

ACKNOWLEDGEMENTS

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Inspiration

Like all live roleplaying games, the Maelstrom system has drawn heavily from earlier successful games. From the inception, many ideas used in Maelstrom were drawn from the live roleplaying systems run by Omega LRP and The Grand Design.

Support

The Maelstrom campaign is produced with the support of our dedicated crew, without whom the events simply could not take place. Every member of the crew has made a contribution that has helped bring this new version of the rules to fruition.

The game is supported by a wide community of live roleplayers, many of whom have helped contribute to the system over the last five years; none more so than the providers of the Rule7 web forum (www.rule7.co.uk) which is used by many of our players.

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This is version 3.0 of the Maelstrom rules. Please check the website for any errata.

INTRODUCTION

About this book

This book contains the rules that you will need to play your character at an event. You need to ensure that you are familiar with these rules so that you can understand how to act at events. Your character will not be able to use all the combat and magic calls described in these rules, but you need to know how to react to these calls in case they are used on your character.

This book complements [Character Creation](#), which contains everything you need to create a character. Some minor updates have been made since that book was first published and the *Event Rules* takes precedence in the case of any conflict between the two books.

How this book is written

The style of this book is designed to help you learn how to play the game. This means that some simplifications are made when introducing new ideas that are then expanded on later in the chapter. It also means that the text is not set out as a precise rules document that covers the most obscure situations. If the application of the rules to a given situation seems unclear, then you should ask a referee for the correct interpretation.

Following the rules

The overwhelming majority of our players are mature and sensible people who approach the game with the best intentions. By treating them accordingly, we are able to run the game using a set of rules that assumes that everyone at the game will exercise common sense at all times. As a result, some aspects of the game are presented as expectations rather than rules, so that players can use their common sense to apply them. This book aims to describe the way you should approach the game as well as the rules you must follow.

To support this approach, the most important rule is “rule seven”, meaning do not take the piss. If an action is clearly inappropriate, then doing it violates rule seven and is against the rules of our game, even if it is not made explicit in this book. If you think something described in the rules seems like a mistake or an omission then check it with a referee. Respect the crew and your fellow players and play the game in a way that you would want others to play and that reflects the spirit as well as

the letter of the rules.

Help available

These rules are available on our website, with any errata and updates. If you have any questions about the event rules then you can email rules@profounddecisions.co.uk to contact the referees.

Crew

Our crew are split into teams that take responsibility for different areas of the event. In particular, in Maelstrom only the members of the referee team are able to answer rules queries.

All our crew wear official Profound Decisions coloured caps to help you identify and find them. These caps have our logo on the front and a job role on the back. If you need a member of crew for any reason, the best place to go to find one is the games operation desk (GOD). The location of GOD is printed in the event guide you receive before each event.

We use a large dedicated team to cover all our crew requirements; therefore, we do not require volunteers during an event.

Referees – yellow caps

Referees are identifiable by their caps and yellow tunics labelled ‘REF’. They are there to ensure that the rules are being followed and to answer any rules queries that you have. You should ask a referee if you have any questions about the rules printed in this book or you are about to take part in a game action where a referee might prove useful. If you feel certain that a referee has made a mistake then please request a second opinion from a head referee.

GOD crew – blue caps

Administration is handled by the GOD crew who distribute event packs and can help with matters such as creating a new character or getting briefing sheets.

Weapon check – grey caps

You must have all your weapons checked by one of our weapon checkers, according to the guidelines described in Chapter Three. You can find a weapon checker in GOD throughout the event.

Deity team – orange caps

Our deity team oversees the effects of faith within the campaign. Your passport will state if you need a member of the deity team to oversee the use of a skill. Members of the deity team cannot answer general rules queries, however you must follow their direction as if it was given by a referee.

Plot team – black caps

The plot team play character roles throughout the event as well as managing the Maelstrom campaign. When they are not playing a character they work behind the scenes but can be found in GOD if you have a campaign related query.

Site crew – red caps

Our site crew deal with all aspects of site management, such as car parking, erecting tents and site layout. They can be found around the site during site set-up and take-down.

First aid – green caps

Our first aid crew are available at all times. If medical assistance is required, then go to the first aid tent or find the nearest member of crew equipped with a radio.

Photographers – purple caps

Our official photographers take photographs for publicity purposes. If you do not want your image used to promote the game then please make sure that you have told the GOD crew.

Complaints procedure

Profound Decisions is a professional live roleplaying company dedicated to producing high quality events. However, the majority of crew that you encounter at an event are volunteers who are there to enjoy the event and not to deal with problems or complaints. Please remember that this is their hobby too.

We require our players to be civil towards all members of the volunteer crew at all times. If you do have any problems or concerns then please go to GOD and ask to speak to a member of the Profound Decisions management team.

The management team are employees of Profound Decisions whose job it is to deal with any problems that you have. If an issue is serious or distressing then we would urge you to bring it to our attention as early as possible. We will try to promptly resolve any problems that arise.

CHAPTER ONE – YOUR ROLEPLAYING

Time-in and the IC area

- Normal roleplaying begins at time-in and ends at time-out each day
- You must not roleplay your character outside the IC area

Normal roleplaying begins at time-in, which is 18:00 on Friday and 10:00 every morning thereafter. Normal roleplaying ends at time-out, which is 01:00 each morning and at 15:00 on the last day of the event.

You may continue to roleplay with other characters outside these hours so long as you do not take any confrontational actions. You can talk and trade but you must not attack another character, steal from them, or use any ability.

For example, you are in a casino so you may continue to roleplay after time-out but you may not steal items or money from other patrons and you may not attack anyone.

The IC (in-character) area is the section of the campsite used for the game where all roleplaying must take place. Each event guide will clearly delineate the boundary of the IC area. GOD and all toilet and shower facilities are always OOC (out-of-character), as are the personal tents belonging to the OOC traders, and sections of IC tents cordoned off with bright yellow material. Everywhere else inside the IC boundary is considered IC.

You must not roleplay once you leave the IC site boundaries, as it is not possible for other characters to act against you once you leave the IC area.

Being IC and OOC

- You are always assumed to be IC when in costume
- To go OOC put on a yellow armband
- You may object to anyone going OOC

If you are wearing costume in an IC area during time-in then you are IC and anyone can interact with you. You will receive a yellow armband at the first Profound Decisions event that you attend. If you wish to stop playing your character while you are in an IC area then put on a bright yellow armband. There is a small charge if you need us to provide you with a second yellow armband so please keep it safe between events.

Going out of character can be disruptive to other players who are roleplaying nearby. You must avoid this where reasonably possible by only putting a yellow armband on when you are not with anybody. If you wish to go OOC while you are with a group of characters or in an IC tent then your character must leave the area first.

When you wish to resume playing your character then you must return to the spot where you went OOC and take your armband off. If you believe that there is a reason why this would be inappropriate then consult a referee. Please respect other players who are roleplaying when you are OOC. You should not go anywhere while OOC if the people who are roleplaying there would object to your character's presence. If you are OOC in an IC area then you must leave the area if any player who is IC asks you to do so. If you are OOC then you should not enter another group's IC tent without their permission.

You can object to someone going OOC by telling them that you object. You do not have to say why you are objecting but it may be polite to do so in some circumstances. Most players will change their mind if they realize that another character wishes to roleplay with them, but if the player still wishes to go OOC then you may take their character prisoner. You must not roleplay the act of capturing them, as they are no longer roleplaying their character. You should simply say, "OOC – I am capturing your character". The rules for capturing a character are described in Chapter Two.

If you are pursuing a character who is attempting to flee from you and you reach the site boundaries then you must consult a referee who will relocate the roleplaying.

If you need to say something OOC to another player while roleplaying, then say "OOC" first. This will help the other player realize that your comment is not an IC comment. Since most players wish to remain IC throughout the event you should only do this when you have a real world need to do so.

For example, you see someone put a yellow armband on when you are about to attack. You can say "OOC, I object to you going OOC at this point." If they still wish to go OOC then you can

take their character prisoner by saying “OOO – I am capturing your character.”

If you need your character to do something that you do not want to act out or cannot act out then you say clearly “OOO” first. You can then give a short explanation of what you are doing that will allow everyone to roleplay with what your character has done, even though you have not carried out the actual action. Since most players wish to remain IC throughout the event, you should only do this when you are uncomfortable with doing something OOO.

For example, you are allergic to food colouring then you can say “OOO I’m drinking this potion” to the people around you while OOO you pour the liquid on the floor.

Behaviour while IC

- You should not roleplay something you are uncomfortable with

Maelstrom is a live roleplaying game intended for adults. As a result, it is possible to encounter a situation that you are not comfortable with OOO. Please remember that this is a game and that you should never feel obliged to roleplay anything that you are uncomfortable with OOO, nor should you expect any other player to roleplay something they are OOO uncomfortable with. Either withdraw IC from the situation or follow the normal rules for going OOO using a yellow armband.

The adult themes that exist within Maelstrom include mind-influencing magic, drugs and addiction, slavery, human sacrifice, racism and prejudice, prostitution, violence, robbery, torture, and murder. They do not include non-consensual sex or sex with minors. References to either of these two subjects are only acceptable as part of a character background. It is not possible to know what real life experiences other players have suffered, so you should avoid IC references to either of these two subjects in play to ensure that you do not upset any of your fellow players.

Roleplaying effects

- You may experience magical effects that influence your roleplaying
- You decide how any magic affects the way you play your character

You may be the target of a power or ability that includes direction marked “roleplaying effects”. This states an influence on your character's

personality and mood. Although we encourage all players to roleplay these effects to the full in order to enhance the game for everyone, it is up to you how you interpret and roleplay the effects. These effects may be emotions or urges that you are experiencing, but you are free to choose how your character responds to these feelings taking into account what you are comfortable roleplaying.

For example, catamite gives you “a heady surge of confidence combined with physical exuberance” as part of the roleplaying effects. You can roleplay this in as subdued or as powerful a manner as you deem fit. The additional benefits provided by catamite are rules that you must follow explicitly; you cannot interpret them according to your characterization.

Appropriate roleplaying

- You may have an ability that requires appropriate roleplaying to use it
- You must include speech as part of your appropriate roleplaying

Ceremonial skills, spells, and some abilities require appropriate roleplaying to use them. The roleplaying can be anything that is appropriate to your characterization and to the ability that you are using but it must include some audible speech as a minimum. You must not use any ability that requires appropriate roleplaying while you are unable to talk.

For example, you and your fellow devotees are performing a supplication to the Smith. The group sing two hymns in praise of the Smith before you recite a short sermon extolling the virtues of the community. This is appropriate roleplaying for a supplication to the Smith.

Behaviour while OOO

- You must not take any IC actions while you are OOO
- If you say something while OOO then other players may treat this as IC

You must not roleplay or trade any IC items or information while you are OOO at an event. You must not tell another player information that you have gained IC unless you are both IC. If another player OOO tells you a piece of information that they have gained IC then you may consider that they have told you the information IC, regardless of the player's intentions. This rule exists to actively discourage players from spoiling the game by telling other players IC information while OOO;

however you must not abuse it to try to discover IC information by OOC methods.

For example, a player tells you OOC that he murdered your friend last night then you may assume that his character has just told your character this information. If you suspect that another player murdered one of your friends then you must not OOC ask your friend who killed his character and your friend must not tell you OOC. You must actively avoid finding out OOC who committed the murder and use only the information that you have learned IC.

Cheating

- You should report anyone you suspect is cheating to a referee

Profound Decisions make all reasonable effort to ensure that players are not cheating at events. If referees find players cheating then they deal with the issue as appropriate.

Please note that the Maelstrom rules system is complex and many characters will have methods to defend themselves or to resist attacks that you are unaware of. Characters may have special items or abilities that override the rules printed in this book.

Please do not make public accusations of cheating, as it is likely that the player in question is acting legitimately. Complaints aired in public ruin the atmosphere of the game and only exacerbate the problems caused by cheating. If you think that another player is cheating then please report the matter to one of the referees as soon as possible and leave it for Profound Decisions to deal with.

Games operation desk (GOD)

- If you have a query then go to GOD
- You can also phone the desk for help
- You can access your online account from a computer in GOD

All Maelstrom events are administered from the games operation desk (GOD) whose location is marked in each event guide. Members of the GOD crew are there to help you with any administrative or general queries that you may have about the event.

If you need a referee then the referees have a desk that is always near GOD. The first-aid team operate from their own tent if you have any first-aid needs. For all other queries, you should enquire at GOD.

An alternative to coming directly to GOD to get help is to phone the desk. The number is on your body and soul card. You can use this number if you have an emergency of any kind or you need the help of a referee or member of the deity team. You will need to come into GOD in person to get any other matter dealt with.

If you are phoning GOD during time-in then please make sure that you do not do so from any location where you would disturb other players who are roleplaying, unless your call is for a genuine emergency.

There are several computers available for players to use in GOD. You can use these computers to access your online account.

CHAPTER TWO – YOUR CHARACTER

Primary character

- Your primary character is allowed to be proactive in the campaign
- You can only have one primary character at a time
- Only your primary character will receive a downtime

Your primary character is the only character you play that should be proactive in the Maelstrom campaign. It should be the one you consider to be your main character and the one that you play most of the time at events. You will be eligible to submit a downtime for your current primary character after any event you attend, regardless of what character you played at that event.

If you are not currently playing your primary character, then it is considered to be completely inactive and cannot take any actions nor be used for any game effects.

Creating a new character

- Please ask if you want help with ideas or costume for your new character

You may create a new character during an event by going to GOD. Creating a new primary character will result in your existing primary being retired. If your character has died then the referees will ask for a few details about how the death occurred.

If you intend to continue playing your primary character later then you can create a secondary character. See the rules below for secondary characters. You must get your new character photographed before you enter play.

If you create a new primary character at an event then you have the usual five character points to spend, but you will not receive any money or equipment until the start of your next downtime. If you buy a blessing then it will not come into effect until the next event after the submission of your new character's background. If you decide not to create your new primary until after the event is over, then you will still be entitled to submit a downtime for your new character.

If you would like any help with rules, ideas, costume, or make-up when creating your new character then please ask. Members of crew are available to help you create an interesting character

that you can play at the event.

Secondary characters

- A secondary character is not allowed to play an active role in the campaign
- You do not receive any skills, advantages, equipment, or downtime

You can create one or more secondary characters to play at an event when you do not wish to play your primary character. A secondary character is not a second primary character, they exist to allow you to play a character and enjoy the event in a relaxed manner.

You must not actively engage in the campaign while playing a secondary character. This is the preserve of primary characters and the inherent fairness of the game can be compromised if secondary characters find themselves in direct opposition to the goals of primary characters.

You must not initiate any conflict with other character or initiate events that would significantly influence the campaign while playing a secondary character. You must not attempt to gain information or some other advantage for other characters. Secondary characters should have no contact or relationship with the primary character that you play. You must try to ensure that your secondary character is visually distinct from your primary character.

Secondary characters do not receive any character points, income, starting equipment or downtime. If your secondary character is not human then you will receive a racial briefing sheet, but it will state that some special abilities are only usable by primary characters.

You cannot play a dragon or a member of a New World or magical race as a secondary character without prior permission from Profound Decisions. We will usually allow you to play a member of a New World race if your primary character is of this race.

If you retire your primary character then you may upgrade a secondary character to a primary character. You may then spend up to five points purchasing skills and advantages and will have an opportunity to purchase starting equipment.

You can book for an event with any character that you have created. If you wish to switch characters at an event then you must go to GOD and register the exchange. You must not play a character at an event unless you have a valid body and soul card for that character. If you have not registered your change of character at GOD then the referees will consider you to be playing your primary character. It is not possible to switch between characters on the Friday of an event.

Retired characters

- You can play a retired character as a secondary character

You can choose to retire a character at any time. If you wish to create a new primary character then you must first retire your primary character. Your character will be marked as retired and any assets that you control will be given to other characters as if you had died.

You can continue to play a retired character at future events if they are still alive, but you can only play them as a secondary character. A retired character can never become a primary character again. This means they have no skills, receive no income or downtime, and must follow all the standard rules for secondary characters. If you retire an eidolon then you cannot play that character again.

If you are unable to play your character then you may request to have your character suspended. If the referees agree to suspend your character then you will not be able to play the character and will not receive any downtime options for them, but you can create a new primary character to play in the meantime. We will not suspend your character simply because your character is in danger.

If the situation changes so that you are able to resume playing your original character then you must choose whether to continue with your new character, or to retire your new character and resume playing your suspended character. At the point where the referees inform you that your previous character is no longer suspended, you must choose to continue with one of your two characters and immediately retire the other one.

For example, you are permanently incapacitated by a necromantic curse. You can ask the referees to suspend your character allowing you to create a new primary character. When a cure for the curse

is secured you must either resume playing your original character or retire her.

Minimum phys-reps

- Non-human races have a required minimum phys-rep

If you are playing a non-human then you must phys-rep your race. You must achieve the minimum level of phys-rep, but you do not need to use the exact methods listed for your race in [Character Creation](#). The methods you do use should leave the average player in no doubt as to your character's race when viewed from a few metres away in good lighting.

We encourage you to use masks as part of your racial phys-rep. Masks can be uncomfortable to wear, particularly in hot weather, so you may need to remove your mask. This is acceptable if you ensure that you still meet the minimum phys-rep requirements for your race when not wearing your mask. In most cases, this means appropriate use of make-up to cover the face in the required style. It is also acceptable to push your mask up and rest it on your forehead for short periods of time for comfort. This way, other players can easily recognize what race you are and identify you from your mask.

If you find you are unable to wear a mask for the majority of the day then it is better to use make-up and prosthetics to phys-rep your character. Examples of make-up and prosthetics are shown in the *Costume and Make-up Guide*.

Disguises

- If you wear a disguise it is only as good as the phys-rep you use
- You must answer truthfully if you are OOC challenged about your disguise
- You must not use anything that looks like a racial phys-rep as part of a disguise

It is perfectly acceptable for you to wear a disguise whilst IC, and some characters have the ability to change their appearance magically. Your ability to change your character's appearance is only ever as effective as the physrep that you use; so if someone recognizes you then they may choose to recognize your character, regardless of the method used to change your appearance.

If you believe you recognize a character who appears to be in disguise then you may check OOC by asking the player. You can ask if they are

playing a character whose name you know or have met recently but you cannot simply ask if they are in disguise. You may ask a referee to check a character's identity to avoid asking them directly. If another player asks you if you are playing a specific character in disguise then you must answer truthfully.

For example, you are playing an eidolon called Faqib whose normal appearance is as a fiery djinn but you have magically changed your shape to appear as a black-scaled dracoscion. If anyone asks OOC if you are playing Faqib or 'your djinn' or 'the eidolon I met last night' then you must answer truthfully.

It is much easier for a player to obtain prosthetics for a racial phys-rep than it would be for a character to disguise themselves as a member of that race. Because of this, you must not disguise yourself as a member of another race nor can you create a fake soul symbol. You may disguise your character, but must actively avoid any make-up or prosthetics that could conceivably be confused with the phys-rep requirements of another race. This restriction does not apply if you are using magical means to change your shape.

For example, your avian character could glue scales to their forehead but this would not be sufficient for any sane character to think you were a dracoscion. Therefore, you must avoid putting scales on your forehead as part of a normal disguise.

Character photographs

- You must have a photograph taken in full costume before you enter play
- You must get your photograph updated if your appearance changes

We maintain a database that includes a photograph of every character in the system. You must ensure that we have a photograph of your character before you enter play for the first time. This photograph should show you wearing your normal costume and any prosthetics or make-up that you intend to use. You can have your photograph taken in GOD at an event or you may email a photograph to Profound Decisions between events.

We will only show your photograph to other players when appropriate for game reasons. This can happen if their character has an ability that has allowed them to sense your character, or when they

have met your character in downtime. If you change your make-up or mask then you must get a new photograph taken.

Capturing a character

- You can capture an unresisting character or one who is going OOC
- You can escape any bonds with five minutes of obvious roleplaying
- You can escape any bonds at time-out unless it is the end of the event

If you wish to capture another character while they are at an event, then they must be unresisting. If a player wishes to go OOC after you have objected to them doing so then you may automatically capture their character. You may then roleplay taking steps to secure the character with ropes or similar. You should not phys-rep any method of restraint until you have made certain that the other player is comfortable with it.

If you are not incapacitated then you may automatically escape any bonds after a count of 300 seconds regardless of the method used to restrain you. You must roleplay that you are escaping your bonds in a way that is obvious to everyone who is watching. If your attempt to escape is interrupted then you must restart your count.

If you have been captured then you may wish to stop playing your character. You must give your body card to your captor who should attach it to the most appropriate body physrep available. This phys-rep represents your unconscious body. You should now go OOC and leave the area. Because you are no longer playing your character, you are unable to escape unaided, but other characters may rescue you. If this happens your character will become conscious as soon as you are available to play your character again.

You may automatically escape if your character is taken outside the IC site boundaries or at time-out regardless of the method used to restrain you, unless it is the end of the event. This means that it is impossible to keep another character prisoner against the player's will for more than a day unless you capture them on the last day of the event.

If you have captured another character at the end of an event then you can enslave the character. You must both consult a referee; they will inform you of your options for keeping the character prisoner during downtime.

Searching a character

- You must not touch a player unless they are comfortable for you to do so
- You must roleplay searching for 30 seconds
- You may perform an actual search only if both of you prefer to do so

You can automatically take any IC item that you can see from an unresisting character. You can search an unresisting character to attempt to find any valuable items that they are carrying that are hidden on their person.

You can only do this if you have at least one hand free. To search a character you must roleplay examining them for thirty seconds. If you complete the count without interruption then the target must give you every IC item that they are carrying.

If you and the target agree that you both prefer to perform a real search then you may do so. You must not touch the player without clear indication that they are comfortable for you to do so. You do not have to phys-rep the search if you are not comfortable doing so. The target must give you any items that you find while searching them.

If you are carrying any lammies that do not have phys-reps attached, then you must immediately reveal them to any character who attempts to search you, regardless of what method they use.

For example, you are carrying a lammy for a pistol that you have just bought from another character. The player gave you the lammy but not the phys-rep. You are stopped and searched by another character, so you must reveal the pistol lammy immediately.

CHAPTER THREE – SAFETY

Fighting safely

- You must pull all of your attacks so that they land with virtually no force
- You must not thrust with any weapon
- You must avoid aiming for the groin, breasts, neck, or head
- You must avoid combat if you are drunk

It is essential that you know how to fight as safely as possible using the practices common to most British live roleplaying events. If you are new to live roleplaying then please speak to a member of our GOD crew and they will arrange a suitable demonstration for you so that you can be confident that you are following all the rules:

- ◆ When you use a weapon in combat, you must pull the blow so that it lands with negligible force. Your opponent should feel a light touch and nothing more.
- ◆ You must not thrust with any weapon.
- ◆ You must avoid hitting the groin, neck, or face; you should avoid aiming at the breasts or head where there is a viable alternative target.
- ◆ You must not strike another character with the pommel or hilt of your weapon. You must not grab or trap an opponent's weapon when they are wielding it.
- ◆ You must only throw a weapon if it has no perceptible core and you know a Profound Decisions weapon checker has approved it for throwing.
- ◆ If you are using a bow then you must not pull the bow to full draw when shooting at a character who is nearby. You must not aim a bow or crossbow at the head.
- ◆ You must avoid combat if you are drunk.

These rules exist to reduce the dangers inherent in combat at a live roleplaying event to an acceptable minimum, but they do not constitute a guarantee of safety. Our safety record is excellent, but by choosing to attend a Maelstrom event, you agree to accept the risks inherent in taking part in a full contact sport.

Non-contact

- You must not touch or physically attack anyone with their hand in the air
- You can put your hand in the air to indicate that no one should touch you
- You are still present and can be incapacitated by any character
- Profound Decisions do not guarantee that you will not be hit

You may have health reasons to wish to avoid becoming involved in combat, or you may be in a situation where you are not comfortable with another player's physical actions. You may put your hand in the air to indicate that you do not wish any player to make physical contact with you. This is called being non-contact and while its use is uncommon at events, it is important that you understand the rules so that you can ensure the safety and well-being of other players.

If a fight starts near you then you must clearly put your hand as high in the air as you can and keep it there, to indicate that you are non-contact. You are still IC and may continue roleplaying and using any abilities that you have, but you must not engage in combat and you must scabbard or drop any weapon you are carrying. You may cease being non-contact at any point by putting your hand down, but you must not do this if you are likely to have to become non-contact again during the melee.

If you see any player indicate that they are non-contact then you must not hit them with a melee weapon, fire a bow or crossbow at them, or touch them. The player is still IC and you may roleplay with them normally but you may not hit or touch them while they are non-contact. If you wish to harm their character then you must say, "OOC - I am incapacitating your character" while you are within arms reach. This will render their character helpless.

If someone states they are incapacitating your character, then you immediately lose all your body hits and become incapacitated. This is described in Chapter Four. If it is not safe for you to fall over then you are still incapacitated but you may remain standing with your hand in the air.

It is important to note that nobody can guarantee that you will not be hit while you have indicated that you are non-contact. A live-roleplaying melee

is a deeply confusing experience and mistakes can happen. If you have health reasons that make it critical that you are not hit with a latex weapon then you may need to avoid combat entirely and you must decide whether the event is safe for you to attend at all.

Weapon checking

- All your weapons must be checked at every event

You must take all weapons, claws, bows, crossbows, shields, and projectiles (arrows and bolts) that you have brought to an event to a weapon checker to have them checked. These items must be checked at every event you attend. If a weapon checker does not approve your equipment for use then you must put the item in your vehicle or leave it at GOD for the duration of the event.

Any suit of armour that you use at an event must not have sharp protruding edges. If you are in any doubt about the safety of your armour then you should have it examined by a weapon checker.

The guidelines that our weapon checkers use when checking your equipment are available from our website. If you are not satisfied with the decision then you may request a second opinion from our head weapon checker. The decision of the head weapon checker is final.

If a weapon checker approves an item then they will attach a coloured elastic band to the item. We change the colour of the elastic bands for each event. You must not use any item for melee purposes unless you know it has been approved for that use. If your character has claws and you intend to use them in combat, you must get them approved.

You can carry items such as a walking stick, wooden staff, or replica firearm but they must never be used in melee, so they do not need checking with the weapon checkers. We do not allow anyone to have metal weapons at events except for display or sale purposes, so you may not carry one without our prior written approval for each event.

You must not attack or defend with an item unless you are certain that a weapon checker has approved it.

Grappling and body contact

- You must not grapple or make bodily contact while fighting
- You must not shield barge or grab weapons

You must try to avoid body contact with other players during combat. You must not grapple or trip another player and you must not attempt to push or move them using a shield or other similar item.

If you have the prior permission of your opponent in a small fight then you may both decide that you are happy to allow each other to grapple or use other techniques. You must have the explicit permission of your opponent beforehand and you can only do this in a small, carefully planned fight between individuals such as a duel or display. Permission must be given to you personally; you must not assume that a player who is happy to grapple with a trusted friend is happy to grapple with you.

General safety

- Health and safety is everyone's responsibility
- Do not attempt to defend a tent

Health and safety is everyone's responsibility at an event. Be aware of any potential hazards, and if a fight begins then move away from tents, guy ropes, and other hazards such as tables, chairs, and braziers. It is not enough to be aware of such dangers when fighting; you must move away from such dangers to ensure that other participants in the fight are not at risk.

If your character has fallen over in a fight then you may crawl out of the way of the combat. You must make sure that anyone who has fallen over has room to move away.

Please ensure that you pay particular attention to safety when fighting near tents. Tents present an additional hazard for anyone fighting so you must not use them as a defensive feature.

All tents are considered to be highly flammable in the Maelstrom world, so your character can easily fire a tent to force the occupants to come out. Obviously, you must not set fire to any object of this kind at an event; you must obtain a referee if you want to force other characters to come out of a tent in this manner.

The nature of an event is such that trip hazards such as uneven ground, tree roots, guy ropes, and tent

pegs are unavoidable. Given the poor lighting conditions that prevail at night, one of the most important safety precautions you can take is to ensure that you wear footwear that combines good grip with firm ankle support.

Man down

- You should call MAN DOWN if you see anyone suffer a real injury
- You must move away from an area if you hear this call

If a player suffers a real injury then you should call MAN DOWN. This call alerts all players to the fact that someone is genuinely hurt. If you hear this call then you must move away from the area so that no roleplaying or fighting is taking place near the injured person. You should alert the nearest member of crew.

CHAPTER FOUR – COMBAT

Body hits

- You start with three body hits
- Every time you are struck in combat you lose one body hit
- You become incapacitated when you reach zero body hits
- You do not die by losing body hits

Every character has a number of body hits to represent what injuries they can endure before becoming wounded so badly that they can no longer continue to act. Most characters start with three body hits, but you may have more. Your body lammy shows the number of body hits you have at the start of an event.

For the purposes of body hits it does not matter where you have been struck. If you are not wearing armour then you lose at least one body hit every time you are struck in combat. Once you have lost all your body hits you are incapacitated, which renders you incapable of taking any action, as described later in this chapter.

If you have zero body hits then you do not lose further body hits, as you cannot have negative body hits. You do not die by being on zero body hits, although another character may take the opportunity to kill you using one of the techniques described later in this chapter.

The only way to regain lost body hits at an event is through magic. You automatically regain all lost body hits between events, so you always start an event with all your body hits.

Fighting without skills

- You do not need a skill to attack or parry with a weapon
- You do not need a skill to use a shield

You do not need a skill to wield a weapon, either to attack or to parry. If you do not have any skills then you must call SINGLE when you strike an opponent with any melee, thrown, or missile weapon, or when shooting any loaded darkpowder weapon. Your opponent will lose one body hit if you strike him and call SINGLE. You do not need a skill to wear armour or to use a shield to block attacks.

Damage calls

- You may lose more than one body hit when you are struck in combat
- A damage call indicates how many body hits have been lost

If you are hit in combat then you may lose more than one body hit. Your opponent will use a damage call to indicate how many body hits you have lost because of their strike.

The damage call SINGLE indicates a single point of damage has been inflicted, resulting in the loss of one body hit. The damage calls DOUBLE, TRIPLE, and QUAD indicate that two, three, or four points of damage have been inflicted, resulting in the loss of two, three, or four body hits respectively.

For example, you have three body hits when an opponent calling DOUBLE strikes you. You lose two body hits and have one remaining. Your opponent hits you again calling DOUBLE. Your body hits are reduced to zero and you are now incapacitated.

You can only use one of these damage calls if you have a skill, special item, or magical spell that explicitly states that it can be used to make this damage call. Every special item has a lammy that states what damage calls it can inflict and under what conditions.

For example, you have the sword double skill and a sword special item. You may call DOUBLE when you hit an opponent with your sword.

The one second rule

- You can only call damage once each second
- This rule also applies to all other calls in the game except RESIST

As part of the play balance of the game, you may only strike an opponent once per second. You may parry or feint as fast as you wish, but you must leave one clear second between each strike. This is called the “one second rule”.

The one second rule exists to allow you to legitimately ignore blows that follow each other without drawing breath. It is not intended to be measured with stopwatches, rather it is intended to give every player a reasonable basis for what is an

acceptable repetition of attacks.

You do not need a skill to wield two weapons at once, but the one second rule applies to all your attacks, not one second per weapon.

For example, if you are wielding two swords and you call SINGLE after hitting a character then you must wait one clear second after you call before you hit any character with either weapon.

The one second rule encompasses magic as well as all other aspects of combat. You cannot fire two pistols at once, or wield a sword and cast a spell at the same time because you must leave one clear second between each call that you make. Any call counts, even one doing no damage. The only exception is the RESIST call described in Chapter Five.

ZERO damage

- You may choose to call ZERO to show that you have caused no damage
- You cause no damage if you do not call anything when you strike someone
- There is no subdual damage

The damage call ZERO indicates that no damage has been inflicted. It does not cause the loss of any body hits. You do not need to use this call in melee but it may help to clarify that you have not struck your opponent hard enough to harm them. If someone strikes you and does not use a damage call then you should assume you have been hit by a ZERO. You can always call ZERO when using any weapon.

You can capture another character without killing them by removing all their body hits. There is no subdual damage in the Maelstrom rules system. If you are sparring with another character that you do not intend to harm then you must do ZERO damage.

Magical spells also use this call to clearly indicate that no body hits should be lost. You must use the ZERO call when casting a spell that requires it.

For example, when you cast the sorcerous incantation The Pugilist's Mighty Blow, you must call ZERO STRIKEDOWN at the end of the spell. Your target does not lose any body hits but they are still knocked off their feet.

Incapacitated

- When you reach zero body hits you become incapacitated and fall over
- You must not take any action while you are incapacitated other than talking
- You are automatically unresisting while you are incapacitated
- After a count of 300 seconds without being hit you become debilitated

If you are incapacitated then you are so badly wounded that you are only semi-conscious. You can sense what is happening around you but cannot act. You become incapacitated when your body hit total reaches zero or whenever you are hit while debilitated.

You can talk, scream, and make small body movements while incapacitated, but you must not take any action such as attacking, defending, or moving from the spot. You must not use a talisman or blessing that requires you to choose to activate it. You must not pray. You must not drink a potion by yourself but you can be fed one by another character. You must roleplay the fact that you are very badly wounded.

If you are incapacitated then you must fall to the ground at most two steps from where you were last struck. This rule allows you to avoid having to fall over in unsafe or particularly wet areas; it does not allow a tactical retreat from combat. Once you have fallen over you must not move from that spot unless you need to for reasons of OOC safety.

Some actions such as searching or mutilation can only be carried out on an unresisting character. You are automatically unresisting while you are incapacitated.

You stop being incapacitated and become debilitated after a count of 300 seconds. If you take any damage during this count then you must begin counting again from zero. If you gain one or more body hits, then you immediately cease being incapacitated.

For example, you are struck several times in combat and your body hits are reduced to zero. You fall over semi-conscious and begin counting. You reach 170 seconds but are struck again. Your body hits remain zero but you must begin counting again from zero. Once you reach 300 seconds without being struck, you stop being incapacitated and become debilitated.

Debilitated

- You must not take offensive actions or run whilst debilitated
- You remain debilitated while you have no body hits

If you are debilitated then you are weak and exhausted from your wounds. You must not run, attack or harm another character, or cast a spell. You must not staunch or treat wounds on yourself or another character whilst debilitated. You must not take any action against another character that would require you to use any call except RESIST.

You can pray, drink a potion, activate a talisman or blessing, or defend yourself, but you must not take any offensive action against another character. If you have been captured then you can attempt to escape while debilitated as described in Chapter Two.

You remain debilitated for as long as your body hit total is zero. If you suffer any damage while you are debilitated and on zero body hits then you immediately become incapacitated again, exactly as if your body hits had just been reduced to zero. If you are debilitated for other reasons, such as the fear magic effect, you only become incapacitated if you are reduced to zero body hits. If you gain one or more body hits, then you immediately cease being debilitated.

Armour

- Armour protects you by giving you armour points
- Each point of armour stops one point of damage
- You cannot add together armour points from different suits of armour

If you wear a phys-rep of armour that covers at least one third of your body, then it provides you with a single armour point of protection. Skills, special items, and magic may provide you with more than one armour point.

If you are attacked, then your armour points are lost before you lose any body hits. Every time you are struck, the damage call reduces your armour points on a one for one basis, even if the actual blow did not hit your armour phys-rep. This loss is permanent until the armour is repaired. Once you have no armour points remaining, then any further points of damage reduce your body hits as normal.

For example, you are wearing a partial heavy armour special item and have the wear heavy armour skill, so this grants you three armour points. An opponent strikes you and calls DOUBLE. You lose two armour points and have only one remaining. Your opponent hits you again calling DOUBLE. Your armour points are reduced to zero and you lose one body hit.

You cannot add together the armour points from more than one source of armour at once. If you wear two or more special items that grant armour points, then you lose one armour point from all items for each damage point you take. If you wear two or more suits of armour then you must wear an appropriately sized phys-rep for each suit.

For example, you are hit with a DOUBLE while wearing full heavy armour and a suit of field plate. You lose two armour points from the full heavy armour and two armour points from the field plate.

The phys-rep for armour must be a phys-rep of actual armour. This means it must be a representation of an item created for the purpose of protecting the wearer in battle, or be heavily reinforced with metal. Normal clothing, even if made from a robust material like leather, does not count as armour. To count as heavy armour, the phys-rep must be made mostly of metal or it must be a rigid phys-rep of metal or an equivalent material.

For example, a phys-rep of a frock coat does not count as armour even if made of leather as frock coats are not made to protect the wearer in battle.

For example, a phys-rep of mail or plate which is made from flexible materials like wool or foam would count as light armour. It is a phys-rep of armour but it is not rigid or made of metal.

For example, a fibreglass breastplate designed to look like dragon scales would count as heavy armour, since it is a rigid phys-rep of an equivalent material to metal.

The phys-rep for partial armour must cover at least one third of the wearer, full armour must cover at least two thirds of the wearer. An easy rule of thumb is to divide the body up into seven areas: head, chest, back, and four limbs. If the phys-rep covers three or more of these areas, or it covers your entire back and chest, then it can count as

partial armour. If it covers five or more areas then it can count as full armour. If you are in doubt about what a physrep can be used for, or how much protection it provides, then you should consult a referee.

Provided that your phys-rep for armour meets all the above rules, then it is perfectly acceptable to conceal your armour by wearing it underneath clothing.

A suit of armour automatically regains all lost armour points between events, but does not regain them between fights or overnight. The only way to restore lost armour points during an event is through using the spell The Smith's Mystic Anvil or the craft armour skill.

Mortal blows

- Mortal blows are particularly deadly attacks
- You take damage and an additional special effect from a mortal blow
- You may bleed to death if you lose a body hit when struck by a mortal blow
- You can only use a mortal blow if you have a suitable skill and a special item

A mortal blow is a deadly attack that has an additional special effect on you. The five different mortal blows are each described in detail below.

In addition to these effects, you may also bleed to death if you are hit by any of the five mortal blows. If you lose a body hit when you are struck then you are mortally wounded and begin to bleed to death as described later in this chapter.

For example, you are not wearing armour when you are hit by a SINGLE STUN. In addition to the special effects of STUN you lose one body hit. You are mortally wounded and begin to bleed to death.

When you use a mortal blow, you must indicate which mortal blow you have inflicted by calling the mortal blow in an audible voice. You must combine this with the damage call to indicate how much damage you have caused. You can always choose to inflict less damage.

Most weapon skills require a suitable weapon special item to use them. After you book for an event, you will receive an explanation of your skills that states explicitly what mortal blows you can call and what items, if any, are needed to inflict that mortal blow.

Every special item lammy states explicitly what mortal blows you can call by using it and what skills, if any, you need to inflict that mortal blow. You can only use the combination of damage calls and mortal blows that are explicitly stated. You cannot combine skills or items to produce new combinations.

For example, if you possess the sword double skill, the sword through skill, and a sword special item then you can use the sword to call DOUBLE or SINGLE THROUGH as these are explicitly stated for those skills when used with that item. You cannot call DOUBLE THROUGH.

CLEAVE

- If a CLEAVE strikes your limb and you lose a body hit then you must not use that limb
- If you block a CLEAVE with your shield then the shield is shattered
- If you parry the blow it has no effect

If a CLEAVE strikes your arm or your leg, and it causes the loss of one or more body hits, then the limb is disabled. If your arm is affected by CLEAVE then you must drop any item that you are holding with that arm. If your leg is affected then you can still stand but you must not walk, run, or hop. If your other leg is also affected by a CLEAVE then you must fall over. The limb remains disabled until someone has cured your mortal wounds using the treat wounds skill.

If you block a CLEAVE with a shield then the shield will be shattered. If your shield is shattered then you must discard the shield as soon as possible. If you are unable to discard the shield because it is strapped to your arm then you must try to hold the arm to your side and away from combat. Any blows that strike a shattered shield strapped to your arm affects you as if it had struck your arm.

If you are hit with a CLEAVE and you lose one or more body hits then you are mortally wounded. If a CLEAVE hits you on your head or body then it has no special effects, but it will still mortally wound you if it causes the loss of a body hit. If you parry a CLEAVE with a weapon then you may ignore the blow.

DISARM

- If a DISARM strikes your arm you must drop whatever is held in that arm
- If you block or parry the blow then it has no effect

If you are struck on the arm anywhere from the shoulder to the fingers with a DISARM then you must release whatever you are holding in the arm that was struck. If you do not lose any body hits then you are still disarmed, but you are not mortally wounded.

You should place fragile phys-reps on the ground rather than dropping them. If you are wielding a weapon in two hands then you must remove the hand that was struck for a single clear second. If you are using a lanyard to tie a weapon to your wrist then you may pull it back into your hand after a single clear second.

If you are hit with a DISARM and you lose one or more body hits then you are mortally wounded. If a DISARM hits you on your head, body, or legs then it has no special effect, but it will still mortally wound you if it causes the loss of a body hit. If you parry a DISARM with a weapon, or block the blow with a shield, then you may ignore the blow.

STRIKEDOWN

- If you are struck by a STRIKEDOWN then you must fall over
- If you block a STRIKEDOWN with a shield then you must fall over
- If you parry a STRIKEDOWN with a weapon in one hand then you must fall over

If you are struck with a STRIKEDOWN then you are knocked over by the force of the blow. You should roleplay accordingly but, as a minimum, you must ensure that the soles of both feet are off the ground at the same time that your torso is touching the ground. If you do not wish to fall over, then you must drop everything and crouch down for five seconds. You may take up to two steps away from the opponent who has struck you, to avoid having to fall over in unsafe or particularly wet areas.

If you block a STRIKEDOWN with a shield, or you parry a STRIKEDOWN with a single weapon held in one hand, then the force of the blow will still knock you over, but you do not suffer any damage and you are not mortally wounded.

If you are hit with a STRIKEDOWN and you lose

one or more body hits then you are mortally wounded. If you parry a STRIKEDOWN with a weapon held in two hands, or you parry a STRIKEDOWN with two weapons at the same time, then you are not knocked over and you may ignore the blow.

STUN

- If you are struck by a STUN then you are debilitated for two seconds
- If you block or parry the blow then it has no effect

If you are struck with a STUN then you are debilitated for two seconds. You are affected by all the normal rules for debilitation for two seconds. If you do not lose any body hits then you are still stunned but you are not mortally wounded.

If you are hit with a STUN and you lose one or more body hits then you are mortally wounded. If you parry a STUN with a weapon or block the blow with a shield, then you may ignore the blow.

THROUGH

- If you are struck by a THROUGH then the blow ignores any armour you are wearing
- If you block or parry the blow then it has no effect

If you are struck by a THROUGH then it bypasses any armour that you are wearing. No armour points are lost but the damage is taken directly from your body hits.

If you are hit with a THROUGH and you lose one or more body hits then you are mortally wounded. If you parry a THROUGH with a weapon, or block the blow with a shield, then you may ignore the blow.

Mortally Wounded

- If you are mortally wounded then you begin to bleed to death
- You must begin counting each second, this is your death count
- You die if your count reaches your maximum death count

If you are struck by a mortal blow that also causes the loss of at least one body hit, then you are mortally wounded and are bleeding to death. If the mortal blow does not cause you to lose a body hit then you are not mortally wounded. If you parry or block the blow, or you have sufficient armour points to prevent you from losing any body hits, then the mortal blow still affects you as appropriate

but you are not mortally wounded.

For example, you are struck by a ZERO STRIKEDOWN. You are knocked to the ground but you do not lose any body hits so you are not mortally wounded.

For example, you are hit with a DOUBLE STUN while wearing one point of armour. You lose your armour point and one body hit and are mortally wounded as well as being stunned. If you had had two points of armour then you would not have been mortally wounded.

If you are mortally wounded then you begin to bleed to death. You must count every second by reciting “1-dying-2-dying-3-dying”: this is your death count. You may recite your count out loud but you are not required to do so. Your maximum death count is printed on your body card. If your death count reaches this number then you have died from your wounds. Most characters have a maximum death count of 300, but skills such as fortitude and magic may increase it.

You are fully aware that you are dying from a mortal wound, and (unless you have zero body hits) you can act normally.

For example, you have three body hits and no armour points, when you are struck with a SINGLE CLEAVE which causes the loss of one body hit. You are mortally wounded and must begin your death count, but you may continue to fight.

Additional mortal blows have no further effect on your death count while you are mortally wounded, although they may cause damage and special effects as appropriate. Although your body hits cannot go below zero, a mortal blow that would have caused you to lose body hits if you had any left to lose will still mortally wound you.

For example, you have no armour points and no body hits and are lying incapacitated on the ground when an opponent hits you with a SINGLE CLEAVE. You take all the special effects of the CLEAVE and you are mortally wounded, even though you cannot lose any more body hits.

We are aware that it is difficult to keep an accurate count of time during combat, but we expect players to be honest and keep the most accurate count possible.

Staunch wounds

- You can use this skill to help a mortally wounded character live longer
- You must take over their death count and count every other second
- This skill has no effect on body hits

You can use the staunch wounds skill on another character, or on yourself to improve your chances of surviving a mortal wound. If you are staunching the wounds of another character then you must take over the death count from the other player. You must continue from their current count but you must count every other second by reciting, “50 - staunching-your-wounds - 51 - staunching-your-wounds”. The count must be audible to the patient whose wounds you are staunching. If you stop staunching their wounds then the mortally wounded character must resume counting the death count every second, continuing from your last count.

You must have both hands free to use this skill. You must not fight, run, or use any skill or ability, while using this skill, or while having this skill used on you by another character. You must roleplay staunching the wounds throughout the time you use the skill.

You can also use this skill to revive any character who is incapacitated. If you use this skill on an incapacitated character then after counting every other second for 30 seconds the character stops being incapacitated and becomes debilitated.

You cannot staunch your own wounds if you are incapacitated or debilitated. Staunch wounds has no effect on lost body hits; it is only useful for aiding incapacitated characters and for prolonging the life of a character who is dying from a mortal wound.

Treat wounds

- You can use this skill to treat a mortally wounded character
- This is the only way to cure a mortal wound and stop a character dying
- You must continue your death count while having your wounds treated
- This skill has no effect on body hits

The treat wounds skill allows you to perform surgery on a mortally wounded character to stop them from dying from a mortal wound. Although skills and magic may increase the time taken to die, the only way to stop a character from dying is by using this skill.

You can use the treat wounds skill on another character or on yourself. You cannot treat the wounds of a character who is having their wounds staunched. You can only use this skill on characters who are members of the races for which you have the treat wounds skill.

To use this skill you must have both hands free. You must not fight, use any other skill or ability, or walk anywhere, while using this skill, or while having this skill used on you by another character. To treat the wounds of a character you must roleplay examining their wound. The patient should then tell you his current death count.

It takes time to treat wounds successfully. You should mentally add 200 to the patient's current death count at the moment that you begin treating them. If the patient is still alive when their death count reaches this target number, then you have successfully treated all mortal wounds. They are no longer dying and any limbs that have been affected by CLEAVE are cured.

While you are treating their wounds, the patient must continue to count their death count by reciting, "151-dying-152-dying" in a quiet voice. You must roleplay treating their wounds throughout this time. The patient dies if they reach their maximum death count before you have finished treating their wounds.

If you have a surgeon's tools special item then the lammy will state how many seconds are required to treat wounds.

If you are interrupted for less than a few seconds while treating wounds, then you may resume treating the character's mortal wounds without adverse effect. If you resume treating wounds after a longer pause, if another character takes over from you, or if you change the tools you are using, then you must begin over again. Find the patient's current count and add your treatment time to it to find the new target count at which the patient is healed.

For example, you begin treating wounds with no tools. After sixty seconds you are passed a surgeon's tools special item; you can either start again using the tools or carry on without them. If you begin again using the surgeon's tools, you must add 150 to the current count to calculate the new target count.

Treat wounds has no effect on lost body hits; it is only useful for preventing a character from dying from a mortal wound.

COUP DE GRÂCE

- You can use a COUP DE GRÂCE to mortally wound an unresisting target

A COUP DE GRÂCE is a deathblow intended to ensure that a helpless opponent begins to die. You can only use a COUP DE GRÂCE on a character who is unresisting. The definition of an unresisting target is at the end of this chapter. You cannot use a COUP DE GRÂCE on a character simply because they have not seen you approaching them.

You do not need a skill or special item to call COUP DE GRÂCE if you have a weapon in hand. You must call COUP DE GRÂCE in an audible voice and roleplay administering a deathblow to the target. If you use magic to inflict a COUP DE GRÂCE then you must be within five metres of the target. Whichever method is used, the blow will only affect the target if they are unresisting.

If you are hit by a COUP DE GRÂCE then you must take one point of damage. A COUP DE GRÂCE is a special type of mortal blow; if you are unresisting when you are hit then you are also mortally wounded and must immediately begin your death count. Magical defences that protect you against a mortal blow are also effective against a COUP DE GRÂCE.

Execution

- You can execute an unresisting target by roleplaying hacking them to pieces for thirty seconds
- You must have a melee weapon in hand

Execution is used to kill an unresisting target by hacking them to pieces. You do not need a skill to execute a character if you have a melee weapon in hand. For a count of thirty seconds you must roleplay hacking the target to pieces with your weapon, in such a way that it is obvious to everyone in the vicinity what you are doing. It is acceptable to call "one-execute-two-execute" as you count the seconds although this is not required. You must remember to pull every blow when executing a target.

If the target has armour points or body hits remaining then each blow also causes a single point of damage. If you are interrupted, or you pause for more than a few seconds during the execution, then

the execution has no effect and you will need to begin again.

You cannot perform an execution if you are incapacitated or debilitated. It may be possible to perform an execution by other methods, such as a hanging or firing squad, but only if a referee has previously sanctioned the method of execution.

Death

- You die if you are executed or you reach your maximum death count
- You can continue to phys-rep your corpse until you go OOC
- You must go to GOD as soon as you stop being IC
- You must leave your body card and all IC items behind

If you are executed, or you reach your maximum death count, then you have died. Most characters' souls remain in their body for some time after death. In Maelstrom there are many abilities that can be used to interact with a dead soul, so you should continue roleplaying if there is anyone around who wishes to interact with your character. We recommend that you wait at least five minutes or until the roleplaying around you has finished to avoid interrupting other players.

Your soul is still present while you continue to phys-rep your corpse, but you are not aware of anything that is happening. If another character uses an ability to allow you to act, they will have a show-me lammy that states the rules you must follow.

If a character has an ability to claim your soul then you may have to give them your soul card. You must not give your soul card to any character unless they have a show-me lammy for a special ability that explicitly states that they can take your soul card. If your soul is forced to leave your body for any reason then you may continue to phys-rep your corpse, but most abilities that affect a dead character will no longer work on you as your soul is no longer present.

You may continue phys-repping your corpse for as long as you are prepared to remain IC or until your body is disposed of. As soon as you stop being IC you must immediately go to GOD to report your death, leaving behind all IC items. Your soul leaves your body at this moment, if it has not already done so, and can never return to your body.

This means that you must not resume playing your soul once you stop phys-repping your corpse and go OOC.

When you go OOC, you must give your body card to any character who has kept possession of your dead body so that they can use it to indicate that they have your body. If you have a body card for a dead character then this is considered to be a lammy for a special item. You must attach it to the most appropriate sized body phys-rep possible.

You may dispose of a dead body by taking it to the boundary of the IC area. If you are phys-repping your corpse when it is left at the boundary, then you must keep your body card and any IC items that have not been taken from you, and bring them with you to GOD.

Ranged damage

- You can use darkpowder weapons and spells to inflict damage at range
- Muskets have a maximum range of earshot, everything else is 5 metres
- Ranged damage automatically hits the target
- You must have a clear line of sight

Darkpowder weapons and some spells and abilities are capable of inflicting damage at range. You can use a pistol special item or an ability that causes ranged damage against a target that is clearly within five metres. You can use a musket special item against a target anywhere in earshot, but you must wield a musket with two hands to use it. This damage automatically hits the target provided they realize you have targeted them.

If a character shoots a darkpowder weapon at you then they will call the damage after the cap discharges. You must take the effect unless it is clear that you are not within five metres of them. Ranged damage is not blocked by a shield, but if you are wearing armour then that protects you as normal against the damage call.

To use a darkpowder weapon or an ability that causes ranged damage, you must have a clear line of sight to the opponent. A shield will not stop ranged damage but you cannot shoot a target who is mostly obscured by an obstacle such as a tent, a tree, or another person, unless a referee is present to adjudicate the attempt. It is useful to gain eye contact with your target if possible so they are aware you are targeting them. It is also useful to add a description of your target after your damage

call to avoid confusion over who your target is.

For example, a large band is attacking your camp. You fire a loaded pistol at the lead member of the group who is wearing a distinctive green helmet. After the pistol discharges, you shout, "SINGLE – you in the green helmet!"

Darkpowder weapons and ranged spells are potentially very powerful, but the natural play balance is that they only work if your target realizes that they are a target. This makes them hard to use effectively en masse or against distinct targets in a crowded melee. Even if a referee is present during a melee, then he may not be able to help individual spellcasters or snipers, as he needs to oversee the whole battle situation.

Darkpowder weapons

- Must be phys-repped with a suitable replica weapon modified to fire caps
- Must be loaded with a darkpowder sticker on the special item lammy
- You must only call the damage if the cap successfully discharges

If your character owns a pistol or musket special item and you have a suitable phys-rep available then you may use the item in play. You must not use a darkpowder weapon to call damage unless you have an appropriate phys-rep with a special item lammy for a darkpowder weapon attached. If you have a phys-rep pistol or musket with no lammy attached then it must not be fired and must not be used to call damage.

The phys-rep should be a replica of a single-barrelled "percussion cap" or "flintlock" muzzle-loading musket or pistol. It must be capable of being loaded with a single cap. You must never use a darkpowder weapon as a melee weapon or to parry an incoming blow. Because of this rule, and to avoid confusion, muskets and pistols that were built using foam and latex must not be used at Maelstrom events. If you are in any doubt whether your phys-rep is suitable then please contact us.

Regardless of what skills you have, you can automatically use a loaded darkpowder special item to inflict SINGLE or ZERO damage. If you have an appropriate skill then you may be able to use the pistol or musket to do more damage.

You must load a darkpowder weapon before you can shoot it. You will receive a darkpowder sticker

for every shot of darkpowder that you own. After you have loaded a cap, peel the darkpowder sticker from the backing and place it over the "Requires Loading" spot on the pistol or musket special item lammy. The weapon can now be used in play.

If the cap fires when you pull the trigger then the weapon has discharged successfully. You must only call your damage after you hear the cap fire. If the cap does not fire then the weapon has failed to discharge and you must not call any damage. The shot is not lost and you may cock the weapon and attempt to shoot it again or change the cap.

As soon as possible after the weapon discharges, you must remove the used darkpowder sticker and destroy it. You must remove the old sticker before applying a new one; you must not apply a new sticker over the old one. You may leave a darkpowder weapon loaded for as long as you wish, but if the sticker falls off or the cap goes off then the shot is lost and the weapon will have to be reloaded using a new darkpowder sticker before it can be used. It is not possible to unload a darkpowder weapon.

Special attacks

- You may have a special ability to inflict ranged damage on a target
- You must use a special attack call followed by a standard damage call
- These attacks follow all the normal rules for ranged damage

Some abilities allow a character to inflict ranged damage using magic or other abilities. No special rules apply to these attacks; they follow the normal rules for damage calls and ranged damage as described earlier.

There are four different special attack calls. Each call is used to represent a different method of attack:

- ◆ ACID SPIT is a gout of corrosive bile
- ◆ DRAGON BREATH is a jet of searing flame
- ◆ SMITE (RACE) is an incorporeal attack against the soul of a specific target race
- ◆ THUNDER STRIKE is a blast of percussive wind

You do not need to remember these four special attacks as they use a damage call to indicate their effect.

For example, you are attacked by a sorcerer who calls THUNDER STRIKE SINGLE STRIKEDOWN.

If you are within five metres then you follow all the normal rules for a SINGLE STRIKEDOWN.

If you have an ability or item that protects you against a special attack call, then you will have a lammy that states which special attack it protects against, and what protection it provides.

For example, you are blessed with protection against dragon fire. Your lammy states that you can treat DRAGON BREATH SINGLE STUN as SINGLE if you call RESIST.

Missile and thrown weapons

- You can never inflict more than a SINGLE with thrown weapons
- You can dodge missile or thrown weapons or block them with a shield
- You can parry thrown weapons but not missile weapons

You do not need a skill to use a bow, crossbow, or a thrown weapon such as a throwing knife. You must not throw a weapon at any character unless you are certain that a Profound Decisions weapon checker has approved the weapon for throwing. If your thrown weapon, arrow, or bolt hits the target then you may call your damage. Thrown weapons may only ever be used to inflict SINGLE or ZERO damage.

If a weapon is thrown at you, or an arrow or bolt is shot at you, then you may attempt to dodge the missile or block it with a shield. If the missile does not hit your body then you do not take any damage. If you parry a thrown weapon then you do not take any damage, but you cannot parry a missile weapon. If an arrow or bolt strikes your weapon then it affects you as if it had struck you in the chest.

Siege weapons

- You can only shoot a siege weapon that is mounted on a suitable base
- You do not need a skill to shoot a siege weapon, only to load it
- All siege weapons take time to load

If you have a siege weapon phys-rep at an event then you must get it weapon checked. Siege weapons are far too heavy for any character to wield in combat. Although the phys-rep may be light enough to carry, you must not shoot a siege weapon unless it is physically mounted on a tripod or a similar base that is stood on the ground.

You do not need a skill to shoot a siege weapon, but you must have the appropriate skill to load and reload the weapon. Ballistae and similar weapons require the load ballista skill and take a minimum of thirty seconds to reload. Catapults and similar weapons require the load catapult skill, take a minimum of 300 seconds to load, and require a referee to be present when they are used.

If your character has the skill to reload any siege weapon then you can obtain the relevant stickers from GOD. These stickers are similar to darkpowder stickers and follow equivalent rules for loading and discharging darkpowder weapons described earlier in this chapter.

Claws

- You may use claws to call SINGLE if you have them

If you are playing a dragon, dracoscion, eidolon, mokosh, or myrmidon then you may have claws. If you intend to use your claws in combat then you must get them checked by a Profound Decisions weapon checker at every event you attend. If your claws are not passed by the weapon checker then you may still wear them but only for roleplaying purposes; you must not use them in combat.

A claw can be used to call SINGLE in melee if that hand is free. You may be able to acquire skills that allow you to inflict more than SINGLE damage.

If you are hit on the claws, or you parry a blow using your claws, then it counts as a strike to the hand and you take the damage as normal. If your claws are shattered using the SHATTER call, or cut away from your hands while you are unresisting, then you must not use them until the next event.

Shields

- You do not need a skill to use a shield
- You can only block a blow with a shield held in your hand
- STRIKEDOWN and CLEAVE may still affect you

Shields must be passed by a Profound Decisions weapon checker before they can be used at events. There are no size restrictions on shields in the Maelstrom rules system. You do not need a skill to use a shield to defend yourself; if any weapon or missile strikes the shield then you have blocked the blow and will not lose any body hits or armour points.

You can only block a blow with a shield that you are holding in a free hand. If a shield is strapped to your body, or to your arm in such a way that you are not holding part of the shield in a free hand, then you must not use it to block a blow. If a weapon hits a shield that is strapped to your body or your arm, then it affects you as if it had hit you on the body or the arm respectively.

Most mortal blows have no effect if you block them with a shield, but if you block a CLEAVE with a shield then the shield will be destroyed by the blow and you must discard it. If you block a STRIKEDOWN with a shield then the force of the blow still knocks you over. In neither case are you mortally wounded since you do not lose any body hits. If you have the shield skill and a wooden shield special item then you can ignore a SINGLE STRIKEDOWN if you call RESIST. If you have the shield skill and a metal shield special item then you can ignore a SINGLE CLEAVE if you call RESIST.

POISON

- You do not need a skill to use poison
- You must use a damage call followed by the POISON call to indicate a poisoned attack
- You must collect a poison sticker from the attacker and show it to a referee within thirty minutes

The POISON call is added to the end of any damage call for any weapon or ability that also poisons the victim. If someone uses a damage call that ends with the word POISON then you have been poisoned by their character. Poison has no immediate effects but you must take the damage call as normal.

You must see the player who made the call as soon as you are able to speak to them without disrupting your roleplaying. The player will give you a POISON sticker which you must show to a referee within thirty minutes. The referee will inform you what effect, if any, the poison has had on your character. Most poisoned weapons do not affect you unless you also took a body hit of damage, but you must always take the sticker to a referee within thirty minutes to check if you are affected.

For example, you are hit in combat by an arrow from an archer who calls "SINGLE THROUGH POISON". You take the normal effects of the SINGLE THROUGH. After the fight is over you must find the archer and take the poison sticker

from the bow he was using. You must show the sticker to a referee within thirty minutes.

If you have an ability that allows you to poison another character at range, then you will have a lammy that states what damage call you must use. The lammy will have an accompanying sticker that you can give to any player that you use your poison on. Most ranged poison effects do not need to cause a body hit of damage to take effect.

For example, you have the ability to spit a globule of poisonous acid once a day. Your lammy states that you must call ACID SPIT - ZERO POISON when you use this ability.

Poisoning a weapon

- You can apply some poisons to a weapon
- You must stick the poison sticker to the weapon before you use it
- You must call POISON the first time you hit someone with the weapon

To apply poison to a weapon you must rip open the poison lammy and stick the poison sticker to the handle of your weapon. If you poison a missile weapon then you must put the poison sticker on the handle of the bow or crossbow. You cannot poison darkpowder weapons.

You must call POISON the first time you hit another character with the weapon. After the fight is over you must show the poisoned weapon to the affected player so that they can take the poison sticker to a referee.

Poisoning items

- You can apply some poisons to an item or add them to food or drink
- You must stick the poison sticker to the item or the vessel holding the food
- If you find a poison sticker on an object then you must show it to a referee within thirty minutes

To apply poison to an item you must rip open the poison lammy and stick the poison sticker on the vessel holding the food or drink, or on the item you wish to poison. If you add multiple doses of poison to an item then you must use more than one poison lammy and sticker on it.

If you find a sticker on an object you have touched, or on a container you have eaten or drunk from, then you may have been poisoned. You must take the sticker to a referee within thirty minutes to find

out what the effects are.

If you open a special item lammy and it does not contain a poison sticker then it cannot be used to poison a weapon or item.

Effects of poison

- Every poison has a unique set of symptoms that grow worse with time
- You will receive a set of envelopes which contain your symptoms
- If you are fatally poisoned near the end of an event then you may die at the next event you attend

If a poison affects you, then the referee will tell you what the initial symptoms are. Over the following hours, the symptoms will become more severe as your character succumbs to the poison. The constitution skills increase your chances of surviving the poison; if you have a high enough constitution score then you will avoid the worst effects of the poison, otherwise you may die.

The referee will issue you with a set of envelopes, which you must only open at the specified times to find the new symptoms. If you are still poisoned by time-out in the evening then your condition will not deteriorate overnight but will resume from that point the next morning.

If you are fatally poisoned by time-out at the end of the event then your condition will not deteriorate during downtime. Your condition will remain the same but you will be debilitated and unable to submit any downtime actions. Your condition will start to decline again at the start of the next event that you attend and you will suffer the remaining effects of the poison if you are unable to obtain an antidote. If you obtain an antidote during downtime then you will be cured and will be able to submit your downtime normally. You recover from any non-fatal poison at the end of an event.

If you consume a potion special item that may act as an antidote then you must not open any more symptom envelopes. Instead, you must consult a referee when it is time to open your next envelope and show them the special item lammy or lammies you have used to try to cure yourself.

Mutilation

- You can mutilate an unresisting target after thirty seconds of obvious roleplaying if you have a weapon
- If you are mutilated then you must report to a referee within 24 hours

You do not need a skill to mutilate a character if you have a melee weapon, but you can only mutilate an unresisting target. You must roleplay torturing or mutilating the target for thirty seconds in a way that is obvious to everyone in the vicinity. If you are interrupted during the thirty seconds then the mutilation has no effect.

Every thirty seconds you may choose to apply one of the following permanent effects:

Blinded - You can no longer see IC out of that eye. You should cover it using an eye patch (which may be see-through for safety) or a clouded contact lens.

Broken leg - You can walk with a limp but you must not run.

Castrated - You have been castrated and can no longer copulate or procreate.

Scar/brand - You have a clearly visible permanent scar or brand mark. You must not scar a victim in the centre of their forehead to avoid the scar being confused with a soul symbol.

Severed tongue - You can no longer speak properly or cast spells. You must not use any ability that requires appropriate roleplaying.

Shattered hand - You can hold an item in that hand but must not write, wield a weapon, or use a shield with that hand. The shattered hand never counts as a free hand.

All damage suffered from mutilation is permanent and will not heal naturally. If another character mutilates you then you must report to a referee within 24 hours.

Unresisting characters

- Some abilities can only be used on an unresisting target
- You are always unresisting while you are incapacitated
- You can choose to be unresisting

Abilities such as execution and mutilation can only be used on an unresisting target. The only ways you can be an unresisting target is if you are incapacitated or if you choose not to resist. You are not unresisting just because you are debilitated, struck down, taken by surprise, or restrained.

If you resist a COUP DE GRÂCE or execution then you must roleplay the fact that you are resisting. You must not leave your assailant in any doubt if the ability worked or not. If you were feigning being incapacitated, then you must clearly immediately stop feigning helplessness at the point that you are affected; otherwise, you are considered to be choosing not to resist.

For example, you fall over in the middle of a melee and decide the safest course is to stay on the floor and pretend to be incapacitated. One of your enemies strikes you with a sword and calls COUP DE GRÂCE. You must either accept the COUP DE GRÂCE or else react in such a way that makes it obvious that you are not actually incapacitated.

Examining a character

- You can examine an unresisting target
- You can determine if they are alive, poisoned, mortally wounded, or dead

Any character can make a cursory examination of an unresisting target to determine how badly wounded they are. After a brief appropriate IC investigation you can determine the type and location of physical wounds, including if poison was used, and whether the target is alive, deceased, or how close to death they are. To obtain further information requires a show-me lammy for a relevant skill.

If you are wounded, mortally wounded, or have been poisoned then your character knows this. If someone examines you when you are wounded or poisoned then you can tell them how many body hits you have lost, your current death count, and if you are poisoned. You must not tell them any other IC information about your condition unless the examiner has a show-me lammy for a relevant ability.

For example, your incapacitated body is being examined by a friend after being attacked and poisoned. You must tell him that he can see that you are incapacitated and that you have been poisoned. He cannot tell what poison was used on you simply by examining your body, unless he has an appropriate ability.

CHAPTER FIVE – MAGIC EFFECTS

Magic calls

- Standard magical effects are indicated with a magic call
- You must only use a magical call on a target clearly within five metres
- Most effects last for thirty seconds
- All calls follow the one second rule

In addition to the normal damage calls there are six magical calls that you can use to affect other characters; these are explained below. You must deliver a magic call in an audible voice.

If you have an ability or item that allows you to use a magic call then it will state whether the range of that ability is touch or five metres. You must only use an ability on a target that you are clearly within five metres. If someone uses a magic call against your character then you must take the effect unless it is clear that you are not within five metres of them.

If you use a magic call then it only affects one target. You must clearly identify the target of the effect through contact, physically pointing, or by verbal description. All magical effects last thirty seconds unless stated otherwise.

Magic calls are not mortal blows and never cause damage. All magic calls follow the one second rule, so you must leave one clear second between using one of these magic calls and any other call.

CURSE

- You have been cursed
- You suffer no immediate effect
- You must collect a curse card from the caster and show it to a referee within thirty minutes

If a CURSE call targets you then you have been affected by a malign magical power whose effects become apparent over time. The ability has no immediate effect but you must see the player who made the call as soon as you are able to speak to them without disrupting your roleplaying.

The player will give you a curse card, which you must show to a referee within thirty minutes. The referee will inform you what effect, if any, the CURSE has had on your character.

DETECT

- You must say yes if you are affected
- You must say no if not affected
- The effect is instantaneous

If a DETECT call targets you then you must say yes if you are affected; your character glows briefly with light that is visible to all nearby. If you are not a member of the target race or soul condition, or you have a magical defence against the call, then you must say no. To determine if you are affected, you should follow the rules for target races and soul conditions described later in this chapter.

FEAR

- You are overcome by fear
- You may either flee or cower
- You are debilitated while you cower
- The effect lasts for thirty seconds

If a FEAR call targets you, then you are overcome with fear and should roleplay accordingly. You may either flee directly away from the caster or else cower in fear. If you choose to cower in fear then, for the duration of the effect, you are under the same restrictions as if you are debilitated. This effect lasts for thirty seconds.

MUTE

- You must not make a sound
- The effect lasts for thirty seconds

If a MUTE call targets you, then you are prevented from speaking in any way. You must not scream, speak, cast a spell, or use any ability that requires appropriate roleplaying. This effect lasts for thirty seconds.

PARALYSE

- You count as being incapacitated
- The effect lasts for thirty seconds

If a PARALYSE call targets you, then you are prevented from moving. For the duration of the effect, you are under the same restrictions as if you are incapacitated, except that you may either freeze in place or else fall to the ground. This effect lasts for thirty seconds.

SHATTER

- This effect shatters a single item
- You must not use a shattered item
- The effect is permanent

If a SHATTER call targets an item such as a talisman or an item that you are holding such as a

weapon or shield then the item is broken into many pieces and cannot be used. You must drop the affected item or put it away. If you are wearing a suit of armour that is targeted by this effect then it loses a single armour point. This effect is permanent until the item is mended using The Smith's Mystic Anvil cantrip.

MASS effects

- You can use a MASS call to affect everyone within five metres
- You can use your arms to indicate who should be affected

Some skills, abilities, and items allow you to affect multiple targets at once. You must indicate this by including the word MASS before your combat or magic call. If you use a MASS call then everyone within five metres except you is affected.

For example, you call FEAR and point at a single attacker to ensure they know that you have you targeted them. If you call MASS FEAR then the FEAR call affects everyone with five metres of you.

If you are capable of using a MASS call then you may indicate an arc by clearly holding out both arms. The MASS call will then only affect those characters who are within five metres of you and who are inside the arc described by your outstretched arms. You may choose to make the arc as large or small as you wish.

Target race

- Some of your abilities may only affect a specific race
- You must add the name of the race to the end of the call
- You are only affected if you are of that race

Some spells and magical abilities are only able to affect a specific race; they have no effect on other races. If you have such an ability then you must include the target race after the magic call. If a magic call with a target race is used on you, and you are not a member of that race, then you must call RESIST and ignore the effect.

Some spells allow you to affect all living creatures. Any magic call that uses the target race LIVING will affect you as normal, unless you have a briefing sheet or lammy that specifically states otherwise.

For example, you cast the necromantic incantation Revealing the Shadow of Death at a nearby opponent. You must complete your spell vocals by calling FEAR LIVING and indicating your target. Your target will only be affected if they are living in nature.

Soul condition

- You may be able to use DETECT to identify a condition of a target's soul
- Your soul card lists every condition that you DETECT as

It is possible for some magical abilities to DETECT if a character's soul is blessed, cursed, devoted, soul tainted, or soul pacted. You will receive a soul card at every event you attend which states which of the DETECT soul conditions you must respond to.

For example, you have a blessing that allows you to call MASS DETECT SOUL TAINTED. If you use this effect on a character then they must say "YES" if they detect as soul tainted. This will be stated on their soul card.

RESIST

- You must call RESIST if a call does not affect you in full
- This call is the only exception to the one second rule

If you are protected against a magic or damage call, then you must call RESIST to indicate to everyone that you have not been fully affected. This rule exists so that when another player uses an ability that does not affect you, he can be confident that you heard and understood him and were able to use an IC ability to defend yourself. It is very important to always call RESIST when you resist an ability, as it helps to ensure that everyone can trust that their fellow players are following the rules correctly.

For example, you have the shield skill and you use a metal shield special item to block a SINGLE CLEAVE. Your shield is not shattered and you ignore the effect. You must call RESIST so that your opponent understands that you have an ability that allows you to ignore his SINGLE CLEAVE call.

The RESIST call is the only call that does not follow the one second rule. You must call RESIST whenever it is appropriate to do so, but it has no effect on your ability to use other calls, nor does it

interrupt any action or skill use. You must call RESIST even if you are only immune to some of the effects of a call.

For example, you are wearing a suit of armour enchanted with the Protection of Blood and Bone talisman, when you are struck with a SINGLE THROUGH. The talisman automatically activates to protect you against the mortal wound, so you must call RESIST to show that you are not mortally wounded, even though you still take one point of damage through your armour.

If you are capable of resisting an effect then you are always capable of resisting the MASS version of that effect. You call RESIST to indicate that you are not affected by the call. This does not help other characters, who are still affected normally.

If you are not affected by a magic call because you are not of the target race or soul condition, then you must still call RESIST to show that you heard the call and understood it but are not affected.

For example, you are targeted by a PARALYSE UNDEAD, and your soul card does not say you are affected, so you must call RESIST.

Some older lammies indicate you must call NEGATE. You must ignore this and call RESIST instead. You can get old lammies updated at GOD at any time.

Show-me lammies

- You will receive a show-me lammy for any ability that does not use a standard magic or damage call
- You must present the show-me lammy to anyone you use the ability on
- If an ability is used on you that does not use a standard call then you should ask to see the show-me lammy

If you possess any ability that does not use a standard magic or damage call and is not defined in this book, but is intended to be used on another character, then you will receive a show-me lammy for the ability. The lammy is intended to be read by any character you use your ability on and describes the rules effects of your ability. You must show this lammy to any player you use your ability on so that they know how to react to your ability.

If any character uses an ability on you that does not use a standard call then you should ask to see their

show-me lammy.

The lammy lists the conditions for use of the ability. This will include the actions, if any, the player using the ability must have taken, followed by the reasons, if any, why the ability would not affect you. If all the conditions are met then the ability affects you. You should turn the lammy over and follow the rules stated for the outcome on the other side.

For example, a player tells you that their character can make you want to give them all your money then this is clearly an ability intended to be used on another character that is not defined in the rule book. You should ask to see their show-me lammy; if the player has met the conditions for using the ability then you should follow the outcome written on the lammy.

For example, a player is blessed so that they can call PARALYSE then they will not have a show-me lammy for this ability because it uses a standard call.

You should not follow any effects that are not explicitly stated on the lammy itself. If you are in any doubt about the effects of the ability on your character then you should consult a referee as soon as possible.

For example, you are able to cast the necromantic cantrip Gift of Tongues so you will receive a showme lammy for this ability. The conditions for this ability are: you must cast a necromantic cantrip, while touching the target, your target must be a corpse whose soul is still present. If you cast this spell on a character, you must allow the player to read the show-me lammy. The outcome is that the recipient can hear and speak normally while you maintain contact but they are under no compunction to tell the truth or to answer any of your questions.

Spell casting

- You must use appropriate roleplaying to cast a spell
- You must begin your spells with “By the power of the Maelstrom...”

If your character knows any sorcerous, theurgic, or necromantic spells, then you may be able to cast the spells at events. You will receive a passport which explains how your spells work in more detail, lists the specific requirements for each spell,

and describes the call to use, if any. There are three types of spell: cantrips, incantations, and rituals. The different rules for casting each type of spell are described below.

You must use appropriate roleplaying to cast a spell beginning with “By the power of the Maelstrom” in a voice audible to any target. You may include additional roleplaying as part of your spell casting but if there is a damage or magic call then you must say this last.

For example, you cast the sorcerous incantation The Pugilist’s Mighty Blow at an enemy so you must call “By the power of the Maelstrom THUNDER STRIKE ZERO STRIKEDOWN” in an audible voice. If you are a follower of the Smith then you might choose to enhance your roleplaying saying “By the power of the Maelstrom I call the Smith’s anger to smite you THUNDER STRIKE ZERO STRIKEDOWN”

Cantrips and incantations

- You must have one hand free to cast a cantrip or incantation
- You must use mana crystals to cast an incantation
- Cantrips do not require mana crystals to cast
- The range of these spells is either touch or five metres

Incantations require one or more mana crystals to cast them. The power of the mana crystals is consumed when the spell is cast. Cantrips do not require any mana crystals; they can be cast freely without cost. You must have one hand free to cast a cantrip or incantation, but you may hold mana crystals in your free hand while casting a spell.

The range of all cantrips and incantations is touch or five metres. If the range for a spell is five metres then you must only cast the spell at a target that is clearly within five metres. If the range is touch then physical contact is required while you recite all the spell vocals but this can be through clothing or armour. You may cast ranged or touch effects on yourself.

Most cantrips and incantations can be cast in the time it takes to complete the spell vocals, but some cantrips require thirty seconds to cast them. You may repeat the vocals for thirty seconds or create new vocals that take thirty seconds to recite.

For example, you are casting the sorcerous cantrip

The Smith’s Mystic Anvil. You may recite the phrase, “By the power of the Maelstrom I mend this armour” for thirty seconds.

If you are struck while casting a spell then you can complete the action, provided that you do not become incapacitated by the blow. Your spell casting is only interrupted if you lose your concentration as described later in this chapter.

Rituals

- You can only perform a ritual at a ritual site while a referee is present
- You must use mana crystals to cast a ritual
- You must decide in advance how many mana crystals you intend to use
- You can cast a ritual with a few minutes of appropriate roleplaying

Rituals are so powerful that they can only be cast at a ritual site; a special location a few metres wide where magic is particularly powerful. The event hosts choose if there is a ritual site present at an event. Such sites are not common and their potency waxes and wanes, but they are usually identifiable by what look like crystalline rocks jutting out of the ground.

You need to use mana crystals to cast a ritual but the amount depends on the power of the ritual site. The more powerful the ritual site is when you cast your ritual, the less mana is required. You will receive a passport that states how many mana crystals are required to perform your rituals at the least powerful ritual site.

You must decide how many crystals you will use before you begin the ritual. Give the lammies for any crystals that you are using in your ritual to the referee before you begin. If you use too few mana crystals then the ritual will fail and the mana you allocated is lost. Many rituals can be cast on more than one target at once. The mana cost for a single casting must be paid for each target affected.

If you are casting a ritual that has a range of touch then you must touch all the intended targets during the ritual. If the ritual requires a true name then you must speak the true name of any targets in a voice audible to each target.

Rituals take a few minutes to perform. You must start your ritual with the words “By the power of the Maelstrom...” in an audible voice. You should then roleplay casting your ritual in a manner that is

appropriate to the magic employed and your character, so that it is apparent to everyone within ten paces that a ritual is being performed. You must finish your ritual by clearly invoking the power of the mana crystals that you are using.

You must obtain a referee before commencing a ritual. Most rituals require a few minutes of OOC administration which the referee will try to complete before the ritual takes place. This allows you to continue roleplaying immediately after the ritual is complete. Your roleplaying is not judged so the ritual always succeeds if you complete the spell and use sufficient mana.

Losing concentration

- Your spell automatically fails if you lose concentration while casting it
- You lose concentration if you pause longer than needed to draw a breath

If you are casting a spell then you must concentrate on casting the spell until it is complete. Incantations are complete as soon as you finish the spell vocals, but some cantrips take thirty seconds to cast, and rituals a few minutes to perform.

If you lose concentration while casting a spell then the spell casting fails and you must begin again, but your mana crystals are not wasted. Your passport will state which other skills and abilities require you to concentrate while you perform them.

You lose your concentration if you pause for longer than is needed to draw a breath. You do not lose your concentration if you are struck in combat, so long as you do not pause or become incapacitated. You cannot continue to concentrate on any action that requires appropriate roleplaying if you are MUTED. It is possible to concentrate while debilitated but not while incapacitated.

The only call that you can make while concentrating is RESIST. You must always call RESIST when it is appropriate and this has no effect on whatever action you are concentrating on.

APPEARING

- You may be capable of appearing magically in the world
- You must wear your OOC armband while moving to your destination
- You must call APPEARING to indicate the moment you have appeared
- You must ignore the player until they call APPEARING

Some characters are able to appear magically in the world. If you have an ability that allows you to do this, then you must wear your yellow armband to indicate that you are OOC while you move to your destination. If you are magically appearing somewhere then you must move directly to your chosen destination and take off your armband promptly. You must not linger in an area waiting to appear or dawdle when walking to your destination. Once you arrive there, you must begin to take your armband off so that you can appear.

If a player is wearing a yellow armband then you must ignore their presence even if you realize that they are about to appear magically. Characters who are appearing are arriving magically, not simply walking there while invisible, and you cannot hear or sense them until the moment that they appear.

If you are appearing magically then you must call APPEARING in an audible voice as soon as you have finished taking your yellow armband off. If you hear someone call APPEARING then you know that a character has just appeared near you, even if you were not looking in their direction. Your character can now respond as appropriate to this sudden arrival.

CHAPTER SIX – YOUR SOUL

Your true name

- You have a soul with a true name that you cannot change
- You must know your own true name
- Priests, idolons, and magic can affect your soul using your true name

You must choose a true name when you create your character. This name embodies the power of your soul and it cannot be changed after you have played your character at an event. Many powers and abilities, both beneficial and detrimental, require the owner to speak your true name out loud to affect you. Because of this, you should ensure that you always remember your true name.

Every character knows their own true name. Your true name is printed on your soul card and you may cover it (for example, with tippex) if you are sure that you will remember it at an event. If you forget your true name at an event, then please check with GOD at the earliest convenient opportunity. If you forget your true name between events then you can use your online account to have it emailed to you. If you forget your true name then any beneficial ability that is used on you that requires your true name automatically fails, but any harmful ability that is used on you will automatically succeed.

There are many abilities that can affect your soul. A priest may initiate you into their faith, making you a devotee of their deity. Idolons can create soul pacts to bind your soul to theirs, and necromancers may taint your soul with their magic.

You will receive a soul card for your character at each event that you attend. If you are devoted to a deity, soul pacted, or soul tainted at the start of the event, this will be printed on your soul card. Your soul card also lists what soul conditions affect your character as described in Chapter Five.

Devotion to a deity

- You can be devoted to one of the ten deities
- You can become a devotee in play
- You must not use any ceremonial skills unless you are a devotee of a deity

There are ten deities in the Maelstrom campaign, although different cultures know them by different names. You can choose to begin play as a devotee of one of these deities. If a priest uses the initiate skill and your true name to initiate you then you

can become a devotee of their deity; but you can never be a devotee of more than one deity at once. You can voluntarily renounce your devotion by informing a referee.

Ceremonial skills channel the power of the deity you are devoted to, so you can only use these skills while you are a devotee. You must not use any ceremonial skill if you cease to be a devotee. Your passport will state which abilities must not be used if you are not a devotee.

Some ceremonial skills, such as supplication, draw the attention of your deity. To perform one of these ceremonies you must obtain a member of the deity team from GOD directly before you begin the rite. The deity team will record the details of your rite so that your deity can decide what response, if any, to make.

Some ceremonial rites, such as initiation, can be used on other characters without the assistance of a member of the deity team. You will receive a show-me lammy for these skills.

For example, you are a devotee of the Basilisk and have the initiate skill. You can initiate other characters so that they become devotees of the Basilisk. If you are excommunicated then you cease to be a devotee. You must not pray or use the initiate skill while you are no longer devoted.

Prayers

- If you are a devotee then you can pray
- You can type your prayer or submit a handwritten prayer form in GOD

If you are a devotee then you can submit a prayer to a deity to inform them of what is happening in the world. The actions of the deities are controlled by the deity team and may be influenced by the prayers they receive. To allow the deity team to read your prayer you can submit them at any time using your online account. Computers are available in GOD to access your account at an event.

If you prefer to handwrite your prayer then you can collect a prayer form from GOD. Your soul card includes a four-character soul code on it. You must write this code on your prayer form before submitting the prayer.

Direct responses to prayers by the deities are extremely rare, but characters who submit useful prayers are more likely to win the favour of their deity and to receive a blessing. Useful prayers are filled with information that is likely to be of interest to the deity. Please bear in mind that the deity team read literally hundreds of prayers every event so a few concise informative prayers are more likely to influence your deity than numerous lengthy prayers.

If you pray then you must spend at least thirty seconds roleplaying. You cannot submit a prayer if your character is soul tainted or is not devoted.

Soul symbols

- You must have a soul symbol if you are an eidolon or an undead
- Your soul symbol is a mystical rune on your flesh that is impossible to fake

Eidolons and undead have a soul symbol on their forehead as part of their immortal nature. This symbol must be a few centimetres in size directly over your nose and just above your eye line. Ideally, a soul symbol should be similar to a character from an oriental alphabet, and stand out from any surrounding make-up or prosthetics.

It is impossible for a character to confuse a genuine soul symbol for anything else. Because of this, you must not use a disguise, scar, or mark that could potentially be mistaken for a soul symbol.

CHAPTER SEVEN – ITEMS

Special item lammies

- A special item is an item that has unusual IC properties and consists of a phys-rep and an attached lammy
- We will not replace a lost lammy
- The unusual IC properties of a special item are written on the lammy

A special item has unusual properties, abilities, or powers that are not readily apparent just by examining the phys-rep. Not all IC items are special items; if an item does not have any unusual game properties, such as IC documents, books, or paintings, or it is obvious what it is simply by looking at it, such as IC money, then it is not a special item.

A special item must have a lammy attached to it during time-in, to identify the item and indicate its unusual nature. You must not use a special item unless you have the lammy attached to an acceptable phys-rep. If the lammy does become separated from the phys-rep, then whoever has the lammy is considered to have the item. You must attach it to a suitable phys-rep as soon as possible. It is your responsibility to secure your lammies during time-out, as they will not be replaced if lost.

If a special item has any unusual abilities or powers then these are written on the back of the lammy. Anyone who is close enough to read the lammy is able to understand what the item does and how to use it. Special items can be purchased at character creation, or created or acquired during downtime. The lammies for any items that you are due will be in your event pack.

Phys-reps for special items

- A phys-rep is the real world item that is used to represent an IC item
- All special item lammies must be attached to a phys-rep

A phys-rep is the actual item used to represent an IC item that your character possesses. You must have a phys-rep for any item that you wish to use at an event.

A special item will have a lammy that states how the item is different to the phys-rep. Every special item lammy has a title that states what the item is and some include a short description of the item. You should try to obtain the best phys-rep that you

can and attach the lammy to it.

There are five categories of melee weapon special item: axes, maces, pole-arms, swords, and crude weapons. In the Maelstrom rules system, there are countless different types of weapon within these categories. Because of the cost involved in obtaining a weapon phys-rep, you can use any phys-rep that is obviously of the right category. You can use any phys-rep for a crude weapon.

For example, you can use any phys-rep of a pole-arm to represent a spear special item. You could use a staff to represent this spear but you could not use a staff to represent a sword, axe, or mace special item.

Some lammies state a minimum or a maximum size or both for an item. In this case, the phys-rep must be within the sizes stated. All sizes are measured from the pommel to the tip to the nearest centimetre.

For example, you have a claymore special item. The very best phys-rep would be a live roleplaying two handed sword of highland design, but any live roleplaying sword between 107 cm and 183 cm is acceptable. A dagger or a mace would not be acceptable since they are not the right size or category respectively.

If you have a number of identical or very similar special items, and you do not intend to use them individually, then you may use a single good phys-rep accompanied by several crude replicas to represent these items.

For example, you have a stock of guns that you are selling. You can use a single sample pistol on top of a suitable number of crude wooden pistol shapes to represent your stock. When a customer buys a pistol from you, they can remove a lammy and attach it to a suitable phys-rep of their own.

If you have several doses of a special item such as an alchemical preparation or drug then you may attach several lammies to one phys-rep.

For example, brandyblend, a very common type of drug, is a russet brown powder. The best phys-rep for several doses of brandyblend is several sachets of reddish brown powder. An acceptable phys-rep

is any kind of sachet, pouch, or vial containing powder or dust. If necessary, you can attach several lammies to a single sachet to represent a set of doses.

If you have a ring special item then you may keep the lammy for the ring in your pocket while you are wearing it. You must put the lammy on the phys-rep as soon as you stop wearing the item. This is the only exception to the rule that a lammy must be attached to a special item at all times.

As long as a lammy is attached to a suitable phys-rep then the lammy does not have to be visible.

Unattached lammies

- You must not intentionally carry a lammy without a phys-rep attached
- You must not use or trade a lammy unless it has a phys-rep attached to it
- You must hand over all unattached lammies if you are searched
- You can store items or lammies in your OOC camp if you are not using them

If you have a special item lammy then you must attach it to a phys-rep while the lammy is in an IC area during time-in. It is cheating to intentionally carry lammies on your person without phys-reps attached, because it makes it more difficult for another character to notice or steal these items from you. You must attach them to a phys-rep as soon as possible.

If you have just purchased or stolen an item that you do not have a suitable phys-rep for, then you must not use the special item or trade it with another character until you attach it to a phys-rep. However, if you are searched by another character then you must immediately reveal all lammies that you are carrying that do not have any phys-reps attached. These special items still exist in game and can be stolen from you, even though they must not be used until they have a phys-rep attached.

You may store IC items and lammies in your car or in a tent in the OOC camp. This represents you storing your valuable items away from the main IC camp. If you wish to bring such an item into play (or take an item out of play) then you must leave the IC area to fetch the item, and roleplay bringing the phys-rep item with the lammy attached on site. It is not possible to steal, trade, or interact with items and lammies stored off site.

For example, every evening just before you go socializing, you walk all your items from your group tent to the edge of the IC area and then secure them in your car, representing you hiding them off site.

Lore codes

- Some special item lammies have a set of four lore codes
- You will receive a lore sheet if you have the ability to decipher any lore codes
- You must not pass on your lore codes to any other player

Many special items have lore codes: a set of four codes written on the front of the lammy. If you have skills that allow you to identify additional information about a special item, then you will receive a personal lore sheet at every event you attend. This contains the lore codes that correspond to the details that you are able to recognize or identify when examining an item. You cannot teach this ability to another character at an event, so you must not pass on any lore codes to another player.

For example, you have the work precious metals skill so you receive a lore sheet that lists several lore codes for precious metals and gems. If a special item is made from gold, the lammy will have a lore code for gold that is on your lore sheet. You can inform another player that the item is made of gold but must not tell them which lore code indicates this.

Rip-tab lammies

- Some special items have a limited number of uses called charges
- Each charge is represented by a single rip-tab attached to the lammy
- You must rip one tab off the lammy every time the item is activated
- Defensive items automatically activate whenever they can protect you
- You do not need a skill to identify and use a rip-tab lammy
- The effects of the special item are written on the back of the lammy

Mana crystals, most talismans, and some blessed items can only be used a limited number of times before their power is spent. These items have charges, which are indicated by the tabs that are attached to the lammy that say “rip tab on use”. Anyone can identify and use a rip-tab lammy.

You must carefully rip a single tab from the lammy as soon as possible after the item is used. You cannot use the magical powers of a special item with a rip-tab lammy once all the tabs have gone.

Defensive magical effects automatically activate at the appropriate time; you cannot consciously activate them or stop them from being activated.

For example, you are wearing a tiara enchanted with The Harridan's Tongue talisman which has one charge. If someone calls MUTE at you then your talisman automatically activates. You must call RESIST. You are immune to the MUTE effect for the next thirty seconds. You must rip the tab on the lammy immediately after the combat ends.

All other charged items are activated by the conscious choice of the character who is holding or wielding the item. You cannot choose to activate any item while you are incapacitated.

Anyone can tell how many charges the item has and what powers it has by examining it. The powers of a rip-tab lammy are written on the back of the lammy.

Rip-open lammies

- Some special items must be ripped open to use
- You do not need a skill to use a rip-open lammy
- The effects of the special item are written inside the lammy
- If you use a rip-open lammy you must hand it in at the end of the event

It is not possible to tell what effects alchemy or drugs will have before you use the item. The item has a special power that you can only discover by ripping open the lammy. This is indicated by the words "Open here on use" which is written on a loop of paper that protrudes from the lammy. These items are always one shot. When you wish to use the item you must rip open the lammy; the effects of the item will be written on the inside of the lammy. You are considered to have used the item as soon as you rip the lammy open.

The explanation will state how the item must be used to have an effect. You can only apply the effect if you have used the item in the way that is stated.

For example, you are using a potion special item

that you believe is a Leaden Emetic. You should roleplay drinking the potion and then rip open the lammy. If the item was actually Philosopher's Stone then this has no effect when you drink it, so the item is wasted.

Some rip-open lammies may have long-term effects on your character. If you have consumed any special item with a rip-open lammy then you must put the lammy in your baggy at the end of the event.

You must not use a rip-open lammy while you are incapacitated without the help of another character.

Body and soul card

- You receive a body and soul card at every event
- You may have to give these cards to other characters if you die

Your body card includes your character photograph, body hits, and maximum death count. If your character is killed and another character chooses to keep your body then you should give your body card to them to represent your body, as described in Chapter Four. Your body card can be used as a special item lammy to indicate the existence of your body.

Your soul card includes details of your devotion, your current soul status, and what soul conditions your character is affected by as described in Chapter Five. If your character is killed then another character may use an ability that allows them to claim your soul. If this happens they will present a show-me lammy that states that you should give them your soul card. If you still have your soul card when you stop roleplaying your corpse then you must bring it to GOD.

Show-me lammies

- You may receive a show-me lammy for an ability
- You must show the lammy to any player you use the ability on
- You must not trade or steal a show-me lammy

Show-me lammies are a special type of lammy that exist to allow characters to use unusual special abilities on each other. You will receive a show-me lammy for any ability that requires one at every event you attend. There is more information on show-me lammies in Chapter Five.

Area-effect lammies

- Some magic affects everyone in an area
- An area effect is indicated by an A5 lammy
- Area-effect lammies usually apply to a single tent

Some enchantments and blessings affect an area or everyone who is in the area. When an area is under a special or unusual effect then an A5 lammy will be placed prominently in the area. Most area-effect lammies affect an entire tent and everyone in it, and they will usually be placed near the entrance to the tent. If you see a large lammy of this kind clearly displayed in an area, then you must read it carefully to see what effects you must follow.

It is common for an area-effect lammy to have roleplaying effects on your character as well as rules effects. You decide the degree of impact that any roleplaying effects have on your character's personality, following the rules on behaviour while IC, described in Chapter One. You must follow all the rules effects stated on the lammy.

For example, you enter a tent with an A5 area-effect lammy near the entrance. Reading it, you discover that the tent is a consecrated shrine. The roleplaying effects are that you feel a strong urge to be honest. You decide how this affects the way you play your character. The rules effects state that you must not remove any IC item from the area that you know does not belong to you. These effects last while you are in the tent.

You must not trade an area-effect lammy with another character or remove one from an area. If you are able to break the enchantment causing an area effect then this will be stated on the area-effect lammy.

Talismans

- Most talismans are rip-tab lammies
- You must wear or wield a talisman to use it
- If you wear two talismans of the same form then neither talisman will work

Talismans are special items enchanted with a magical ability by characters using talismancy magic. Anyone can identify and use a talisman once it has been enchanted. The powers of the talisman will be written on the back of the special item lammy.

Talismans with a limited number of charges follow all the rules for rip-tab lammies, so anyone can identify and use these items. You must rip off one

of the tabs on the lammy every time the talisman is activated. You cannot use the special powers of the talisman once the last rip-on-use tab has been removed, unless the talisman is recharged.

Some powerful talismans work constantly and do not have charges; this is indicated on the special item lammy. These items do not need to be activated. Anyone can identify and use these talismans.

Every talisman has a set form for the enchantment. The talismans available to starting characters are in the form of amulets, helms, clothing, or weapons, but other forms exist. If the special item is an amulet, a helm, or a piece of clothing, then you must wear the item to use it. If the special item is designed to be held in the hand, such as a weapon, staff, or shield, then you must be wielding it to make use of the enchantment. Helm talismans can be any form of headgear, clothing talismans can be anything worn on the body, and amulet talismans can be any piece of jewellery worn around the neck or pinned to the chest.

For example, you have a sash enchanted with the Protection of Blood and Bone talisman. You must wear the sash to be able to use the enchantment. The talisman has a single charge and will automatically activate whenever a mortal blow strikes you.

You must not use more than one talisman of the same form at once. If you wear two talismans with the same form or wield two talismanic weapons at the same time then neither talisman will work. You can wear and use talismans with different forms.

For example, you wear the talismanic sash described above at the same time that you wear a suit of partial light armour enchanted with the Thread of Steel enchantment, then neither enchantment will work since they are both talismanic clothing. If you wear the sash at the same time as an amulet enchanted with the Life's Blood Retained enchantment, then both talismans will function normally since the second talisman is a different form to the first.

Preparations

- Preparations are rip-open lammies
- Preparations are magical dusts, oils, potions, or vapours
- Alchemists can mix preparations at events to create new preparations

Preparations are dusts, oils, potions, or vapours, enchanted with alchemical magic. They follow all the rules for rip-open lammies so anyone can use a preparation once it has been created.

You must drink a potion or inhale a vapour to benefit from the effects. An oil must be applied to an item, and a dust must be sprinkled on the ground. If you do not apply a preparation correctly then the effects are wasted.

Some skilled alchemists are able to mix two or more alchemical preparations to produce a new preparation. If your character is able to mix preparations then you must bring the alchemical preparations with you to GOD where they will be exchanged for a new preparation. You cannot mix preparations unless your character has a specific skill that allows them to do so.

Poison lammies and stickers

- Poison lammies are a type of rip-open lammy with a sticker inside
- Only poisons can be applied to items, weapons or food and drink
- The rules for using poisons are in Chapter Four

Some drugs and alchemical liquids can be applied to weapons to poison another character. Other poisons can be added to food or drink without unduly changing the flavours so that they can be used to surreptitiously poison the first character who eats or drinks it. These items are defined as poisons.

All poison special items are rip-open lammies and follow the normal rules for these lammies. Poisons always have a sticker inside them when opened, to allow them to be used without a referee present. The rules for using poisons are described in Chapter Four.

If the special item lammy does not have a poison sticker inside when opened, then it cannot be applied without the knowledge or agreement of the recipient.

Drugs and addiction

- You may become addicted to some drug special items if you use them

Most drugs are potentially addictive. If you use a drug then you must hand the lammy in to GOD at the end of the event using your hand-in baggy described later. This allows us to note how many doses of a drug you have taken and determine if you have become addicted.

If you are addicted to a drug, and you have not taken any doses of the drug in downtime, you will be in withdrawal at the next event you attend. You will find details in your ticket pack of any rules and roleplaying effects of your withdrawal symptoms.

If you take any drug while you are suffering from withdrawal symptoms then you may check with a referee to see if this alleviates your symptoms. If you do not consume any of the drug that you are addicted to then your withdrawal symptoms may grow worse at future events.

Most drugs have roleplaying effects on your character as well as rules effects. You decide the degree of impact that any roleplaying effects have on your character's normal personality following the rules on behaviour while IC as described in Chapter One. You must follow all the rules effects stated on the lammy.

Darkpowder stickers

- A darkpowder sticker represents a single shot of darkpowder
- You must not fire a darkpowder weapon unless it is loaded with a sticker

Darkpowder is a dull black powder that is highly flammable and explosive when in small quantities. All darkpowder weapons such as pistols and muskets require loading with darkpowder for them to be used. A character who purchases a supply of darkpowder will be given a single powder sticker for each shot of darkpowder they possess. Darkpowder stickers are considered to be special item lammies, so they must be kept with a suitable phys-rep for the darkpowder. It is acceptable to have an appropriately sized single bag of darkpowder representing multiple shots.

The rules for using darkpowder to load a darkpowder weapon are described in Chapter Four. Darkpowder is inert when brought together in quantities larger than a single shot. Because of this, it is not possible to combine darkpowder stickers to

make a larger shot or an explosive.

Mana crystal lammies

- Mana crystals are rip-tab lammies
- Mana crystals are special items that can be traded with other characters

Mana crystals follow all the normal rules for rip-tab lammies, so any character can identify them and tell how much mana they contain. They can be traded and stolen like other IC items and they must be attached to a phys-rep at all times.

Although anyone can identify a mana crystal, only a spell caster is able to use one. Incantations and rituals require a number of mana crystal charges to be used to cast the spell. Every incantation has a set number of mana that must be used to cast the spell. If you are casting a ritual then you must decide how much mana to use. You must rip a single rip-tab from a mana crystal for each point of mana that you use to cast your spell.

Mana crystals contain the raw energy of the Maelstrom gathered into physical form. Physically, mana crystals are small crystals that give off a faint warmth when they contain mana. When the last tab is ripped from the lammy then the power of the mana crystal is used and the crystal melts away.

Personal blessings

- If you have a personal blessing then you will receive a special power lammy that describes your ability
- You must carry the special power lammy at all times

If your character is blessed or enchanted then this may grant you a unique magical ability. If this happens then you will receive a special power lammy in your event pack.

You can only access the ability if you are carrying the lammy with you at the time. If your special power allows you to affect other characters in a way that does not use one of the standard damage or magic calls, then you will also receive an accompanying show-me lammy for the ability. Many blessings require appropriate roleplaying to activate them, as described in Chapter One.

You must not trade or steal a personal blessing lammy.

Locks and strongboxes

- You must not use a lock unless you have a lammy for it
- If you use a lock then you must leave a key for the lock with GOD
- You do not need a skill to attempt to open any lock by picking the lock

If you use a real lock to secure a box at an event then players will be unable to open the box without damaging your lock. This makes it impossible for them to open the box even if they have access to methods such as Caustic Bile, which would destroy the lock IC.

Because of these limitations, all locks, strongboxes, and padlocks must be special items. This means you must not use one of these items IC at an event unless you have a lammy for the item. You can keep OOC belongings in a locked box but you must not secure IC items behind a lock unless you have a lammy for it.

If you are using a lock special item at an event then you must give a copy of the key that opens the lock to a referee in GOD at the start of the event. If a character is able to use IC methods to break your lock then a referee will open the box for them using your key.

If you are able to open a lock without damaging it, for instance by actually picking the lock, then you do not need to obtain a referee.

Soul stone lammies

- Soul stones are special items that contain a mortal soul

A soul stone is a small ordinary looking stone that contains a mortal soul. You can not communicate with the soul by any means; however, you can sense the true name of the mortal soul if you examine the stone. The true name of the soul will be written on the reverse of the lammy. Soul stone lammies are special item lammies and can be traded and stolen like other IC items.

Creature lammies

- These lammies represent creatures such as babies, animals, or bodies
- Any phys-rep that does not have a creature lammy is not a living being

Any creatures that are not phys-repped by a person will have a creature lammy. The lammy will explain the rules that apply to the creature.

Creature lammies are special items and can be traded and stolen like other IC items.

For example, a creature lammy attached to a bear puppet indicates that is a phys-rep for a baby mokosh.

Stealing items

- You may only steal lammied items or obviously IC items
- You must take the phys-rep to GOD within thirty minutes
- If the lammy has a coloured sticker then you do not need to return the phys-rep before the end of the event

You may steal any obviously IC item such as money, a map, IC scroll or document or any item that has a lammy attached to it. This means that if you choose to attach a lammy to one of your phys-reps then you are licensing its IC theft. If you steal IC money from another character then you should keep the money, but if you steal any other item then it is important to make sure that the player gets their phys-rep back. If you do not follow the player's wishes regarding their phys-rep then you are engaging in OOC theft.

We recommend that you bring stolen items to GOD rather than returning them directly so that the victim does not know who has stolen their item OOC. Every lammy has a red spot inside a printed black circle in the bottom left corner. If the red spot is showing then you must return the phys-rep within thirty minutes. Prompt return of stolen items will ensure that you are not embarrassed by a referee coming to find you and the stolen item.

It is not acceptable to keep hold of another player's phys-rep simply because you do not have a phys-rep of your own to use. If you cannot borrow a suitable phys-rep, then bring the item to GOD and we will endeavour to lend you an acceptable phys-rep for the duration of the event.

You may prefer to get your phys-rep back at the end of the event. Usually this happens if the item is very distinctive in appearance, but is not especially valuable, such as a group banner. If this is the case, then you should put a yellow sticker over the red spot on the lammy. If you have a lammy with a yellow sticker, then you should not return the phys-rep until the end of the event.

You may be happy for some of your phys-reps to

remain attached to a lammy indefinitely. Usually, this is because the phys-reps are inexpensive, such as trinket jewellery or potion bottles. If this is the case, then you should put a green sticker over the red spot on the lammy. If you have a lammy with a green sticker, then you should not swap the phys-rep or bring it to GOD. Green and yellow stickers are available from GOD.

If you loot items from an unresisting character, then the player may prefer you not to take an expensive or precious phys-rep. In this case, you should remove the lammy and leave the phys-rep with the player. You must attach the lammy to another appropriate phys-rep as soon as possible. The lammy must not be used until it is attached to a phys-rep, although it can be stolen from you. If you find a lammy with no phys-rep attached then you can take it.

If you have an unusual IC item stolen from you, then you must not reuse the phys-rep at that event unless you are able to recover it IC. You may reuse the phys-rep at a following event.

For example, your group banner is stolen, and the phys-rep is returned to GOD. You must not use that phys-rep in play at that event, as you could not realistically produce another banner. You must retrieve the banner IC or wait until the following event to IC produce it again.

Lost property

- You must bring any lost property you find to GOD
- We will dispose of lost property after two further events

If you find any item of lost property at the event then you must hand it in at GOD. Any items handed into GOD as lost property will be kept for two full events. If the owner has not claimed the item by the end of the event after next, then we will allow the finder to claim it. Any items that the finder or the owner does not claim will be disposed of by recycling.

IC tents

- You may only pitch IC tents in the IC area at events
- Your IC tent must look appropriately IC from the outside or the inside, preferably both

The IC area is the area of the field set aside for roleplaying. The entire area is intended to be treated IC, so you may only pitch tents here if they

are suitable to be used as IC tents. A tent can be considered to be IC if it looks appropriately IC after you have finished decorating it, either from the inside or from the outside, but preferably both.

The best IC tents are usually purpose made period reproductions. Green canvas army tents and gazebos are acceptable, but modern nylon tents by themselves are not. If you are going to use a nylon dome tent in the IC area then you must dress and decorate the tent so that it looks suitable for the setting. If this is not possible then you will have to pitch your tent in the OOC area and use other characters' IC tents while you are roleplaying. There are a vast number of IC tents at the event, including many supplied by Profound Decisions for this purpose.

By putting your tent in the IC area, you are accepting that during time-in players might enter it without permission and go through your IC possessions. If you wish to screen off a section of an IC tent for OOC use, then you must follow the rules for creating OOC areas described below.

If you create any form of fencing, or put up any other type of construction then you must consider any health and safety implications for other players; unless it is lammied, it is not a phys-rep of anything stronger than it really is.

For example, you spend a few hours creating a make-shift wicker fence around your group's IC camp then your character has spent a few hours creating a make-shift wicker fence. The fence is only as robust and effective as the phys-rep you have created.

OOC items and areas

- You can use bright yellow material to indicate OOC items and areas in an IC tent
- You must not keep lammies in an OOC area inside an IC tent

If you wish to indicate that a box only contains OOC items then you may tie a bright yellow piece of material to it. This allows you to keep personal effects in the IC area without worrying about them being searched or removed. You must not open any box marked with bright yellow material.

You may also cordon off an area of an IC tent with yellow material to indicate that it is OOC. You must not keep IC items or lammies in this area during time-in. You must not enter an area of an IC

tent cordoned off with yellow material without the OOC invitation of the owner.

Although you may store IC items or lammies in your car, or in your tent in the OOC camp, this rule does not apply to OOC boxes or areas in IC tents. It is cheating to put lammies in an OOC box or area in an IC tent because this makes it impossible for another character to steal these items from you.

For example, you have a small wooden chest that you wish to keep your mobile phone and car keys in. You must tie a piece of bright yellow material prominently to the box. You must not store any IC items or lammies in this box for any reason during time-in.

The Maelstrom tent

- The Maelstrom tent represents an area of the Maelstrom
- Only eidolons can enter this tent

All eidolon characters have a special ability that allows them to leave the mortal world and enter the Maelstrom. Profound Decisions provide a special tent to represent this IC area, which is outside the mortal realm, called the Maelstrom tent. The tent will be pitched in the IC area, usually situated near to GOD, but it is surrounded by yellow and black hazard tape to indicate its special nature.

You can only enter the Maelstrom tent if you are an eidolon. If you are playing an eidolon then there will be more information about the Maelstrom tent in your racial briefing sheet.

Hand-in baggy

- You must only hand in the coins and special item lammies that you wish to use in downtime
- You should write the total money and lammy numbers on the hand-in slip
- You must hand in any preparations that you have consumed during the event

If you wish to use any special items or coins in downtime then you must hand these into GOD before the end of the event. You will receive a hand-in slip and a plastic bag in your event pack, which you should use to hand in your special item lammies, coins and weapon check rubber bands. The bag is numbered for your character, so anything that is put in that bag will be registered to your character for the start of downtime. You should write the total amount of money you have handed in on the slip as well as a list of the

lammies you are handing in. We do not correct any errors that occur if you have not included a completed slip in your baggy.