

Profound Decisions Player Events
Rules for events set in the Maelstrom campaign organised by players

Version 2.1

All matters requiring official adjudication must be emailed to rules@profounddecisions.co.uk

A number of players organise their own events set in the Maelstrom campaign to complement the Profound Decisions main events. To facilitate this, and to avoid potential problems, Profound Decisions have created the following guidelines. Any events that are not run by Profound Decisions will fall into one of two categories: 'plot events' or 'player events'. This document provides the rules for player events.

Anyone can organise a player event, but as Profound Decisions are unable to guarantee the attendance of an official referee for every one, it has been decided in the interests of fairness that none of our referees can attend one in their official capacity. As a result, player events should minimize the possibility of confrontation and conflict between characters, such as by recommending that attendees should be IC friends and allies of the hosts.

Profound Decisions cannot be responsible for the quality or style of any events that it does not run. If you are considering organising a player event then contact us and we will do our best to help in any way we can. An up to date web page is kept of forthcoming player events here:

<http://www.profounddecisions.co.uk/events/nonpdevents.asp>

Player events are not designed for players to create plot and must not be used in this way. Profound Decisions do not allow players to write plot in the Maelstrom campaign, to ensure that a very clear distinction is drawn between crew and players. To keep within the spirit of these rules, please keep to the following precepts:

- Attendees must not be asked as part of booking to provide or reveal information about their character such as their skills, lammies, etc. They may be asked for simple IC information only and any responses given are to be considered IC responses to the questions of the host, not OOC responses to the player event organisers.
- All characters present, including any crew characters, need to be either an existing character in the campaign world or have been created online using My Maelstrom and the standard character creation rules for a new primary or secondary character, preferably before the event. To create a new primary character you will need to retire your existing one as you can only play one at a time. Anyone playing a secondary character at an event should ensure that they follow the standard Maelstrom rules for secondary characters. It is not possible to create any of the magical races as secondary characters because they are relatively rare in the campaign world, and can only be played as primary characters.
- New players will not receive any official resources before their first Profound Decisions main event, including lammies, money or briefing sheets. They should create an online account and request an introduction pack so they can make themselves conversant with the event rules.
- Players must be made aware of the hours used for time-in and when time-out is.
- Players must be made aware of what constitutes the IC area, where the boundaries are, and which areas are OOC, for example toilets, kitchens, and sleeping quarters. Bright yellow material and / or notices should be used to designate these areas where appropriate.



- If there will be eidolon characters present then those players or the organisers may designate a room or tent to represent the Maelstrom according to the rules for the Maelstrom tent. Signs must be appropriately placed stating that only eidolon characters can enter this area.
- Full details of any action that involves the transfer of a character's body or soul must be emailed after the event for an official adjudication. It is recommended, although not compulsory, that players who have them should carry their most recent body and soul cards during the event.
- Only official Profound Decisions lammies should be used and they must be physically present and appropriately used, e.g. their on use tabs ripped when required. All lammies currently in your online My Maelstrom account are unusable. Profound Decisions will not issue out lammies specifically for use at player events so if you intend to use one then do not hand it in.
- Avoid references to downtime issues. Profound Decisions can advise you on the IC timing of an event, so that conflicts with downtime submissions can be reasonably ignored.
- Weapons checking is considered a logistical function of running an event and so its implementation or not is entirely up to the player event organisers, who are free to set their own weapon safety standards for their events.
- No player, including player event organisers can assume referee responsibilities such as rules decisions, checking body and soul cards or checking lammies.

The majority of character actions and application of rules that can occur at the main Profound Decisions events can also occur at player events, although as there are no referees present some require modification as detailed below. Common rules that should require minimal or no change include the wearing of appropriate racial phys reps, being IC and OOC and using yellow armbands, the use of cantrips and incantations, switching between primary and secondary characters, the disguise rule, combat including using darkpowder weapons, healing and dying, and the use and theft of item lammies.

If your character dies at a player event then you can either play a secondary or play a new standard primary character. You must report the character death using My Maelstrom after the event and create the new character that you played for the remainder of the event. You need to then email Profound Decisions to activate your new character.

- Special rules apply to eidolons, undead, dryads, and facets at player events and therefore if you are a player of such a character then you must contact Profound Decisions before the event you are attending, so that we can brief you appropriately.
- Any character who undergoes an action that might affect their soul, such as changing their devotion or becoming soul pacted, will not have the effect take place until after the player event is over, as the action needs to be ratified by emailing all details after the event for an official adjudication.
- Any character who prays may submit it after the event using the online prayer system.
- Characters may perform a supplication or consecration at a player event but this will not have a game effect. Only supplications and consecrations performed at main events will have a game effect.
- Rituals cannot be conducted at player events.
- The only show-me lammies and 'event only' lammies that are valid are those from the most recent Profound Decisions main event. Show-me lammies and 'event only' lammies for main events earlier than the most recent cannot be used.
- Any stickers that were applied to a body or soul card during the last main event are still valid if their duration is for an entire event, for example a body hit increase.



- Any character who uses a rip open lammy, such as consuming drugs or alchemical preparations, must follow the instructions as normal. After the event, all details including the lammy ID must be emailed to Profound Decisions. If the instructions state 'refer to a referee' then any effects will not occur at this player event and all details including the lammy ID must be emailed after the event for an official adjudication.
- Any character wishing to poison another character must either do it overtly or use the poison sticker enclosed in the lammy.
- Any character that has been successfully poisoned is automatically debilitated for the remainder of the player event. The full details, including the sticker ID number, must be emailed after the event for an official adjudication. If there are any ongoing effects then these will begin at the start of the next Profound Decisions main event.
- A character who is at the site boundary of the event may go OOC and be considered to have left the area of the event IC. If anyone is in position to object to this, for example due to being in pursuit of them, the players should discuss the situation and attempt to come to some mutually acceptable conclusion. If they cannot do so, all parties involved in the chase should leave the event and email the matter for adjudication after the event.

The Maelstrom rules system is designed to be playable with only minimal intervention by the official PD referees. We have created these rules precisely because we believe it is possible to run an event without conflict arising between players that requires a referee to resolve. If, however, two or more players do end up in a situation where a referee is required to adjudicate the outcome of a situation, then the affected players should withdraw from the event as quickly as possible and play secondary characters for the remainder of the event. This will allow the Profound Decisions referees to make a ruling without complications from roleplaying and IC events that followed the contested rules issue.

If you end up in a situation where your character is dying and you are counting your death count, but you are convinced that a mistake has been made or the rules have not been correctly followed then you may follow these 'on death's door' rules. You should continue to count your death count but freeze it on the last number before you die as you hang in the balance between life and death. Your character is considered to be 'dying of horrific wounds' and any attempt to use surgery or other medical skills will not be able to improve your condition. In addition, you cannot speak or be affected by any other game action including being spoken to (even by soul speak), or having your soul removed from your body. Once your body has been removed to an IC safe place, you may play a secondary character for the remainder of the event. The full details must then be emailed after the event for an official adjudication on whether you died or were brought back from the edge of death after the event was over.

If you are considering attending a player event, then please bear in mind that, as there will be no referee present at the event, any rules disputes will need to be temporarily settled between players. No player can demand to check your lammies or give you a binding rules decision that affects your character. Any rules disputes will need all players involved to take the most sensible course of action at the time, and for all parties involved to submit details by email for an official adjudication. If the dispute involves a lammy then it is recommended that the owner allows the other player to view it, if by doing so it will resolve the dispute. Rule 7 applies at all times, so if you do not fully appreciate the spirit with which these events are run, then you should not attend one. It is important that the number of players involved in temporarily settling the issue are kept to a minimum and, in particular, that player event organisers are not brought in to act as arbitrators.

