

FALL AND RISE OF IMPACT

Rules Guide
2014/2015
Version 1.1

SYSTEM RULES AND DESIGN PHILOSOPHY

Why we have rules

- **Rules ensure everyone has fun and safety information is communicated clearly.**
- **Combat rules serve as a dramatic abstraction of what is happening in-character.**
- **Check with a ref if you aren't sure what should happen in a scene.**

Impact is a roleplaying game about daring adventurers called Envoys who are regularly sent on dangerous, conflict-filled adventures into the wilderness of the world of Sanctuary. A significant part of the game revolves around how the Envoys deal with foes they face while on their adventures, and like most games it has rules to govern how these situations play out.

Some of these rules are known as calls and are actively spoken as part of the game to inform others that something has happened. Some of the rules don't require you to say anything, but require you to behave in a particular way and exist to make sure everyone understands why things are as they are.

The rules serve the ultimate goal of you, as a player, having fun. They are an abstract simulation of what is occurring in-character - your character doesn't really have discrete hit-points that consistently determine the number of times they can survive being struck by a sword! It is important to follow the rules, however, in order for the game to feel fair and for conflict-filled situations to have suitably dramatic tension. If a situation arises that doesn't seem to be covered by the rule system described in this guide, it's best to check with a referee if you are unsure.

The most important part of the rules pertains to safety. We'll cover the serious stuff about safety first, and then take a look at ways to make sure you and your fellow players will have as much fun as possible before moving onto the nitty-gritty calls and rules mechanics themselves.

Safety and Conscientiousness

- **Don't stab with LARP weapons.**
- **Pull your blows.**
- **Be mindful of other people's feelings.**
- **Some concepts aren't appropriate to be explored in-game.**

It's probably not a good idea to hit one another with real swords, as cool as that might sound! Instead, we physically represent combat by fighting using padded weapons constructed around a carbon or glass fibre core and painted with layers of latex to give them a durable but flexible outer layer. Carbon/Glass fibre is quite flexible laterally but incompressible longitudinally, and so we **DO NOT EVER STAB** with weapons.

While weapon props are padded, they're still capable of giving a fairly solid thwack if you aren't careful, so all participants are required to pull their blows by making sure that the prop's striking surface makes light contact with the target rather than hitting them full force at high speed. Don't worry - it's quite easy to get the hang of! If in doubt, you merely need ask for a demonstration.

Just as we pull our blows to avoid hurting one another physically, it's also important to consider that the people playing the game with you can be hurt in other ways. It's impossible to know what life experiences other players might have encountered, and so **there are certain topics, such as non-consensual sex, sex with minors, real-world racism and anti-LGBTQ prejudice which are not appropriate to be explored in play.** Impact is a fantasy setting with a huge range of interesting ways to explore themes of interpersonal conflict, prejudice and xenophobia; There is absolutely no need to incorporate real-world elements into this, especially as they may be personally relevant to your fellow players.

Man Down

- **Use this call to announce an out-of-character emergency.**
- **Try and minimise the likelihood you will get hurt.**
- **Ankle-supporting footwear, glasses loops and regular hydration are important.**
- **Take ownership of your safety; Remove yourself from play if required.**

Unfortunately, even when everyone's pulling their blows and being mindful of their words and actions, people can occasionally get hurt. Live Roleplay is an outdoors full-contact environment involving real people in intense situations, after all. If someone is hurt badly enough that play has to stop, we use the most important call of all: **MAN DOWN**. This signifies a real-world out of game emergency has occurred, and that all participants should stop what they're doing, take a look around themselves to identify the source of the call, and ensure that a first-aider can reach the incident promptly.

Safety is a two way road; As a player, you need to try to minimise the likelihood you will need to call **MAN DOWN**. If you wear them, ensure equipment like glasses are attached to a loop so they won't go flying off if a blow hits your face. Make sure you are wearing stable footwear that provides adequate ankle support. Watch your footing, and take it easy. We aren't asking you to take up Olympic sprinting, and we'd ask that you try and remain in control even if that Dreadboar is right on your heels! (If you are playing the Dreadboar in question, don't force players to engage in an unsafe OOC sprinting contest!)

Try to identify situations that are likely to be troublesome for you and be responsible - remove yourself from play if required. A nod to a ref or a quick word should be all you need for this. If combat is straying onto ground that is unsafe to fight on, feel free to say so. It is everyone's responsibility to make sure that the game is safe. If you regularly find yourself involved in safety incidents, this is a good sign that you need to re-examine how you approach the game.

In Character and Out of Character

- **TIME-IN starts the game. TIME-OUT ends a session.**
- **TIME-FREEZE pauses the action - close your eyes if you are in character.**
- **While you are TIME IN, you should roleplay as your character.**
- **Try to avoid spoilers about In-Character information.**

If we are acting as our characters when playing the game, how do we know when the game starts and ends? The refs will use the TIME IN call to indicate when people should be acting as their characters (referred to as being In Character, or IC) and use TIME OUT to indicate when a session has ended and people are Out of Character, or OOC. Sometimes we need to freeze the action for a moment in order to adjust a scene or set up a set-piece - in these situations we use TIME FREEZE to instruct everyone to stop moving and close their eyes in order to avoid spoilers of what may be about to happen!

It's great fun to discover secrets about the game world while playing your character, but sometimes outside of sessions or while Monsterring (see below), you may encounter information about the game that your character wouldn't or couldn't possibly know. We ask you to be responsible about this - if you shouldn't know something IC, then roleplay appropriately. If you know some information about the game that other people don't know, please don't spoil the surprise for them by telling them out-of-character!

Uptime and Downtime

- **Uptime is what happens during Time In each game session.**
- **Downtime is a summary of what happens to your character between sessions.**
- **You can submit a Downtime each week and will receive a response from the refs.**
- **You get one Major Action each Downtime - this is your character's main project.**
- **You get any number of Minor Actions - these are small side-projects.**

When the game is running, we are said to be in Uptime. You can email the referees at fallandriseofimpact@gmail.com to tell them what you would like your character to have been doing between the times when the Envoy's meet up during game sessions - this is known as Downtime.

For each week's Downtime, your character is able to perform one significant project known as a **Major Action**. Think of this as an abstract way of summing up what they have been working on when they haven't been off adventuring. This could be something like helping to set up an orphanage to care for children whose parents were killed by hostile Kurekin raiders, or it could be their attempts to research information on a particular topic.

You can also submit **Minor Actions** in your Downtime. These are small tasks that don't clash with the completion of your Major Action. As a general rule, if it requires a noteworthy response, it is a Major Action. If it just requires an acknowledgement that the action happened, it is a Minor Action.

You will receive a response to your downtime before each Wednesday game session.

An example downtime framework:

Major Action: A basic summary of your character's main project for the week.

Objective: What it is you are trying to achieve. Be as specific as you want and give the refs guidance on what it is you are envisaging.

Details: A description of how your character is going to go about achieving their weekly project and any relevant details that may affect the outcome.

Minor Action: A description of a small task your character is performing which does not require a significant investment of their time, or a side-project of minor significance.

Monster Etiquette

- **Monsterring is about creating an awesome experience for your friends.**
- **Follow your brief and remember your objective isn't necessarily to 'win'.**
- **Use the weapons you have been instructed to use and fight at the briefed speed.**
- **Remember that the players are the protagonists and have narrative privilege.**

A world that is entirely empty of characters other than the heroes would be a very dull place indeed. Heroes need foes to pit their wits and skills against. When you aren't playing your character, you will be directed to portray other creatures in the game world by the referees. This process is known as 'Monsterring'.

All the rules that apply to players are equally important for monsters, with one proviso; The players hold narrative privilege. It is helpful to view Monsterring as portraying groups of enemy 'mooks' or minions who oppose the protagonists of a story but lack individual narrative significance. We would normally expect the player characters to prevail in combat in an average fight though there are obviously exceptions. Some battles will be tricky, especially in dangerous places filled with vicious creatures - but if the protagonists died every week, it would be difficult to maintain continuity and the game would suffer.

One of the major factors governing the accessibility and overall success of an adventuring system is how people behave when monsterring. As a monster, your actions directly affect the enjoyment of those who are currently playing. Your objective as a monster should, first and foremost, be to follow the instructions you have been assigned by the referees with a view towards making things as exciting, immersive and rewarding for players as possible. 'Winning every fight you are in' or

'Killing player characters' aren't likely to be directly included in this objective. That's because not all monster roles require fighting. Even fewer require trying your hardest OC to win a fight.

A Positive Attitude

- **It's just a game - don't worry about it. Be safe and have fun!**
- **Your character is not you - don't get too carried away.**
- **People playing mean characters aren't bad people out-of-character.**
- **Come talk to the refs if you are having difficulties with the game.**

As an immersive hobby that a lot of people care very deeply about, it is easy for LARP to elicit strong feelings and opinions. There's no need to overthink things - remember that the rules of the game are there to make it as enjoyable as possible for everyone, not to get in the way of your fun! It IS worth having a serious think about how you deal with intense social situations and compartmentalised thought processes, since this is a hobby as much about interpersonal interaction and conflict as it is about combat. Be self-aware; Don't lose touch with the fact that it's just a game.

Heroic Combat

- **Impact is a heroic/cinematic combat system.**
- **A minimum of one full second should pass between each consecutive blow.**
- **Roleplay your hits - your character should react to damage.**

Swords, maces, axes and spears are metal death machines that inflict horrific injuries upon living tissue. When fighting with pretend weapons which are often significantly lighter and only require you to gently make contact with the target in order to 'count', it would be easy to flick them very fast repeatedly at a target in a way that doesn't look particularly in-character or fun. We strongly discourage this kind of behaviour in Impact.

For a weapon strike to count, the striking surface must travel at least as far as the weapon's length and you should be aiming for a minimum of one second passing between each time you make contact with your opponent (preferably more!). Take this as an excuse to make things look dramatic and cinematic, and remember to pull your blows! Similarly, while your character has a number of hit points which correspond to how abstractly tough or determined they are, you should roleplay getting hit with a brutal battlefield weapon designed to maim or kill when you are struck. Even if your character is a no-nonsense badass with a high pain threshold, they are probably going to flinch when someone swings a battleaxe into their solar plexus!

COMBAT RULES

Locations and Hit Points

In Fall and Rise of Impact, your character's body is split into 5 locations:

Vitals (The head and chest)

Left Arm

Right Arm

Left Leg

Right Leg

Each of these locations has a number of Hit Points, sometimes shortened to HP or Hits Per. Every living being has at least one hit point per location though some have considerably more!

During play, hit points can go up and down through various means. For instance, being struck a mighty blow with a sword may lose you one or more hit points whilst the magics of a friend may then restore these lost hit points by knitting skin and bone back together.

If any location reaches 0 hit points then that location has been seriously injured to the point where it is no longer useable. Although this level of damage isn't quite severe enough to lead to missing limbs or spilled vital organs, the location in question has taken enough of a beating that it no longer functions and the wound could well prove life-threatening. Different locations act in different ways when reduced to 0 hit points as listed below.

If one of your arms is reduced to 0 hit points then that arm is no longer usable - perhaps a well aimed blow has sliced vital tendons or crushed important bones. Anything held by the injured arm should be dropped or put down and the arm should be allowed to fall to your side. The arm is useless for all tasks until the damage has been repaired and movement with the limb should be kept to a minimum. Roleplay the pain of such an injury as you feel appropriate

If one of your legs has been reduced to 0 hit points then that leg is no longer usable. You cannot stand on such a critically injured limb and will fall to the ground immediately should you attempt to do so. You are unable to walk unaided and are absolutely unable to hop or perform any similar kind of complex exertion. You may continue to use your arms as normal and, if both arms are free, you may drag yourself slowly across the floor - but coherent action is likely to be difficult and the pain of an incapacitating leg wound should be roleplayed appropriately.

If your Vitals location (head and chest) is reduced to 0 then you are critically wounded and dying! Individuals in such a state will fall to the ground and begin their death count. While you are not required to fall unconscious during your death count, you may not move under your own power or use ANY skills unless a skill description specifically states you can. You may shout for help, heckle your enemies through gritted teeth or say goodbye to your friends but anything beyond speaking,

shouting or roleplaying bleeding out from an incapacitating injury is not allowed. Although you may speak, remember that you are slowly bleeding to death and your roleplay should reflect this. In addition any further injuries are likely to be so painful they will push you into blissful unconsciousness; Any damage dealt to a player on their death count will knock them unconscious. While unconscious you may make no noise in addition to the usual strictures on being on your death count.

The standard death count lasts for 120 seconds. If you reach the end of this count then your character has bled out and they are dead! Please continue to play your corpse for as long as is appropriate and comfortable.

Unless you have reached the end of your death count, even the most grievous of damage your body has sustained can be fixed. As soon as the number of hits on any location rises above 0, that location begins to function again and all the effects of being on zero hits are removed. No matter how much damage you take, a location can never fall below 0 hits.

Damage Calls

Damage calls are the way we represent the harmful consequences of being the target of a weapon or harmful spell. Your character sheet will tell you the damage calls you may use.

Fall and Rise of Impact uses four basic damage calls:

SINGLE - Take a single point of damage to a struck location

DOUBLE - Take two points of damage to a struck location

TRIPLE- Take three points of damage to a struck location

QUAD - Take four points of damage to a struck location

Although these are Out of Character calls, they also represent the noise of battle. As such if you can hear a damage call being said then your character can hear the noises of a fight and act accordingly. You do not have to shout damage calls - simply making sure the target can hear is sufficient.

Healing

Just because you have been dealt damage, you aren't necessarily out of the fight! Whether it be through magical powers, mystical essences or pure strength of will: Bones may be mended, flesh knitted back together and life snatched back from the jaws of death. The HEAL call is used to represent this mending of your broken body.

Any time you hear a HEAL call it will be prefixed by a numerical value. If you are targetted by a HEAL call you will recover hit points equal to the attached number on all locations. So a SINGLE HEAL will restore one hit point to all your locations, a DOUBLE HEAL will restore two and so on. A FULL HEAL will restore all hit points lost.

HEAL calls may never increase your character's hits over their starting maximum. For example if you have 4 hit points and have taken one point of damage on your arm and receive a DOUBLE HEAL, your arm will recover its lost hit point but all further healing is wasted.

Usually a friend who can still be saved from the jaws of death is easily identifiable because they will be screaming for help. Sometimes however this is not a suitable indication and therefore if you are unconscious and are asked if there is still time left to save you feel free to say yes or no as an out of character call.

Armour

In Impact there are three different types of armour: Worn armour, Natural Armour and Aegis.

Worn Armour

Worn armour is any armour that your character chooses to put on and wear, examples include padded jerkins, leather vests, chain hauberks and even metal plate armour.

Whilst wearing armour any location which is 50% covered by an armour physrep will gain a number of armour points. Your character sheet will tell you how many armour points you gain from wearing armour along with any physrep requirements.

When you take damage, your armour will be depleted before your hit points. Armour flattens damage - no matter the number attached to a damage call, your armour points will always treat the number as a single. Once your armour has lost all of its armour points it ceases to function and will offer no protection until fixed.

For example: Let's say Nefertari the Envoy has 3 hit points and 2 armour points. They are under attack by a ferocious beast of Kure which is calling DOUBLE and the Kure beast is very accurate and only hits Nefertari's vitals location. The first blow that hits will be flattened by their armour meaning their hit points will remain at 3 and they will only lose one armour point. The next blow will also be flattened and only do one point of damage to Nefertari's armour. However, as Nefertari's armour only had one point left, it is now destroyed by the beast. The next swing from the Kure beast cannot be stopped by armour because all the armour points have been removed and so instead begins to damage Nefertari's hit points. As hit points do not flatten damage, Nefertari takes the full effect and is now left with only a single hit point on their vitals. Things are not looking good for our intrepid Envoy friend!

Repairing Armour

Lost armour points can be restored by a number of means, whether this be through magic or hard graft rents can be closed and dented armour plates beaten back into shape.

The REPAIR call is used to indicate that the armour is being fixed and that lost armour points are restored.

Like the HEAL call, the REPAIR call will always be prefixed by a numerical value. The number of armour points restored to every location by the REPAIR call will be equal to this numerical value. For example a SINGLE REPAIR will restore one armour point to all armoured locations, a DOUBLE REPAIR will restore two to all armoured locations and so on. A FULL REPAIR will restore all lost armour points.

Armour cannot be repaired to be better than it was to begin with - any REPAIR effects that would take a piece of armour over its initial value are wasted. For example, a piece of armour that has taken one point of damage which then receives a DOUBLE REPAIR will restore its one lost armour point and no more. The additional repair point is lost.

Anyone may fully repair a set of armour outside of combat in 30 seconds with appropriate roleplay. This may include hammering at plates and panels, rearranging coverage, adding pieces salvaged from fallen foes, channeling trace amounts of magic into the damaged area or adding a protective layer of chyst.

Natural Armour

Natural armour is any armour that is a living part of the being it is protecting. Examples include bony plates, hardened scales or bark like skin. Your character sheet will tell you how many natural armour points you are entitled to and how this should be represented.

Like worn armour, natural armour is depleted before hit points and flattens damage, the numerical part of a damage call is treated as a single. However, unlike worn armour, natural armour cannot be repaired. Instead natural armour is healed in the same way as hit points using the HEAL call. If you have taken hit point damage as well as damage to your natural armour then a HEAL call will restore the lost hit points first before the damaged natural armour.

For example if you have taken 2 points of hit point damage and 2 points of natural armour damage, a DOUBLE HEAL will restore the 2 lost hit points but leave the natural armour damaged. A TRIPLE HEAL would restore all your hit point damage and 1 point of natural armour damage. A FULL HEAL would restore all lost hit points and all lost natural armour points.

Natural Armour takes both SUNDER and CLEAVE effects as if it were normal flesh and not armour. As such SUNDER will do one point of damage to natural armor and CLEAVE will reduced the location struck to zero hit points no matter if it hits natural armor.

Aegis

Aegis is a shell of exotic armour that protects the individual it is granted to. Aegis may be bestowed on any one by someone with the ability to do so.

Unlike all other forms of armour, Aegis is non-locational. This is to say that Aegis has only one set of armour points which will be depleted no matter where you are hit. Like other armour, Aegis is depleted before hit points.

Aegis cannot be repaired or healed. You may only be protected by one set of Aegis at a time. If you are already under the effects of one set of Aegis and you are given Aegis by another effect you must choose whether to keep the first magical armour effect or replace it with the second. Aegis effects do not stack.

Unless otherwise specified, an Aegis effect will last until end of combat. Further details on the Aegis effect can be found in the FORTIFY call section.

Stacking Armour

Situations may arise where you find yourself being protected by more than one type of armour. Should this occur damage is taken in the order listed below.

First any Aegis armour is affected

Secondly any worn armour is affected

Thirdly any natural armour is affected

Finally hit points are affected

Special Effect Calls

An experienced citizen knows that there is far more out there that can hurt them than mere damage, and far more ways in which they can be helped than by the fixing of their torn flesh and armour! The calls listed below are used to represent when something interesting is happening. These calls can be strung together in all sorts of ways leading to a multitude of possible calls.

ATTRACT

Whether it be through pheromones, magic or rope like vines, some denizens of Sanctuary can draw opponents towards them against their targets will. If you are the target of an ATTRACT call you must make every attempt to move within 5 ft of the caller. Once you are within 5 ft the effect ends. You may make any other normal actions whilst travelling but must always be moving towards the caller. If you are targetted by a REPEL call that would contradict this effect replace both effects with the effect of a STUN. This call is affected by DRAIN.

CLEAVE

The CLEAVE call is used to represent the hideous damage that weapons can do to unprotected flesh. If a location that has no armour points is hit by a CLEAVE, that location immediately drops to zero hits. If a CLEAVE call hits an armoured location it does a single point of damage.

DRAIN

Magic is not constant and it is possible to siphon away magical power such that it is not available for it's intended purpose. A target hit by the DRAIN call that is experiencing one, or more, magical effects must remove an effect of their choice. If the target has no magical effects active then the target loses 3 spell points. If the target has no magical effects active and no spell points, the call has no effect.

For example, Nefertari the Envoy has returned to the forest of Kure to try and settle the score with the Kure beast they fought last time. This time they are more prepared and not only have 2 points of Aegis but have also learnt some magic of their own and have three spell points. Unfortunately, Nefertari encounters a different Kure beast that is calling DRAIN. The first call of DRAIN that hits Nefertari will remove one magical effect of their choice. As Nefertari only has one magical effect active they have to chose that one and as such their magical armour is dispelled. The next DRAIN call to hit Nefertari cannot dispel a magical effect and instead removes 3 of their spell points. Any further DRAIN calls that hit them will have no effect because they have no magical effects active and no spell points left!

ECHO

Some actions have consequences beyond their immediate effect. If you are hit by a call prefixed by ECHO you will continue to take the effects of that call every 10 seconds until end of combat. For example if you are hit by the call "ECHO Single" you will take an initial single point of damage and then an additional point of damage every 10 seconds until end of combat. ECHO cannot be removed by drain.

EMPOWER

By magically boosting the strength of a weapon or its wielder, a damaging blow can be made devastating. An EMPOWER call will always be suffixed by another call, or a string of calls. If you are targeted by an EMPOWER call you may add the effects of the call, or string of calls, that follow to your next blow. For instance EMPOWER DOUBLE DRAIN would allow you to increase your damage call by two points, and add the DRAIN call to your next blow. These effects last for one blow only unless specified otherwise. This call is affected by DRAIN.

FORTIFY

With proper focusing of the mind it is possible to form a shell of magical energy around your body, but such protection comes at a cost. The FORTIFY call will always be prefixed by a numerical value; When targeted by a FORTIFY call you **may choose to** gain Aegis up to the numerical value. This Aegis lasts until end of combat. When you take an end of combat you lose hit points equal to the numerical value of the highest FORTIFY you took. If the FORTIFY effect is DRAINED or NEGATED before the end of combat then you take no damage at end of combat. This call is affected by DRAIN.

FEAR

Some of the denizens of Sanctuary can make even the most stalwart of heroes cower in their presence, sapping their will and eroding their effectiveness. If you are targetted by a FEAR call you may only call single with a weapon, even if you would usually be able to call a higher damage call. In addition you may only cast first level spells while under the effect of a FEAR call. A FEAR effect lasts until the being that called it is vanquished (dropped to their death count) or you take an end of combat. This call is affected by DRAIN.

GLOBAL

Some blows can so powerful, or some toxins so virulent, that their effects are felt throughout the whole of a target's body. A call suffixed by GLOBAL effects every location on the target not just the one struck. For instance if you are struck with a double GLOBAL all 5 of your locations (vitals, right arm, left arm, right leg and left leg) would take two points of damage.

KNOCKBACK

A powerful blow can do more than merely cause damage, some are so strong that they can send an enemy reeling. If you are hit by a KNOCKBACK call then you must take two full steps backwards away from the direction of the blow, preferably in a dramatic manner, and may take no other action, including attacking, until these two steps are made. If you are calling KNOCKBACK be aware that the force required behind such a blow is more than that required to merely cause damage. While calling KNOCKBACK swings should be even more dramatic than usual.

The parrying rule: Sometimes a KNOCKBACK call will not connect with a character but will hit a shield or be parried by a weapon. In these circumstances no damage will be dealt, because the blow did not hit any locations, but the KNOCKBACK effect will still occur unless stated otherwise.

“Equal weapons” may parry a weapon calling KNOCKBACK and prevent the KNOCKBACK call. A KNOCKBACK from a two handed weapon may only be blocked by another two handed weapon unless otherwise stated in a skill description. A KNOCKBACK from a single handed weapon may be blocked by a single handed weapon or a two handed weapon. A weapon under 18” in length can never parry a KNOCKBACK

MASS

Some events can affect a very wide area but, due to the little understood workings of magic, only affect those of a specific faction in that area. Any call prefixed by the MASS call will affect a 30 ft radius circle centered on the caster. MASS calls with a beneficial effect (such as HEAL) will only affect those that are considered friends or allies within this circle whilst damaging effects (such as a damage call) will only affect those that are considered enemies. If the call has damaging effects AND beneficial effects, it will affect everyone!

It is assumed that a player party will consider all its members friends and all those who may stand against them as enemies, and vice versa for the monster crew. If in doubt of whether you should take the effects of a mass call, take the effect. If for any reason your character wishes to change whom they see as friend and foe, see a ref.

NO EFFECT

Some beings of Sanctuary have evolved to be resistant to those that hunt them. The NO EFFECT call is used in relation to another call to represent that no visible effect has occurred.

NEGATE X

What magic has caused, magic can also fix. The NEGATE call will always be suffixed by another call and will end the effect of that call on the target, even if that effect is PERMANENT. For instance NEGATE PARALYSE would end the effects of the PARALYSE call on the target immediately no matter how long the call was meant to last for.

PERMANENT

Some effects will resist all attempts to remedy them until time has been taken for those affected to catch their breath and calm down. Any call prefixed by PERMANENT will last until the end of combat. Damage prefixed by PERMANENT can not be healed until the end of combat. DRAIN can remove the PERMANENT but not the remaining effect or damage.

For example, Nefertiri is fighting against the beasts of Kure and is stung by a poisonous insect

which calls PERMANENT TRIPLE. Edgar runs forward to heal Nefertiri but can't do so. Once a DRAIN is used upon Nefertiri the damage becomes healable. Later that day Nefertiri is fighting Kure beasts again and is poisoned by the venomous spit of a deadly plant monster calling PERMANENT PARALYSIS. Nefertiri is unable to move until the end of combat or unless they are hit by a DRAIN. If hit by a DRAIN Nefertiri will still be paralysed until the normal 30 second duration of the effect expires.

PARALYSE

Binding a body such that it cannot move is a useful tactic. If you are the target of the PARALYSE call you cannot move or take any actions - although you CAN talk - for 30 seconds or until you take damage, whichever comes first. You can see and hear as normal whilst under the effects of the PARALYSE call. This call is affected by DRAIN

REGEN

Not all healing has to occur instantly; often it is better to leave the seed of regrowth available for truly desperate moments. The REGEN call will always be prefixed by a numerical value. After you have been the target of the REGEN call you may take a HEAL effect with the same numerical value as the REGEN call at will. For instance if you are the target of a DOUBLE REGEN you may call DOUBLE HEAL on yourself at anytime after that point.

Each REGEN call only grants one use of the HEAL call and you may only be under the effect of one REGEN call at any one time. The HEAL call granted by REGEN may be used whilst you are on your death count, even whilst unconscious. REGEN is affected by DRAIN and lasts until the end of combat.

REPEL

Sometimes keeping a foe a long way away is very useful.... If you are the target of the REPEL call you must attempt to move 30 ft away from whoever made the call. You may make no other actions until this movement has been completed. Once you are 30 ft away from the caller the effect ends. If your movement away from the caller is blocked by an obstacle take the effect of the STUN call instead of continuing your movement. If you are affected by an ATTRACT call that would contradict the REPEL call replace both calls with the effect of the STUN call. REPEL is affected by DRAIN.

SLAY

Some things are best left alone, and sometimes you can't cheat death. The target of a SLAY call will simply stop living over the course of 10 seconds - they receive no death count and cannot be healed by any normal means. This is understandably a traumatic experience for the affected individual who is well aware that something very, very drastically wrong is occurring. DRAIN has NO EFFECT on SLAY.

STRIKEDOWN

The mightiest of blows can lift a foe clean of their feet. If you are hit by a STRIKEDOWN call you must drop to the ground or to one knee for at least 3 seconds. You may take no other action, including attacking, until these 3 seconds have elapsed. If you wish you may instead take the effects of a strikedown as being flung bodily through the air. There is no way to block a STRIKEDOWN unless stated on your character sheet.

STUN

Overwhelming your foes' senses should never be underestimated. If you are targetted by the STUN call then for the next 5 seconds you cannot use skills, use a weapon coherently enough to attack or block and can only walk. You should roleplay being subjected to sensory overload and disorientation in a manner appropriate to your character for these 5 seconds. STUN is not affected by DRAIN.

SUB

Fists can kill but a fist does not hit as hard as a sword. Subdual (shortened to SUB) signifies that a wound is slightly less lethal than normal. Damage prefixed by the SUB call (SUB damage) is treated as normal damage but with two big differences. Firstly SUB damage has no effect on armour (including Aegis and Natural Armour). Secondly SUB damage will heal of its own accord once you take an end of combat. However too severe a beating can still kill you and, as such, if you take enough SUB damage to start your death count, the SUB damage instantly converts to normal damage and therefore will not heal at end of combat.

For example if you have 3 hit points and take 2 points of sub damage to your vitals location, that damage will be healed as soon as you take an end of combat. However if you took another point of SUB damage to the vitals, the total sub damage would equal your hit points and - as you have now dropped to 0 hits on your vitals - you would begin your death count. As you have started your death count the SUB damage would instantly all become normal damage and would not heal automatically at end of combat, thus requiring a healer to fix. Likewise if you had taken a point of normal damage to your vitals, beginning your death count, the 2 SUB damage would once again be instantly converted to normal damage and require a healer - cracked ribs are much more life threatening when they accompany a ruptured artery.

SUNDER

Some weapons are not designed to only rend flesh but instead specialise in destroying that which protects it. If you are hit by the SUNDER call then all armour on the location struck is destroyed. If there is no armour on the location then the SUNDER does a single point of damage. If the SUNDER call hits a shield then the shield is destroyed. A global SUNDER will destroy all armour on all locations and any carried shields but will not affect carried weapons.

A note on shields - if your shield is SUNDERED then you can still use it but all damage that hits the shield affects the arm carrying it.

THROUGH

Some weapons and magical spells are so precise that they can find weak points in any armour. If you are hit by a call suffixed by the THROUGH call then that call ignores all armour (including Aegis and Natural Armour) on a location and does damage straight to hit points. Armour points are unaffected by THROUGH damage.

End of Combat

Reading through the calls above you may have noticed several uses of the phrase until end of combat, leaving you with the very sensible question: What is an end of combat?

End of combat is a call used to represent that a character has time to physically and mentally recover from the intense exertion of combat. A player is affected by an end of combat call when their character is at least 30 ft away from any hostile being and has spent at least 10 seconds roleplaying catching their breath and steeling themselves to re-enter combat.

End of combat is a self-referring call, meaning it is up to players to obey these rules and activate end of combats when appropriate. This is quite a significant component of the game's tactical combat mechanics since it governs how a great many different abilities are replenished.

Magic

In the Confederacy, there are two known groups of people who utilize the power of the primal forces: Avatars and Channelers. Mechanically, although they share a few similarities, they work in fundamentally different ways.

Channelers

Channelers draw the power of the primal forces from the surrounding area and shape it before redirecting it into a vast array of powers. To cast a spell you must know the spell you wish to cast and have enough spell points to cast it. Known spells will appear on your character sheet with their spell point cost.

Before a channeler can cast a spell they must charge their hand with the power of their chosen primal force. When you charge a hand you select one of the primal forces and then spend 30 seconds of roleplaying the charging of that hand. This could be chanting, concentration, calling upon the primal forces or anything else appropriate to your character.

Once a hand is charged you can cast any spell related to the primal force it is charged with. Casting a spell does not explicitly require a vocal component (although some form of shout or other appropriate roleplay is encouraged) but does require some form of appropriate gesture (throwing a fireball for a damaging spell, laying on hands for a healing spell etc). Spell casting is limited to one spell a second.

Once you have finished the IC gesture you should then follow with the related OC call to let people know, both IC and OC what has just occurred. Your character sheet will tell you what OC calls your spells will allow you to make. It is generally a good idea to prefix the OC call with the name of your target, IC or OC, to make it clearer who you are targeting. If you aren't sure of the target's name then a general description may help.

If you grasp anything with your channeling hand the magic immediately earths itself and the hand must be recharged by the appropriate 30 seconds of roleplay before it can be used to cast spells again. The primal force with which a hand is charged may be changed by 30 seconds of appropriate roleplay and you may drop the magic from a charged hand at any time. There is no way of telling, IC or OC that a hand is used for channeling unless it is made obvious by the channeler or you see a spell cast.

The charging of a hand does *not* wear off at the end of combat.

For example, Nefertari has had enough of these Kure beasts and has received training from a powerful channeler. The fledgeling mage now has 12 spell points and knows 2 spells - a Wrath spell they have named fireball and a Hope spell they have named heal. As Nefertari's expedition into Kure begins they spend 30 seconds asking for Wrath's aid in the coming fight and thus charges their hand with Wrath magic. A short while later Nefertari encounters a Kure beast and begins flinging fire at it making a bowling gesture with their casting hand once per second and spending the necessary spell points, followed by their OC call "Conor GLOBAL SINGLE". The Kure beast staggers under the barrage of fire and is vanquished though not before it has managed to deal Nefertari two points of damage. Nefertari wishes to fix their damage, however their heal spell is Hope magic and therefore cannot be cast with a Wrath charged hand. As such, Nefertari spends 30 seconds roleplaying switching the magic surging through their hand from Wrath magic to Hope magic. Nefertari can now cast their heal spell which they do by raising their hands to the sky and spending the necessary spell points before making the OC call "DOUBLE HEAL". Because Nefertari is targeting themselves, they do not think it is necessary to call their OC name before the call! Now fully healed Nefertari looks down at the vanquished Kure beast and realises it has some interesting looking spines. They reach down to take one with their channeling hand and as soon as they touch it, the magic earths. Nefertari will have to spend another 30 seconds charging their hand if they want to cast any more magic.

Avatars

Avatars have a natural affinity with one of the primal forces and use this to release bursts of powerful, raw magic. Like Channelers, Avatars must know a spell and be able to pay its spell point cost before they can cast it.

Unlike channelers, Avatars do not need to charge a hand. For an avatar to cast a spell they must make a suitable dramatic gesture, falling to one knee and slamming their hands into the ground or raising their hands to the sky before loudly slamming their weapon against their shield, for example. After this gesture the avatar may make their OC spell vocal.

Lesser, Greater and Resist

In Impact, magic is not all uniform and equal with some spells being easy to subvert while others representing unstoppable forces that cannot be turned or broken. To represent the different strengths of magic we use the prefixes LESSER and GREATER in front of the OC spell effect. Your character sheet will list in the spell description whether the spell is LESSER, GREATER or so powerful that it doesn't use either.

Of course in a magical world you may occasionally find yourself on the wrong end of the fireball but you don't just have to take it! There are numerous ways to avoid or neutralise the effects of harmful magic: some skills will let you call RESIST. Your character sheet will tell you exactly how you can resist spells but although they will differ greatly, they will all follow the same basic template. Every resist skill will have an action or effect you must take to resist a lesser effect and an action or effect you must take to resist a greater effect. If you take the actions or effects relating to the strength of the spell you have been targeted with you may call RESIST. As long as you can take the required action or effect you can resist indefinitely. You cannot resist magic which does not have a LESSER or GREATER prefix.

You cannot resist any effect you choose to take as a part of another skill, such as other resist skills.

Crafted items

The artificers of Sanctuary are able to craft items with wondrous effects. Each of these will be represented by a small rectangle of laminated card, usually called a "lammie". Each of these lammies will have a description of its effects and the type of item it represents. Lammies do not have to be attached to actual items and can be kept in a pouch or pocket; they are there to provide a reference only. However, each lammie should be represented by an actual item about your person. If the item is handed to someone else then you should give them the lammie too.

Each lammie should also outline how often the item can be used. Anyone can use any lammie (unless otherwise noted) and anyone who reads a lammie gains an understanding of how it functions.

Each crafted item will also note the name of whoever made it. We will notify players by e-mail if this becomes relevant.

Essences are a type of crafted item which works in a slightly different way. Created by the crafters of Sanctuary, essences are crystals that can be carried whole or diluted into vials of liquid. They can each be used only once. To activate an essence the user must hold the crystal, consume the liquid or apply either to their weapon (where appropriate). The essence lammie will describe what happens. After the effect takes place the lammie should be destroyed. This doesn't need to be done immediately and can be done whenever convenient (at the end of combat or the end of a mission for example).