

FACET BIOLOGY

Description

Mana crystals grow in certain areas in the New World, apparently by magic. They appear to grow naturally in some spots and not in others, and once a crystal is removed from the mana site where it has been growing, it ceases to increase in size.

If left unmoved however, the mana crystal will keep growing and may, after a period of time, develop sentience. At this point the crystal is known as a facet.

No one knows what is causing the mana crystals to develop into facets. If there is some hidden agent at work then it has not yet revealed itself or its purpose. The facets themselves are born conscious and sentient, fully awake with comprehension and understanding. A newly awakened facet cannot speak, but learns to do so at an exceptional rate, as if remembering something forgotten, rather than learning something new.

At first, facets are conscious but unaware of their surroundings as they have no senses to perceive them with. However, the sentient facet is able to control its own growth, causing the crystal to form eyes and ears, so that it can sense the world around it, and limbs to move it around. Many facets take weeks to develop their understanding and conscious control but once the technique is perfected most facets can grow an entire body in less than a week. The crystal form grows quickly in response to the mental wishes of the facet, allowing it to repair damage to its body very quickly.

The body remains an appendage, largely unconnected with the mana crystal itself, and the facet is able to survive the complete destruction of the body, so long as the crystal remains intact. If the facet has a soul then it appears to be in the crystal and, whatever body is formed, the crystal always ends up on the forehead, or the nearest equivalent point for those facets that choose not to use a human shaped form.

The mana crystal appears to be identical to a more typical inert mana crystal and contains an amount of mana which can be utilized for magic. If the magic of the crystal is entirely used then the facet dies. In any other circumstances it can, given sufficient time, grow a new body.

Facets have no reproductive systems and, although they can reproduce the primary and secondary sexual characteristics of other races, they have no known means of reproduction. Facet bodies are crystalline in nature; their flesh is hard and angular, and they are not physically compatible with other races without exceptional difficulties. They do not appear to experience a strong reproductive urge, although some have a philosophical interest in such matters.

Despite their magical nature, facets still require sleep and still feel pain and tiredness in the same manner as other sentient races.

Racial rules

- You should not pass these rules on to other players

Please note that the following rules have not been released to the general player base and are only given to those players playing, or intending to play, facet characters. The Maelstrom campaign is enhanced if players are able to discover information about the game through purely IC sources so we ask players not to pass these sheets to other players. We believe that some of the advantages available to you will be lost if these rules become widely known.

Crystal body

- You are mortally wounded if someone targets you with a SHATTER call

If you are the target of a SHATTER call then you are mortally wounded and must begin your death count. You are not mortally wounded by a SHATTER call that targets an item that you carrying, only one that is directed at you personally.

No digestion

- You should ignore any rip-open lammy that does not have an 'A' substance code written it
- You cannot acquire the constitution skill

Facets can eat although they have no need to do so and they have no perceptible digestion. A standard poison or drug will not affect you. Substances are coded on their lammy interior with a letter/number combination. Only substances beginning with an 'A' code can potentially affect you; all other substances will have no effect, and you should ignore any instructions on these lammies.

While facets are technically unaffected by alcohol, caffeine, and so on, we recognize that this may be difficult to phys-rep and suggest that you may roleplay these as having a psychosomatic effect.

If you have purchased the constitution or great constitution skills, you will receive additional body hits instead. You cannot learn the constitution skill in play.

Creature of magic

- You are affected by calls that target a FACET
- You cannot have your wounds staunched or treated
- You are not affected by calls that target LIVING beings or any abilities that only work on LIVING beings

You exist due to the sorcerous energies that form your soul; you DETECT as a FACET and are affected by calls that target a FACET such as PARALYSE FACET. You do not DETECT as LIVING and are not affected by calls that target LIVING beings.

Your body was created using the power of the Maelstrom and you cannot benefit from the staunch wounds or treat wounds skill. Facets are sustained by the power of the Maelstrom and lost hits cannot be restored by magic intended to heal a LIVING character.

Body growth

- You can change shape overnight
- You can grow appendages like claws to use as weapons

The body of a facet is grown in response to the will of the facet. You can alter your physical body to anything that you can provide a phys-rep for but several hours are needed to make a significant change. This means that you can change your appearance during time-out at night. You must follow the rules for disguises in chapter two of the Event Rules. As you are using magical means to change your shape you can assume any form as long as all visible skin is clearly crystalline and you have a crystal in what would be your forehead. For example, your form can be of the same shape as a mokosh but it is clearly a facet in the same shape as a mokosh. A facet may change their colour and have up to four working arms if phys-repped.

If you choose to grow weapon-like appendages then these follow all the rules for claws described in chapter four of the Event Rules. There is no maximum length restriction to the size of an appendage that you can grow provided it is passed for use by a weapon checker.

Living mana crystal

- Your soul is the mana crystal in your forehead
- Your soul contains mana that can be used to cast spells
- You die if all the mana is removed from your soul

A facet is a sentient mana crystal; the crystal phys-rep in the forehead of every facet is a mana crystal. At the start of each event you will be given an amount of mana contained in this crystal. This is your personal reserve. It should be kept separate from any other mana that you possess. If you are a spell caster then you may use this mana to power your spells as normal.

If the amount of mana remaining in your mana crystal reaches zero then you immediately die. This is the only way that a facet can die. Your personal reserve takes a season to fully recharge.

Crystalline soul

- You can grow a new body in eight hours if your are executed or you reach your maximum death count
- If you are killed then another player may take your mana crystal

The destruction of the body, either by mortal wounds or by execution, will not kill a facet. Your body is an appendage and a new one can be quickly grown, so long as your crystalline soul, your personal mana crystal, remains intact. If you are mortally wounded and do not heal yourself with your personal mana reserve, or if you are executed, then your body is destroyed and you must grow a new one. This takes a minimum of eight hours and the new body is initially very fragile.

If your body is destroyed then any character can remove the mana crystal that is your soul and use it as a standard mana crystal. If they use all of the remaining mana in your personal reserve before you grow a new body then your character is dead. If you attempt to grow a new body whilst another character is carrying your mana crystal then they will notice what is happening.

If your body is destroyed then you must give the lammy for your personal mana crystal, together with a suitable phys-rep, to the first player who states that they are attempting to remove the crystal. If no player states this before you decide to go OOC then you must leave the lammy and the attached phys-rep at the point where the body was destroyed. In either case, as soon as the lammy leaves your possession you must immediately go OOC and report the destruction of your body to a referee. You should not hand over your body card as your body is always destroyed, leaving behind just one

crystal. You should not hand over your soul card when your body is destroyed as your soul is still in the one remaining crystal.

If you are present when your personal reserve reaches zero then the normal rules apply for souls at death and you must hand over your soul card if presented with an appropriate show-me lammy by another player.

Formed from magic

- You regenerate one body hit every hour
- You can heal a mortal wound or one body hit by drawing one mana from your personal reserve

Any facet that is near a source of magic automatically regenerates one lost body hit every hour. You are always classified as being near a source of magic at an event. You can heal a single body hit or all mortal wounds at the cost of one mana, which must be drawn from your personal reserve, even if you are incapacitated. It takes thirty seconds of uninterrupted concentration to heal a body hit or all mortal wounds in this way. You must begin again if you lose concentration as described in chapter five of the Event Rules. Damage to the body from torture and mutilation can be restored overnight.

If you are wounded with a MORTAL that has a continuing effect until cured (e.g. a cleaved limb) then as facets do not have Treat Wounds the effect remains in place until you have regained at least one body hit.

Master of magic

- You can learn additional ways to control mana

All facet characters can learn ways to harness and control their innate magical nature. You can learn to absorb mana from mana crystals into their personal reserve, to increase the amount of magic that they can hold in their personal reserves, and to control and grow crystalline structures.

Combat Summary

Mortal Blows		Affected by all as normal
Death Count		Normal but when maximum death count reached only body is destroyed; personal mana crystal lammy and phys rep must be handed over; left behind when you go OOC
Staunch / Treat Wounds		No / No
Debilitated	Y	Yes as normal (i.e. until body hit healed)
Incapacitated		Yes as normal for 5 minutes – can't use special powers
Talismans / powders		Healing related ones have no effect
Drugs		No perceptive digestion or breathing
Creature Type		Sorcerous (not living)
Other		Death only occurs if personal reserve reaches zero
		Shatter = mortal wound
		Automatically regain one lost body hit per hour
		Can heal all mortal wounds or one body hit in 30 seconds for cost of one mana from personal reserve