

Chapter One – Accelerant Core Rules

Welcome

You are preparing to enter a game world using the Accelerant system. The system is designed to be simple in concept and execution, yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that defines all of the effects of the game and presents them to you within the first two chapters of the rule book. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

Philosophy

The main philosophy of the Accelerant system is to keep the game flowing smoothly without interruption. Almost everything you do you should attempt in game. There should be no reason to drop out of game, to consult an out of game personage during normal game play, or to describe out of game actions unless those actions may make others uncomfortable. You may consult in game spirits and characters, but all your actions should be in game.

In the Accelerant system you will never have a reason to describe your actions. You can't set things on fire. You can't chop creatures to pieces. You cannot, and have no reason to, perform actions you cannot actually attempt unless those actions are defined in some other way in these rules.

The idea is to stay in character no matter what. If you have a question, attempt to word it and ask it in game. If you feel you must leave game, walk to the edge of the game area in character and leave the game for a time. You should never interrupt the flow of the game. There are no rifts that move you out of the game action, no things stepping through solid walls, no flying creatures, and no happenings that cannot be played without interrupting the flow of the game. You might be transformed into a spirit and made to walk someplace in that state, but anyone who sees your spirit still sees you walking.

Be forewarned that our directed characters will react to blatant out of game comments as insults or lies. Spirits and creatures will become enraged at out of game comments. As such, dropping out of character can get you killed, or worse. If the problem continues, you will be asked to leave the game. Stay in character.

Rules of Etiquette

In a game as fluid and full of unexpected circumstances as live action, it is important that each player attempt to follow the spirit as well as the letter of the rules. Although we have

tried to create a set of rules that is as cut and dry as possible, there are certain rules that are difficult or impossible to quantify that are necessary to promote atmosphere or safety. These rules are marked as Rules of Etiquette. These rules are difficult or impossible to quantify. We know this, and if players abuse them or become less than graceful when using them the game will suffer. We trust the player to follow the intent of the rules, and to be particularly careful to be graceful when dealing with Rules of Etiquette.

No Abusive Language or Harassment

The first rule of etiquette is that abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.

Always In Game

You are always in game, even if your character is unconscious, dead, or affected by a game condition that incapacitates you. Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. If you are lying unconscious or dead, or affected by the Stun effect, you must close your eyes.

There is no "out of game" except during emergencies. There are no out of game indicators such as white headbands, and no people should be wandering about unless they are there in the actual game. To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

Caution

This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be

used infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

Let Me Clarify

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. This phrase cannot be used unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

Emergency

This phrase should come up rarely. This means that there is some medical emergency that needs attention. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Emergency should only be called if there is a real problem and someone could be hurt.

Safety Restrictions

There are a number of basic safety restrictions in the Accelerant system to ensure the safety, comfort, and enjoyment of all.

No Physical Contact

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game.

Searching a Character

Because the game does not allow physical contact, you may not physically search someone else. Instead you approach within searching distance and tell them in a low voice "I am searching you." The player may simply reveal items you have found. The player may make a pouch available for you to reach into and take items. The player may request that you describe your search. In this case, you must take the time to tell the player where on his or her person you are looking for items. Items cannot be hidden in places people might find rude or inappropriate. An item must actually be hidden where you say it is. You cannot have an item in your pocket, for example, and claim it was tucked in your boot. It must be hidden there. If someone searches a general area you may request them to be more specific by stating "Describe that search." If you have an item concealed in the sole of your boot and someone says "I search your boot" you may ask

them to "Describe that search" before giving it up. Players should not demand unreasonable searches with too much detail - a search should take no more than a minute.

Carrying a Character

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead you simply tell the person you are picking them up and role play carrying them along. They must get up and walk with you while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack, you will also take that effect unless you "drop" the character immediately. If you are being carried and someone "drops" you then you role play falling to the ground. If you are being carried, you must role play an effect with a moan or grunt even if you are paralyzed or dead to indicate you have been struck. If you are carrying someone who role plays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after dropping it as soon as that body stops moving.

Rule of Etiquette

Whenever you are required to role play an effect you must always do so in a safe manner. If you must adjust your role play or position slightly to make the game safer for you or another player we ask you to do so. You should take care before moving in crowded areas even if you must play out the effect in a slightly different manner. You are encouraged to take the extra step or two when playing out an effect if it removes you from an area that is detrimental to your health such as a puddle or an area with too many other players.

No Alcohol or Drugs

You cannot consume alcohol or drugs on the premises of the game unless the drugs are for medical use and approved by the staff. You cannot be under the influence of these while on the premises of the game. Violators will be asked to leave the game.

Rules Restrictions

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them.

There are three restrictions on your activities.

The first is an environmental restriction. When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game. All of the environmental restrictions are explained below.

The second is an effect restriction. If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed. If you have a Slow effect, you cannot run. If you have the Maim effect you cannot use the maimed limb. Effects can be inflicted upon you in a variety of ways. All effects, and how they are given to you, are described below.

The third is a skill restriction. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill. You cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do, although you can attempt to avoid them. All skills are listed below.

Prop Restrictions

You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff. You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents such as character or monster cards. Any attempt to use in game means to create fakes of any items must be approved by the plot committee.

You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.

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

Small circular stickers indicate special rules about handling an item. If an item has a red circle, it cannot be moved at all. It cannot be picked up or touched. It will not move. If an item has a yellow or green sticker, it seems to be valuable. A small, yellow, circular sticker means the prop may be taken but it must be turned in at checkout. A small green circular sticker means you can take the prop and hold on to it. Special items may also have a red sticker with a rune or number on it. These stickers indicate that characters may not pick up or touch the item unless they have a skill or ability that allows them to manipulate objects marked by that symbol or number.

Some game effects will enhance an object such as a weapon or a piece of armor. When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place. Items with effect stickers are treated as though they were yellow sticker items. If you have an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

Environment

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries unless the area is marked with one or more of the out of game signs defined below. These special areas are marked with a hexagon that is yellow or hazard orange. The hexagon gives information so the game play does not need to be interrupted.

Any area marked out of game is referred to as a "ruin" during the game. It is assumed that these areas are collapsed and ruined piles of rubble that have no real interior that could be entered.

Out of Game Areas

Areas that are out of game are marked by the yellow or hazard orange hexagon with text marking it as Ruins or Out of Game. This indicates that the area is out of game. You may not enter it.

Special Areas

Areas with special restrictions or rules will be marked by the yellow or hazard orange hexagon with game information printed on it. This hexagon will have game information written upon it that will describe the circumstances that make the area special.

Gates

Portals ringed with strings of decorative light are magical portals. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and they are not lit then you cannot go through that portal.

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

White gates are open portals. If the lights are on, anyone may step through the gate. White gates will always appear in ruined areas.

Colored gates are special. Only spirits, ancestors, or certain staff characters may bring you through a gate with colored lights. If there is no spirit, you cannot enter the gate.

Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a spirit then you will become a spirit yourself. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You cannot use any game skills or converse with any one else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and assume your normal form once again.