

Chapter Two – Accelerant Effects & Traits

During the course of the game, you can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, but your enemies will try to inflict unpleasant effects upon you. When we discuss attacks, we must talk about how they are delivered and what each type of attack does.

Traits

A trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and define how abilities interact with each other. There are four types of traits. A **character trait** is any trait that is somehow given to a character. An **attack trait** is added to an attack verbal and defines the flavor of that attack. A **defense trait** is added to a defense call. An **item trait** is added to a tagged item and gives that trait to anyone carrying that item.

An attack trait tells you which defenses can be used against it. A character or item trait can be used to determine if certain effects worked against you. If you had the “Undead” trait, for example, then an attack that caused "5 Damage to Undead" would be effective against you. A defense trait is generally used for flavor, but it is possible to have skills or abilities that can be used only if a defense with an appropriate trait is used.

A character's race is always considered a trait. Characters with no explicit race have the Human trait. If you have a sub-race then both your sub-race and your general race will be considered to be traits. So a Wood Elf has the Elf trait as well as the Wood Elf trait.

Verbals

A verbal is a short phrase that is called out before an ability is used to explain the effect of that attack. Each verbal can have an effect to be inflicted and a trait of that attack. The trait tells how the effect is inflicted upon you so you may role play the effects and perhaps use a defense to negate the attack if it strikes you. A verbal is an out of game phrase. You must call your verbal even if you are affected by Silence. You must suffer the effect of an attack even if you are unconscious or could not hear an in game phrase.

Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before you release the projectile from your hand. You call out a phrase that takes the form of by . For example, a poison that makes you helpless would use the verbal "Paralyze by Poison" and a bolt of fire that causes 5 points of damage would use "5 Damage by Fire" as the verbal.

If you hear a verbal, your character knows instinctively what happened. The verbal not only tells you the effect out of game, but it represents the effects of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of

flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game.

Verbals should not be confused with incantations. Incantations are magical words that are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast magic. Spells usually have incantations, but they also end with a verbal.

Remember that there are two rules that apply to all called attacks.

- You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.
- All called hits must be acknowledged through role playing. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't role play the effect, the attacker may assume that you were not struck and the skill not used.

Attack Delivery

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability has been successfully used on an opponent. There are a few different ways to deliver game effects, and these are described below.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary asked to leave the game.

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality, and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. If someone hits you with an attack for called damage you will become unstable. If an attack inflicts some other effect upon you you will be unconscious and have that effect

upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. Otherwise you will get up at 1 point of Vitality after five minutes have elapsed.

If you are unconscious and you are unstable, you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable. If an attack inflicts some other effect upon you, you will be unconscious, unstable, and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

In Madrigal, each character has a number of Vitality points equal to the average of the Earth attribute and the Void attribute. Vitality is always rounded down. Although Vitality is based off of two attributes, they are totally separate statistics. Exhausting Earth or Void points does not affect Vitality and taking damage does not reduce Earth or Void. Only a permanent change to Earth or Void will cause your maximum Vitality to change.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious. Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, You will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Spirits of the Dead

After 5 minutes of death, a dead character becomes a spirit of the dead. Because of the influence of the Realm of Death, the spirit and everything that spirit still carries is drawn to Death. The spirit will even pick up its own weapons if they are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the gate of Death. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to communicate with you, or tries to use a game effect on you that does not specifically work on Spirits, ignore the attempt, reply "Spirit" and continue on your way.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This instance of the "Speak" effect will allow you to converse quietly with

the character who used the effect. You cannot stray from your path or use any game skill. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. Although dying removes all active effects upon you, you may use innate defenses to protect you against effects even if you are a spirit.

Final Death

If the spirit is too weak to return from the Realm of Death, then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in game persona.

Attack Effects

The effect describes what an ability actually does. The effect is the first part of any verbal. Some effects target items rather than characters. All effects used in the game are described below. Although these effects are given a duration, removing these effects will end them.

Many attacks last until you rest for five minutes. You must be sitting, lying, or kneeling to rest. You cannot walk or run. You cannot use any game skills while you are resting. Effects that require rest will not end until you rest for five uninterrupted minutes. You are also resting if you are dead, unconscious, stunned or paralyzed. Paralyzed characters are considered resting even if they are standing. You cannot refresh attributes or skills while you are resting.

Agony

You are wracked with pain. You cannot attack or use most game skills. You may defend yourself by blocking with weapon skills and you can use called defenses. Agony lasts for 10 seconds.

Cure

The Cure effect removes effects on the target. A Cure will remove all instances of that specific effect. A Cure will remove every active effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. Cure will never restore Vitality. Cure is a beneficial effect.

Travis, for example, has been affected by the following attacks: Slow by Disease, Slow by Will, and Drain by Will. A Cure Slow will remove both the Slow by Disease and the Slow by Will since they are both Slow effects. A Cure Will would remove both the Slow by Will and the Drain by Will since they both have the Will trait.

If a "Cure Maim" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure all Maim effects active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you cannot use that ability as a general "Cure Maim" effect.

A "Cure Death" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead. Once a character has transformed to a Spirit of the dead, only the rare "Cure Death to Spirit" effect can restore them to life, and only if it is used before the Spirit reaches its destination.

A "Cure Trait" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent trait granted by race, skill, or the like.

Damage

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored through healing.

Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a death strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by death. Death lasts for 5 minutes, after which you will rise as a spirit and travel to the Realm of Death. This process is described in greater detail in the Spirits of the Dead section.

Cure Death and certain special abilities can affect you while you are dead. Some strengthen your spirit so it is not weakened by the presence of Death. Some might even restore you to life. Others might cause unpleasant effects. All of these will be handled using an Imbue or Inflict effect. In these cases you will be given an effect card that explains the results of the Imbue or Inflict effect.

Destroy

This effect is unique in that it is inflicted upon an item rather than a character. Because of this, the item becomes the target for the attack. Melee attacks affect the item struck, while missile and packet attacks affect one item that will be named in the verbal. This item becomes unusable until someone with the appropriate skill spends one minute of time to fix it. The item is not destroyed, just damaged and in need of repair before it can be used. The prop must still be carried, for it represents the broken item. The skill varies with the type of item.

In Madrigal, weapons are repaired by the Weaponsmith skill. Armor is repaired by the Armorsmith skill. Other items are repaired by various other skills. Some items, such as potions, cannot be repaired and are lost forever. Some characters with unusual forms,

such as constructs, may be affected by Destroy if it is inflicted upon them directly by saying "Destroy Body." When an item with a tag is affected by a Destroy, the tag is either marked or destroyed. Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Destroy. If armor is destroyed all the points are exhausted until it is repaired.

Diagnose

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. You may use Diagnose to determine the presence of any effect or trait mentioned in Chapter 2 with the exception of Imbue or Inflict effects. You may also use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damaged. Touch the recipient with a packet and say "Diagnose" followed by the effect, trait or game condition. The recipient says "Yes" if they are afflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

Travis, for example, is lying on the ground unstable and has been inflicted by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "Diagnose Stable." Travis says "No." She says "Diagnose Unstable" and Travis says "Yes." She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "Diagnose Stun." Travis says "No." She says "Diagnose Paralyze." Travis says "Yes." She has the ability to Cure Poison, so she says "Diagnose Poison." Travis says "No." She decides to wait until the Paralyze wears off.

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

Disarm

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds.

Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand. The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

Disengage

To initiate this ability either take a step back or plant your feet for 3 seconds. Gesture at any number of opponents with a your weapons. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

Drain

For a simple Drain effect, you cannot run or use any game skill, including weapon and shield skills. You can walk as if under a Slow effect. If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends. The Drain effect will last until you rest for five minutes.

Expose

The Expose effect is followed by one trait. If you have that trait and are subjected to this effect, you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called. Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Stun, Paralyze, or other disabling effect. Only a Silence will prevent you from crying out, and even then you must role play crying out even though you make no noise. You are not affected if you are Dead or have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

Grant

You gain a temporary enhancement to your abilities. There are four types of Grant effects as indicated by the verbal. Each type of Grant effect gives a different enhancement. All types of the Grant effect last until the end of the event, or until the granted ability is used up. You may only have one of each type of the Grant effect. Multiple applications of a particular type of Grant effect do not stack. If a particular type of the Grant effect is used on someone who already has one of that type the recipient always chooses which effect they will retain. Grant is a beneficial effect.

Grant effects will not stack with temporary Imbues, boons or abilities that give the same type of enhancement even if those other effects are not themselves technically Grant effects, unless they specifically indicate that they will stack.

Armor

This type of Grant effect adds additional armor points to your base armor, whether those armor points are granted by physical armor or a skill. These points are refreshed when your base armor is refreshed. If no number is indicated then this effect boosts your armor points by 1. The effect might indicate a higher number in the verbal such as "Grant 2 Armor" to indicate that a greater number of armor points have been granted. A successful Destroy Armor effect destroys the armor points and completely ends this type of Grant effect.

Protection

This type of Grant effect adds additional protection points that negate points of damage. These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends.

Attribute

This type of Grant effect adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute also refresh these additional points. These extra points can be used in the same manner as regular attribute points. A successful Waste effect that reduces the boosted attribute also completely ends this type of Grant effect. If the attribute indicated is Vitality then Heal effects work normally. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation.

Defense

This type of Grant effect gives you one called defense that can be used on attacks indicated by the defense verbal. This type of Grant effect starts with the Grant verbal, which may include a trait, and ends with the verbal that describes the defense. You may use the indicated defense against an appropriate attack once during the event. Once this defense is used the Grant effect ends. If the defense portion includes a trait then you must call out that trait when you use the defense. The defense portion of the verbal indicates the types of attacks it can be used against by either indicating a trait or an attack type. If there is no indication then the defense may be used against any weapon or packet attack.

A "Grant Defense by Shadow, Avoid by Shadow" would give you one defense against any weapon or packet attack. You would call out "Avoid by Shadow" when you used the ability.

A "Grant Defense, Resist Poison" would give you one defense against any attack with the Poison trait. You would call out "Resist" when you used the ability.

A "Grant Defense by Divine, Parry weapon" would give you one defense against any weapon attack. You would call out "Parry" when you used this ability.

Heal

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so. Heal is a beneficial effect.

Imbue

This effect can be used in one of two ways. If the Imbue effect is followed by a trait, then you will gain that trait for the remainder of the event. Otherwise, this effect is some enhancement or extra ability that is described on an effect card that is given to you after the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event, although the effect card might describe some effect that lasts beyond the current event. Imbue is a beneficial effect.

Imbue effect cards can have a wide variety of long term plot effects. Examples include granting a defense against certain types of attack, strengthening the spirit of a dead character, and similar exceptional abilities. Defenses can be used to negate Imbue attacks if those defenses will stop an attack with the appropriate trait.

If a player can use an Imbue effect, that ability will always have some in game action that must be accomplished before you can use the ability. You might need to gather and mix components. You might need to construct some item from strange parts. These actions

earn you the effect card needed to use this effect. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components.

Inflict

This effect can be used in one of two ways. If the Inflict effect is followed by a trait, then you will gain that trait for the remainder of the event. Otherwise, this effect is some affliction or detrimental effect that is described on an effect card that is given to you after the effect is used upon you. An Inflict effect with no trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately; they have time to retrieve the effect card and read it when it is convenient and unobtrusive to do so. Unconscious or dead characters must read the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on the effect card.

Inflict effect cards can have a wide variety of long term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities. Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate trait.

If a player can use an Inflict effect, that ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts. These actions earn you the effect card needed to use the ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

Maim

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. Maim only works on arms and legs.

Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around you. If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

Refresh

Refresh is always followed by either an attribute or a skill that has a limited number of uses. You recover one or more uses of the named skill or one or more points of the named attribute. Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event. If you do not have the named skill then Refresh to that skill has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect. Refresh is a beneficial effect.

Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Repair

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities you specify a target after the Repair verbal. Repair may also be used to refresh armor points from physical armor. In this case you use the "Repair Armor" verbal. Repair is a beneficial effect.

Repel

This effect prevents you from using game skills on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use game skills on the attacker in any case. The Repel effect will last until you rest for five minutes unless the attacker strikes you with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately.

The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. If you are affected by an Expose effect you must mime crying out but you do not make any actual noise. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

Slam

Some great force knocks you back and off your feet. When you are struck with this effect you role play an extremely forceful blow or blast. You may take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place both hands palm down on the ground as shake your head for three seconds.

Some Slam effects are so powerful they knock you back through a shield. If you hear "Shield Slam" it works even if it strikes your shield. This attack can be blocked by a weapon and would count as a strike to the limb holding the shield.

Slow

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

Stabilize

If you are at 0 Vitality and unstable this effect makes you stable. You start your 5 minute count. Otherwise you call "No Effect." Stabilize is a beneficial effect.

Stricken

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you. There is one exception; if someone uses First Aid on you then the Stabilize effect will work. Only a "Cure Stricken" effect or a Cure effect applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear and items may be affected by Repair or Imbue effects. The Stricken effect will last until you rest for five minutes.

If, for example, you have a Stricken by Poison and a Paralyze by Poison effect upon you a Cure Poison effect will remove the Stricken effect but it won't also remove the Cure Paralyze effect. A second Cure Poison would be needed to remove the Paralyze by Poison effect.

Stun

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of role play to revive you and end this effect.

Speak

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant move out of reasonable conversation range.

Waste

Waste is always followed by either an attribute or a skill that has a limited number of uses. You lose one or more uses of the named skill or one or more points of the named attribute. Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means. Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use.

Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name then any charged abilities of the item are removed as if they had been used.

Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

Attack Traits

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. The trait of an attack adds flavor to the attack and determines whether certain defenses can be used to negate the attack. If an attack is "5 Damage by Fire" then the trait of the attack would be Fire. The "by Weapon" trait is dropped from the verbal of normal melee attacks to reduce noise. Any melee or missile attack with no trait is assumed to have the "Weapon" trait.

Most attack traits allow you to role play the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional role play to the effect. For example, if you were hit by a "Stun by Force" from a visible enemy then you could add the role play of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a melee attack then you should just go down. If someone sneaks up and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.

Mental Traits

These include Awe, Confusion, Despair, Fear, Inspiration, Madness, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may role play a Mental effect by crying out or stepping backwards as the effect is inflicted.

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backwards as the effect is inflicted.

Special Traits

All traits not included above are Special traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Magic, Malediction, and Shadow. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character. Bane attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

Defenses

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of the following types.

Shield

You negate the first attack of the appropriate type that strikes you. You must call "Shield" when the defense is used.

Avoid, Parry, Resist

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

Purge

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while role playing the purge. This defense cannot be used if you are unconscious or dead unless the skill specifically allows you to purge the effect that has put you into that state.

No Effect

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

Reduce

You are affected by the attack in question, but the effect has been mitigated or lessened. The actual reduction is determined by the skill or ability that allows you to use this defense. You must role play the new effect appropriately.

Reflect

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals. If someone tries to move through a portal that you are blocking then your insubstantial form will be repositioned so you are no longer blocking that area.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side.

Some abilities allow a living character to become a spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a spirit. Some of these skills last until you move. In these cases you cannot move or speak without ending the effect. If you turn into a spirit in a place which blocks a portal or

doorway then you are forced to move to allow someone through. Since this can end the effect you must be careful to use these types of skills so as to not block confined areas.

Defense Traits

A defense might have a trait associated with it. The verbal should include the defense and the trait with a "by" between them. This can be done to add flavor to an ability, to differentiate two similar skills, or to allow other skills to key off certain defenses.

Chained Defense

A chained defense has an effect that is called immediately after the defense. The verbal should include the defense and the additional effect with an "and" between them. If the additional effect is an attack then that attack must be launched immediately as the defense is called. Using the additional effect could be optional or required. If the additional effect affects the character using the chained defense then the ability must use the Self trait and character must role play that effect as if they had been struck by it.

Example: A Fire based attack strikes a Fire Elemental. The creature calls out "Resist and Heal to Self" to indicate that the attack was negated and the creature was healed by using the defense.

Example: A strong creature can tear out of some physical effects but it takes damage doing so. The creature is struck by the appropriate attack, role plays for 3 seconds, calls out "Purge and 2 Damage to Self" and then role plays the damage effect.

Example: A character has an ability that simulates a Riposte. The character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her.

Example: A creature has an ability that can reflect attacks with the Magic trait back at the attacker. The creature is struck by a "Paralyze by Magic." The character calls "Resist and Paralyze by Magic" and throws a packet back at the attacker.

Armor

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points. The method by which exhausted armor points are restored varies depending on the type of armor you are using and the skills and abilities of the Accelerant game you are playing.

You may only have one base type of armor active at a time. If you try to restore or activate or wear one type of armor while you have active points from another type of armor, the armor type with the lower number of active armor points will be exhausted. If

there is a tie, then the new armor points will be immediately exhausted. Exhausted armor points are gone and must be restored just as if they were exhausted by Damage.

Travis, for example, is wearing a 2 point of suit of armor. He role plays and activates a skill that gives him 3 points of armor. The armor points from the suit of armor are exhausted and he has 3 armor points from his skill. If he wants to use the armor points from his suit of armor later, he will have to have the armor suit repaired.

Using Weapons

Melee attacks require special hand held padded weapons to deliver an attack. Missile attacks use special thrown weapons, projectile weapons such as bows and crossbows, and streamer packets that represent arrows and bolts. If a weapon is designed as a thrown weapon or projectile, it cannot be used in melee combat. Melee weapons cannot be thrown. You must have both hands on a two handed weapon in order to use it in combat unless some game ability specifically states otherwise. These padded weapons have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of role playing, we expect our players to role play in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of their swings in line with what a heavier weapon might require. Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to role play full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head, the hands, or the groin are illegal and are not counted. You may only throw one thrown weapon at a time, although you may fire a projectile weapon such as a crossbow from each hand if you are skilled in using that weapon in both hands.

Any strike that has no verbal causes 1 point of damage. These are known as "uncalled strikes" because they have no verbal. Uncalled strikes will cause someone to fall unconscious if they remove all Vitality, but the victim will remain stable. A character taken down by called strikes will fall unconscious and be unstable as well.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

Many skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is

a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits. Neck hits are illegal.

The Flurry Rule

A flurry is a series of melee blows swung at an opponent with little or no pause. You can make no more than three consecutive attempts to strike a single opponent without a pause. Only after you have taken a step back and paused for a full second will your strikes be counted once again.

The Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon so long as they cannot touch the torso of the opponent.

Claws and Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. These weapon props are red, though some plot creatures may have props that are constructed to appear to be part of that creature. Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response to the strike.

Using Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets too hard. If you are winding up to throw the packet then you are throwing too hard.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something

special. Because of this, you cannot carry or throw packets unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit through role playing or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it other than armor. You cannot deliver packet attacks if you cannot use game skills, or if the arm is affected by something that prevents its use such as a Maim effect or shackles. Some packet based skills have additional requirements as well.

Packet attacks cannot be used while you are being hit. Melee, missile and packet attacks will interrupt your verbal if they land while you are speaking it. The ability is not used up and attributes or their equivalent are not wasted, but the ability is interrupted and you must begin the verbal again. Some creatures may have the ability to use packet attacks even while they are being hit. They will indicate this by saying "Innate" before the packet verbal when they make the attack.

Rule of Etiquette

In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming such as wings without adding an unacceptable disadvantage to the character in combat.

Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the affect instead. If the trap affects the entire room or corridor, then this trick will not provide much help. Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins, items, paper,

and everything else inside will be destroyed and cannot be removed from the box. If any living creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly. There are four types of traps.

Snap Trap

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 Damage to whoever sets them off.

Buzzer Trap

These traps make an electronic sound of some kind when they are set off. Sounds used for these traps include beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween. These traps cause 5 Damage to whoever sets them off.

Verbal Trap

When these traps are set off and you will hear a trap sound and a voice will call out a verbal associated with them. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

Gas Trap

As a magical trap, but the verbal will begin with the words "To the Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

Contact Poison

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial it was created in. Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the substance off a surface with a cloth or cloth like substance, but the contact poison is destroyed in the process.

An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character who is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the appropriate skill to do so.

Shackles

Shackles are a prop that binds the wrists or legs of a character. An in game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using an appropriate skill to remove them. Each game will have a skill assigned to destroy and remove shackles by taking a minute and using the appropriate props and role playing. Skills that allow a character to slip out of bonds are possible as well.

Advanced Rules

There are times when unusual circumstances will warrant strange attacks. These strange attacks are detailed below, but the general idea is summarized here so the player will not have to memorize the various and sundry individual details. If someone clearly gestures at you or indicates you somehow and calls out or whispers an effect, then that effect will be delivered to you unless you can use a defense to somehow negate it. The individual types are detailed below.

Gesture

Someone points at you with a hand or a weapon and calls out the verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as they point at you.

Gaze

Someone who has met your gaze for a full three seconds calls out or whispers "By my gaze" followed by an effect. A vampire might whisper "By my gaze - Paralyze by Will." Other creatures might cause fear or other effects.

Affliction

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three"

clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike. The verbal may be a standard effect, or it may deliver an Inflict effect in which case the player will give you an effect card.

Name

Someone calls out "By your name" and states your name, part of your name, or some pseudonym that you used and calls out a verbal. The attack is delivered to you if they use a name you used to refer to yourself.

Permanent

Someone precedes an attack verbal with "Permanent" and calls out the verbal. The effect will last for the remainder of the event. Ignore the standard duration of the effect. Permanent effects may not be removed by resting, but may still be removed by the Cure effect. Effects that already have a permanent duration, such as Damage and Death, are unaffected by the Permanent trait.

Quick

Someone precedes an attack verbal with "Quick" and calls out the verbal. The effect will last until you rest for 10 seconds. Ignore the standard duration of the effect. Quick effects may still be removed by the Cure effect. Quick can only be used with effects that last until you rest for five minutes or effects that last the rest of the event.

Room

Someone calls out "To the room" and an effect and everyone in that room will be affected by it. Doorways and gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works in an enclosed room with normal doorways and corridors leaving it. The attack will affect you if any part of you is within the room when the verbal is called.

Voice

Someone calls out "By my voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears. This type of attack never sets off Shield defenses.

Double and Triple Attacks

One single delivery causes multiple attacks to affect the target. "Double" causes two of the specified attack to be delivered, while "Triple" causes three attacks to be delivered. Each attack requires a separate defense.

Example: A wizard calls out "Triple 10 Damage by Fire" and throws a packet that hits you. You must take three "10 Damage by Fire" attacks. "Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

Chained Effects

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. If both effects have the same trait then the trait is called only at the end of the attack. If both effects have different traits then a trait is called for each effect. A defense that negates one of the effects or one of the traits if they are different would only affect that portion of the attack. In the case where both effects have the same trait, however, a defense that negated the appropriate trait would negate all effects. The attack is still considered a single melee, missile, or packet attack so a defense that negates a hit from a specific delivery such as melee, missile, or packet will negate the entire attack.

Example: A spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The defense "Resist Slow" would negate the Slow effect, but the character would still be affected by the Drain effect. If the character had both "Resist Slow" and "Resist Drain" defenses then both could be used to negate the effects of the attack.

Example: A wraith calls out "Paralyze by Fear and 2 Damage" and hits the player with a melee attack. The defense "Resist Fear" would negate the Paralyze effect. The defense "Resist Weapon" would negate the Damage effect. A skill that negates one melee strike would negate the entire attack.

Modifiers

Some skills might increase the effectiveness of another skill or ability. You might have the ability to increase a Damage or Healing effect, or add the Double delivery to an attack. No game skill, including numeric effects such as Damage, Heal, or armor, can be modified more than once unless the skill specifically makes an exception. Even skills that already have the Double effect in their description cannot accept additional modifiers. Modifiers don't stack. You choose one modifier for a particular attack and use only that modifier. Only skills that specifically say "This modifier stacks with..." are exceptions to this rule.