilities through traditional means, characters sometimes find ways to learn abilities even if they do not belong to a profession. In these cases, assume that a character cannot learn the skills of a pantheon that conflicts with any affinities they have, unless a specific ability or effect states otherwise. If a character knows an ability but later gains an affinity that conflicts after learning it, then they lose access to that ability as long as they have that affinity. There are also some abilities that may require a character to have an affinity before learning any ability of a given pantheon, which will be specified in the skill description

SPELLS/PRAVERS

The terms spell and prayer encompasses all abilities that are quickly generated magical abilities that require incantations, movement, and the invocation of some kind of magic. This primarily includes spells and prayers. All spells and prayers require that characters to know literacy to learn them. Characters casting spells or prayers must also be able to speak, move their arms and hands freely, and have a spell

packet in their hand at the time of casting to be able to cast successfully. Unless otherwise specified, spells and prayers are considered to be magical effects.

When a character casts a spell or prayer, they must perform certain acts in order without interruption for the spell or prayer to successfully have the intended effect. The character must first speak the entire verbal component of the spell or prayer. This involves speaking any special words, which are often specified by the character's profession. Then the character must say the name of the specific spell or prayer, which is also a part of the verbal component of the spell. All verbal components must be spoken out loud at a normal speaking volume. Next, the character must expend the necessary mana or vigor for the spell or prayer. For most spells and prayers, this cost is paid in mana, though in some cases vigor or even essence can be the requirement. Costs are usually one point from the appropriate pool per rank of the spell, though any exceptions to this will be specified by the description of the spell or prayer. Spells and prayers can be interrupted if a character casting a spell or prayer is damaged, silenced, stunned, bound, or incapacitated in any other way during the casting of a spell or prayer. Characters casting a spell or prayer may defend themselves during casting.

Once the appropriate verbal incantation is spoken, and the cost is paid for the spell, the character may then make contact with a spell packet to a target within 5 seconds of completing the verbal incantation. If a packet does not hit an eligible target or is not thrown within 5 seconds, the spell is lost and any costs paid remain expended. Spell packets affect a character if they hit anywhere on the character's body or clothing. They also affect a target character if they hit a weapon or shield that the character is holding. Spells that target an item a character is holding will affect the item if they hit the item directly, or if they hit the character holding the item.

If an appropriate target is hit with a spell or prayer, the effect of the spell should be clarified as clearly but briefly as possible. If a spell or prayer with lasting effects is cast on a target object, the character should leave a card or note with the item describing the effects and duration of the spell. If a spell or prayer affects an area like a room, a card or note describing the effects should be left on or by the area notes for that place. If any additional components or markers are required for a spell or prayer, they must be placed in game before the spell will take effect.

CHANNELING

Some spell's and prayer's effects will not persist for the entire duration of the spell or prayer without continued effort on the part of the caster. These abilities are referred to as "channeled" spells or prayers. Spells and prayers that require channeling require the caster to continuously maintain a verbal component, a gesture, or some other action to maintain the spell or prayer effects. If at any point these requirements are not satisfied, the spell's or prayer's channeled effects and duration end and the spell or prayer must be cast again to resume. In addition, once a channeled spell or prayer has been cast, damage to the caster will interrupt the spell or prayer. Verbal incantations can be prevented with silence effects. Effects that would prevent a character from making the appropriate gestures (like sever limb effects) will end the channeling duration. Any other effects that would incapacitate a character, render a character unconscious, or make the character mentally unwilling or unable to continue channeling will also end the duration of the channeled effect.

WEAPON CASTING

Weapon cast spells and prayers do not require that a packet be thrown. Instead, these abilities require a successful weapon strike to deliver the spell. The most common examples of these are the offensive prayers of the Reaver profession, though other cases do exist. Weapon cast spells are exactly the same as any other spell except for the delivery method to the target. Instead of having a packet in hand at the end of the spell's verbal incantation, the caster must have a weapon in hand. The spell is placed into the weapon, and must be released through a successful weapon strike to any eligible target. This usually

means striking any part of the target's body, as with a packet, but any more specific targeting requirements will be described by the specific spell. The spell may be held within the weapon for up to 10 seconds after the verbal incantation and after the cost of mana or vigor is spent. Once the spell or prayer is placed in the weapon, it can no longer be interrupted, though a character who is incapacitated for more than the 10 second window will lose the spell or prayer. The spell or prayer does not have to be released on the first weapon strike during this time, but can be released on any weapon strike during these 10 seconds by speaking the name of the spell again as an out-of-game clarification. Once the spell or prayer is released, it is expended and lost whether it is successful or not. Weapon cast spells can be prevented by avoiding the weapon strike. If a weapon cast spell is defended against, it misses. Parrying or blocking a blow will stop a spell that targets a character, a weapon cast spell that targets a weapon or shield cannot be defended against with a weapon or shield.

PERFECT AIM

Some spells and prayers do not require that a packet is thrown or a weapon strike is delivered for the spell to successfully take effect on a target. These spells and prayers are referred to as having "perfect aim." Perfect aim abilities automatically hit the target and take effect normally. They cannot be blocked, parried, dodged, evaded, or physically avoided in any way. Invoked or reactive effects like negation can still be used to stop these effects, as the spell or prayer is still considered to have "hit," it just hits automatically. Most retaliation effects are considered to have perfect aim, though individual skills will specify if they can be defended against in other ways. Perfect aim abilities still require that the caster can see the target, that there is not a barrier that would prevent the energy of the spell or prayer from finding the target, and these abilities require that a caster could possibly throw a packet the distance required to hit the target. A marshal may require a distance test if there is a question as to whether or not a caster could throw a packet that far.

RITUALS/SACRAMENTS

Rituals and sacraments are magical effects cast over a period of time. Unless otherwise specified, casting rituals or sacraments requires that the character is able to fulfill all of the same requirements of spell or prayer casting. This means the character must be literate, speak, move freely, think clearly, and the character must not be interrupted during the casting of the ritual or sacrament with damage or another effect that would cause interruption. Rituals and sacraments often have additional requirements beyond the normal requirements for spells or prayers.

Unless otherwise specified, all ritual and sacraments require one minute per rank of the ritual or sacrament to cast. Most of these abilities require one mana per rank of the ritual or sacrament to cast. In addition, rank one and two rituals and sacraments will require one vigor and essence, rank three and four will require two vigor and essence, and rank five rituals and sacraments will require three vigor and essence. Essence costs paid for rituals are considered aggravated unless otherwise specified. Some rituals and sacraments may require different costs, but in these cases, the description of that ability will specify what should be spent instead of these standard costs. Instead of a simple verbal component or packet, any appropriate words or actions can be used to cast a ritual or sacrament. Players should have their characters role-play the casting of rituals and sacraments. At least some words must be spoken at normal volume during the casting, and some other motions must be made. If an offensive effect is delivered, it must be by packet as per spell casting rules unless otherwise specified. If rituals or sacraments require additional components like physical markers, make up, or in game props to be complete, these must all be present and in place before the ritual or sacrament will have any in-game effect.

When characters have rituals or sacraments cast on them, they should note the name of the ability, the effects, the caster of the ritual or sacrament, the time it was cast, and the duration of the ritual or

sacrament on the back of their character cards. When a ritual or sacrament is cast on an object, a card or note with this information should be kept with the item and item card. When a ritual or sacrament is cast in a location, this information should be written down and attached to or next to that location.

TOTEMS

Totems are special markings infused with magic abilities used primarily by the Warden profession. Totems have special requirements and effects. Generally, totems fall under a category of effects based on the “line” of the totems. Most Wardens have access to three “lines” of totems: bear totems, falcon totems, and serpent totems. Other “lines” of totems may exist in game. It takes a Warden one minute per rank to apply all totems the Warden has access to within that rank. (For example, it takes a Warden 1 minute to apply all their 1st Rank Totems, 2 minutes to apply all their 2nd Rank Totems, and would take 3 minutes to apply all their 1st and 2nd Rank Totems). The cost need not be paid in advance for totems that grant a direct use of an ability like a vigor skill. Latent totems must have the vigor cost spent upon application of the totem, while Activated totems have their vigor cost spent upon use. All Totems must be imbued into visible markings on the character. Totems grant their powers once applied for 1 hour plus 1 hour per highest ranking totem that the Warden knows. The progression of learning Totems differs than that of most other abilities learned from other classes, where a character that has access to Totems (usually a Warden) may only learn up to Rank 5 in one line of totems (primary), Rank 4 in a second line (secondary), and Rank 3 in a third line (tertiary). The Warden needs only to know one totem of the previous rank in a given line to purchase any number of totems of the next rank in that same line. When a Warden learns the highest ranking totem they can from a particular line, they may apply the totems they know from that line to others, but the Warden loses access to the totem ability for the duration.

POWER ABILITIES

There are many specialized or advanced abilities in the game that cost a special type of energy called “power” to use. These abilities will individually specify their costs in power, and may still cost other types of energy like mana, vigor, or essence as well. As a rule, power skills tend to have stronger effects than other abilities and require two non-power abilities to defend against, or another power ability. In addition, once power abilities take effect, they generally cannot be removed except through the use of other power abilities, rare effects, or two or more non-power abilities. When using a “power” ability a character should include the word “power”, “advanced,” or “Improved.” before the name of the ability to clarify the target needs to use a “power” ability themselves or two non-power abilities to defend.

SUMMONING

Abilities that summon draw the energy of a type of creature into the host body, allowing the summoned form to take over for a period of time. All summoning abilities must be used on a willing target unless otherwise specified or an effect changes this. Summoning abilities must also be used on a body that is not dead, though they may be either alive or dying as per the description of the skill.

A summoned being draws energy from a host body but is not the same being as the host. The host replaces all of their own stats and abilities with those of the summoned form as long as the summoning is active. Any active or latent effects on a character do not carry over to the summoned form. Summoned forms are completely subservient to the character that summoned them and will follow their orders without question unless another effect intervenes. Since summoned forms are another being, hosts have no memory of what happened during the time spent as a summoned being. Summoned forms can be ended prematurely if the summoned creature is killed, at which point the body reverts to the state of the original host before the summoning became active. The summoning can also

be ended in the same way if an appropriate ability is used to terminate or dispel the effect of the summoning ability.

SEALS

Seals are a special type of latent magic that is placed on an object and triggered when the object is touched or moved. Seals can have a variety of different effects depending on the profession that creates the seal. Seals can be cast on any object that opens or closes, like a box, hatch, door, or curtain. When cast, often as a ritual, the seal must be placed in the form of a marker on the object that is clearly visible and describes all in-game effects for triggering the seal. Seal markers should be marked with a light or glow so that they can be seen at night. Any character that deliberately touches an object or that moves or opens an object directly or indirectly triggers the effects of the seal. They must take the effects as described on the seal marker. Seals are created with 5 charges (unless otherwise specified), and once triggered a charge is expended. After a seal has been triggered, the next charge of the seal will not become active for 1 minute. Seals are always considered magical effects, and are usually ritual effects, for the purposes of defense. Once all charges of a seal have been spent, the seal will have no further effects even if the full duration of the seal has not run out.

BANNERS

Many different professions have learned to raise banners, which can grant great powers to their allies on the field of battle. Banners have costs and effects described under the profession that know them. Some banners are raised as rituals, while others are raised as spells or skills, but in any case raising the banner follows all appropriate rules for those types of abilities. The target of a banner raising ability must be a banner or flag that is large enough to be seen and mounted on a pole of some kind. Plot must approve all banner props for in-game use. Banner props may never be used to attack or defend in combat. A Ritualist must always aid in the process of raising a banner. The Ritualist must know the appropriate skill and spend mana if it is a banner being raised by another. Active banners must always be held by a character who is known as the banner bearer. The banner bearer may either be the character that raised the banner or the Ritualist that assisted. The bearer is the final arbiter on those who are affected by the banner in so far as the bearer determines a target to be an ally or enemy. The banner bearer is responsible for communicating all banner effects to those affected clearly. If a target cannot see the banner or hear the effects being called out of game, then the banner does not affect them. If the banner bearer drops the banner for any reason, the banner ability ends even if it has not run through its full duration.

MAGIC ITEMS

Characters attempting to use items that grant the use of abilities belonging to a particular pantheon may only use those items if they do not have an affinity that conflicts with the type of ability granted by the item. For example, a ring that grants a healing prayer of the light church cannot be used by a member of the dark church, but could be used by a Wizard of the (non-conflicting) arcane professions.

SCROLLS

Scrolls are items that allow a character to cast a spell, prayer, or use a skill imbued into the scroll. Scrolls require the character to be literate. Scrolls may be used by any literate character, unless the character has an affinity that conflicts with the affinity of the ability imbued in the scroll.

TRAPS

Traps are special devices that are left in a location and that trigger different effects when set off by a character. Traps can take a variety of different forms, but regardless of the type of mechanism, all traps

share certain characteristics. A trap must be placed with some sort of marker that can be triggered to alert a player that they have triggered a trap. Markers for traps must be approved by a marshal before use to ensure they are safe for interaction with players. Examples of traps include a piece of thread with a bell attached, or a mouse trap in a box (with no exposed snapping parts) that has a string attached which will snap when the string is pulled. Traps may be triggered directly, like the case of a trip wire trap, or indirectly, like a trap that is attached to a door or box.

Regardless of how a trap is triggered, a character that directly or indirectly causes a trap to go off will take the effects of the trap. The trap does not need to be obvious until after it is triggered, at which point the player should be able to be aware he or she has triggered a trap. A character can then locate the trap and look for a note that describes the effects. Traps can be physical or magical effects, and are always considered to be surprise attacks. Furthermore, only defenses that specify they can be used against traps will stop these effects. Trap dodge, negation, and invulnerability effects are the most common defenses for traps.

DEFENSES

There are many abilities in game, which can defend against or react to the use of other abilities or effects. How defenses work and what they can defend against is generally described by the individual ability. However, some general rules apply to defenses.

Defenses must be called by a defending character immediately after the ability they wish to defend against is used on them. Generally, if a defense is not called within 3 seconds, the opportunity is lost. Characters may only use or invoke one defense that requires a conscious action at a time. One exception is when defending against “power abilities” in which case “double defense” is needed, allowing a character to use two defenses as long as they can afford the cost of both. Characters can only respond once, and cannot follow up a failed defense with another. This would include either using a vigor skill like parry or dodge, or consciously invoking a latent defense like a negation or invulnerability.

If a defense is automatically triggered by an effect without a character needing to invoke it consciously like “reactive” abilities, then it can trigger on its own separately from the character’s one active defense. Remember, characters may not always know the nature of the effects being used. Players can ask for clarifications on how an effect looks to attempt to guess this, but whether an ability is physical or magical, for example, is unknown to the character. Characters must use their best judgment when attempting to invoke a defense, and an attacker or marshal can inform them if their effects are successful in defending against the effect.

TYPES OF EFFECTS

There are many standard types of effects in the world of Nocturne. This list includes many of those effects and the ways they work, or ways that characters can react to them. Many of these categories of effects encompass skills of a similar nature, which cannot be “stacked,” or added together for compounding effects unless otherwise specified.

AREA EFFECTS

Area effects occur in one of two ways. First, an effect like a spell or trap may work on multiple targets in a specified area. These effects are described in game, and usually measured with an easy marker like weapon range from a caster. Area effects cannot be defended against unless a defense

specifically allows this. Trap dodge is meant for this purpose, and evade may sometimes work as long as a character is within 5 feet of the edge of the effect. Defenses like negation and invulnerability will often work against area effects. Second, effects may apply to anyone within an in game area like a building or room, or in an area that is clearly specified with markers. These effects should be described on “area notes” left in that area, or by a marshal if one is present.

FALLING EFFECTS

There are many in-game reasons a character might fall from any amount of distances. Damage taken from falling happens in 10 foot increments.

| Falling Distance | Damage and Effects |
|------------------|--|
| 10 feet | stun effect 5 seconds |
| 20 feet | 10 normal damage, stun effect, and broken limb (character’s choice of limb) |
| 30 feet | 10 normal damage, 5 essence damage, stun, and 2 broken limbs (character’s choice of limbs) |
| 40 feet | 10 normal damage, 10 essence damage, 3 broken limbs (character’s choice of limbs), unconscious 5 minutes, and bleed effect. |
| 50 feet | 10 normal damage, 15 essence, 3 broken limbs, 1 severed limb (character’s choice of limbs) unconscious 10 minutes, and bleed effect. |
| 60+ feet | Minimum, same as 50 feet. In addition, marshal’s call to include other effects, possibly death from high enough distances. |

Specific abilities may be used to defend against fall damage entirely or reduce the height category (like invulnerability, Nari Grace, and Levitation). At 30 and 40 feet a “double defense” is needed as if defending against a “power ability.” At 50 feet and above each damage type and effect must be defended against individually.

ATTUNEMENTS

An attunement is a magical connection between an object and a character. When an object is attuned to a character, it cannot be removed from that character’s presence by any means. The object must remain within arm’s reach of the character at all times. A character may choose to put down or hand off an attuned item unless specified otherwise, but the character loses all benefits of attunement until the item is picked up again. If disarmed, a character must drop an attuned weapon, but it cannot be taken away. Should a character die and become a spirit, the object will enter spirit form with the character, and if the character is resurrected it will reform with the character.

BLEED EFFECT

Bleed effects are injuries inflicted in such a way that the wounds continue to open or bleed after the initial strike. A target under a bleed effect takes 1 essence damage every 30 seconds, for the duration of the effect. Any healing effect will stop the “Bleed Effect” however, a second healing effect is required to heal damage.

BLIND EFFECTS

Blind effects prevent a person from responding in any fashion to combat, including the use of most Vigor skills, unless they have the Knowledge “Blind Fighting.” The defense “Evade” may still be called and latent abilities can still be invoked. The player must role play blindness, but shouldn’t close their eyes. Blind is not broken by damage.

Blinded targets are not affected any differently by Surprise actions than they otherwise would be.

BREAK, SEVER, SHATTER EFFECTS

Break effects on body parts like limbs will reduce the limbs effectiveness. Broken arms perform tasks that require time half as fast, and inflict half damage with weapons or claws (round down). One broken leg will cause a character to move slowly, at a heel-to-toe rate. Two broken legs will cause a character to be unable to walk. Severed limbs are useless. Severed arms cannot perform any tasks, and a character with any severed legs cannot walk or use skills that require mobility (like dodge, evade, etc.). Characters with severed heads cannot receive healing effects.

Break effects on items such as weapons and shields will cause these items to be destroyed in game, rendering them useless. “Cleave Armor” and similar abilities essentially break armor. Armor reduced to 0 armor points through such abilities is completely useless till repaired. Armor that has only lost armor points through damage needs to be repaired, but is not broken and can still be used with abilities like soaks. Items that are tempered will resist one break effect at the expense of the tempering. Items enchanted with a ritual will resist one break effect while the ritual is active, or resist one break effect at the expense of a latent ritual. Shatter effects work exactly like break effects, but shatter effects will destroy items regardless of resistances to break effects. Shattered items that couldn’t resist a single “Break Effect,” for example non-tempered items or no enchantments, are destroyed beyond repair and a new weapon needs to be forged.

CHANNELED EFFECTS

Channeled effects are any type of effect that requires continuous maintenance on the part of the character that created the effect. The requirements for maintaining the effect must be continuously performed for the duration of the effect to stay active. If the requirements are not fulfilled at any point during the duration, the duration and effect immediately end. If a character maintaining a channeled effect takes damage or any negative effect the character’s channeling is interrupted and must restart the channel effect. There are abilities such as “Concentration” that will defend a character from having a channel effect from being interrupted.

EFFICIENCY AND INEFFICIENCY

Sometimes a character can perform certain types of abilities more easily than others. Efficiency effects reduce the costs of abilities. Efficiencies affects a particular type of cost, like mana, vigor, essence, or power. For each level of efficiency, the cost of an ability will be reduced by one. Unless otherwise specified, the minimum cost of an ability is always 1 point of the specified type of energy.

Likewise, sometimes a character will find it more difficult to perform certain type of abilities than others. Inefficiency effects increase the costs of abilities. Inefficiencies affects a particular type of cost like mana, vigor, essence, or power. For each level of inefficiency, the cost of an ability is increased by 1.

IMPRISONMENT AND SANCTUARY EFFECTS

Imprisonment and Sanctuary effects completely encase a character or target in a type of energy in such a way that they are blocked off from the rest of the in-game world. Characters may only be affected by one imprisonment or sanctuary effect at a time.

LIGHT EFFECTS

There are several effects in the game that will generate light. Most of these are spells or prayers that allow a character to carry a light or create light on a target. Light effects may always be represented in game through the use of a glow stick, small flash light, or other device that creates a low level of illumination, which a character creating a light effect can carry. In addition to this, any light effect may light a building using the electric lighting available for the duration of the effect. Without a light effect electric lighting in buildings should not be turned on. Likewise, without a "Douse" effect lights should not be turned off unless the duration of the light effect has ended. Skills that create light may have other effects as described by the individual skill.

MIND EFFECTS

Some abilities in the game are classified as "mind effects," which indicates that they affect a character's conscious thoughts in some way. Some defenses (like willpower) or immunities apply only to mind effects, and some creatures that have no sentient thought of their own are unaffected by mind effects. Unless a creature template specifies it is not affected by mind effects, assume that it is. Furthermore, unless a given skill specifies that it is a mind effect, assume that it is not. Defenses against mind effects do not need to be called out loud unless the mind effect skill requires the defense to be called, though a marshal may ask for a clarification.

LEVITATION AND FLYING EFFECTS

Levitation and flying are not common for most characters and thus limits movement and other abilities.

Levitating allows the target to float a few inches above the ground. The target will not trip pressure plates or suffer adverse effects from terrain (mud, Lava, etc.) If a character levitates while falling, they will lower the fall damage by one category. Movement effects are twice as effective while a character is levitating (i.e. Knockback normally sends the target 10 ft., instead the target will go 20ft). While levitating a character must hold an arm straight out from their side, as an extended wing, to signify levitating. A character cannot run while levitating and is limited to only using one-handed weapons or a shield affectively. A character may still use other abilities unless specified by an ability or marshal.

Flying characters must make a flying count, flying 1, flying 2, flying 3 (If this count is interrupted by damage or any negative effect the count must be restarted), then extend one arm straight out from their body and continuously flap that arm, bringing their arm completely down to their side and back up till the arm is extended straight out from their side. In addition, flying characters may reach a height of 20 feet and should periodically announce how high they are. A character able to fly while falling takes no damage. However, if the flying ability is interrupted the character takes the appropriate damage for the distance they fall. Every time a character lands they must make another flying count before flying again. While flying a character may move as fast as they are physically capable out-of-game while continually flapping their one arm. In all other aspects flying works the same as levitation.

MOVEMENT EFFECTS

Movement effects force a target to move in a particular direction, for a given distance, and/or to a particular location by making the target physically move through the space between the points. This type of effect is usually caused by a force that knocks a target back or pulls a target forward. Unless otherwise specified, targets of movement effects may be stopped if they are affected with strength of 4 or greater, though this must come from sources other than themselves. Movement effects will relocate characters under the effects of binds, but after the character is relocated the bind effect continues normally in the new spot.

PINS AND BINDS

Pin effects will hold a character's foot in place on the ground. The character may still pivot, but may not move or lift the foot from that spot on the ground. Bind effects more heavily restrict a character's movement. Bound characters may not move their legs or arms, which are held in place. A bound character should keep their arms either flat against their sides or crossed over their chest. Bound characters may still speak and make noise unless a skill specifies otherwise. Unless a skill specifies otherwise, the use of strength 3 or more (this includes the target's strength) will break any pin or bind effect. This requires 5 seconds of in-game effort. Doubling the strength needed to break a pin or bind negates the time required to break the effects.

TRIP EFFECTS

There are a few abilities that will cause the target to trip in-game. This effect causes the target to touch both hands and knees to the ground. Afterwards the target may; roll, crawl, defend themselves, etc. but may not stand up for 5 seconds.

POOL EFFECTS

There are three types of effects that can increase or decrease a character's mana, vigor, essence, or power pools. The first is a healing or damage effect, which will restore points to or subtract points from the appropriate pool, though most healing effects will not raise a character's pool above their maximum cap unless otherwise specified. The second is a temporary increasing effect, which will add an amount to a character's pool even above their normal cap, but once the additional points are gone they cannot be restored unless a new temporary effect is granted. The third is a healable increasing effect, which raises the character's maximum cap in that pool and allows effects like healing effects to restore points to the pool including these additional points if spent. Most healing effects are instant. Characters may only be affected by one temporary effect for each pool at a time. Characters may only be affected by the same healable ability at a time.

SLEEP EFFECTS

There are two types of sleep in the game. Natural sleep means any time a character is sleeping in-game because the player of that character is actually asleep out-of-game. A character is only woken up from natural sleep when a player is actually woken up out-of-game from sleeping. Magical sleep is created through the use of in-game effects. The player must role play sleeping, and the character is not aware of anything happening around them while magically asleep. Generally, characters can be woken from magical sleep through soft contact (this can be role played as some people may not wish to be touched out-of-game) or damage, though some skills may prevent this as described by the skill or effect. Characters may only be affected by one sleep effect at a time.

STANCES

Stances are effects that allow a character to assume a particular style of combat or tactics. Each stance grants unique benefits depending on the type of situation in which it is employed. Stances will specify their benefits for each individual stance ability. Characters may only assume one stance at a time.

STUN

A stunned character may not move, usually for 5 seconds, cannot take any offensive action in combat, nor can the character use any abilities in a defensive manner. This includes blocking with weapons or shields, as well as casting spells or prayers. Stunned characters are still conscious, aware of their

surroundings, and may invoke latent defenses. Most stun effects end if a character takes any kind of damage or other negative effects. Characters may only be affected by one stun effect at a time.

PARALYSIS EFFECTS

A character whose entire body is affected by paralysis may not move, cannot take any offensive action in combat, nor can the character use any abilities in a defensive manner. This includes blocking with weapons or shields, as well as casting spells or prayers. Paralyzed characters are still conscious and fully aware of their surroundings, but may NOT invoke latent defenses, and no amount of damage or effect will break a paralysis unless specified by an ability or marshal. Some paralysis effects only target limbs which create muscle failure causing the target to drop any items in hand if an arm is paralyzed, move heel-to-toe if one leg is affected, and fall to the ground if both legs are affected.

FEAR EFFECTS

Though rare there are abilities that can instill fear into a character. Fear effects cause the target to run, or try and move as quickly and as far away from the source of the effect as possible for the duration of the effect. While under a fear effect the target should role play being in a state of over whelming fear and may not attack, defend, use any abilities, or take any other actions other than trying to distance themselves from the source of the effect.

If a target under a fear effect is unable to escape the source of the effect, for example being locked in a room, the target will cower in fear and suffer the same effects as a stun effect for the duration of the fear. If a character is under the "stun effect" from fear damage or a negative effect from an enemy target will break the effect.

UNCONSCIOUSNESS

A character can be rendered unconscious in a number of ways. The most common form of unconsciousness takes place when a character suffers more damage than their essence total. While dying a character is unconscious unless an effect would somehow prevent this. Characters can also be knocked unconscious for a time without taking damage through certain abilities, like waylay. While unconscious, a character cannot use any abilities and is completely unaware of things happening in their in-game surroundings. Characters may only be rendered unconscious by one effect at a time, though unconsciousness due to damage is not considered an effect. The start of a Killing blow will wake a target that is unconscious but not dying, unless specified by an ability. However, if a character begins a Killing Blow to an ally, the target will still take the maximum constant damage (base weapon + proficiencies +strengths), in essence damage, from the character starting the killing blow. This damage cannot be defended against.

SURPRISE EFFECTS

Effects delivered from surprise are rare. These effects must actually take effect on a target when the target is not expecting the effect. Surprise effects cannot be defended against with defenses unless they specify they can be used against surprise. Latent defenses may only be invoked if they would successfully stop the surprise attack. Latent effects that invoke automatically will still trigger on a surprise attack.

TELEPORTATION EFFECTS

Teleportation effects cause a target to travel from one location to another without traversing the physical space between the two points. Instead, the target moves out of game between the two points, seeming to disappear from the point of origin and appear at the destination. This takes as much time in

game as it takes the target to move out of game. Characters moving with teleportation effects must wear a white headband, put a weapon, or hand across the top of their head, to signify being out-of-game, while traveling between the two points.

WALL EFFECTS

Some of the abilities in game will create barriers called “walls.” Temporary, magical created walls can be represented by pointing a small flashlight at the ground and moving the light beam back and forth to represent the length of the wall in-game. Different walls may have different types of things that can or cannot pass through them, or have different effects on the things or characters that can pass through them. Most “walls” are a channeled effect unless otherwise specified.

WARDS

Wards are a special type of area effect that causes an effect on all targets present within the ward’s area at any time during its duration. Alternatively, a ward may simply prevent any target that does not satisfy certain prerequisites from entering the specified area at all. Wards may be placed on a particular room or small, open structure. Alternatively, wards can be established in open or outdoor areas (10’x10’ unless otherwise specified). For a room, note and a lit marking must be placed at each door to the room to show that there is a ward. Outdoors a marker and lighting must clearly denote the full area affected. The ward can be raised and lowered with a password set by the caster. The password must be kept on the closed section of the area notes. Wards may also be represented with garland or rope; area notes should always be included.