

Full Referees Rules Update 2012

This document details the main player related rules changes since the last (and final) published version (3.0) of the Event Rules Book as detailed in Paul's Master Edits Copy

Other useful documents

The following documents also detail some of these changes and hence the information is not repeated here.

- *Summary of the main rules clarifications that have taken place since the version 3.0 Event Rules book was published.* This sheet includes updates on: Damage Calls, Special Attacks, Incapacitated, Decency Guidelines, Appropriate Roleplaying, Debilitated, Spell Casting, Using Two Handed Weapons, Unattached Lammies, Secondary Characters, Effects of Poison, Phys Rep for Weapons, and the Returning call
 - *The expanded OOC Disguise Rules sheet*
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One – Your roleplaying

- OOC sleeping in an IC tent – default is that area is automatically OOC
- Confrontational actions during time out may only occur with the specific agreement of both parties
- Decency Guidelines – see summary sheet
- Skills and effects requiring 'Appropriate Roleplaying' cannot be conducted if incapacitated
- Despite what the paragraph claims some abilities requiring 'Appropriate Roleplaying' can be conducted without audible speech but such abilities specifically state this

Two – your character

- Secondary Characters – see summary sheet
- Disguises – see expanded sheet.
- Disguises - you may request to see photos of characters you have interacted with during your downtime

Three – safety

- Non-contact – abilities requiring touch can also be done if within 12" or by stating 'OOC – I am touching you'
- General Safety – there is a separate article for traders specifically discussing their trader tents, although it doesn't actually contain any new rules
- Man Down – the player's character is under the same rules as if declaring themselves non-contact

Four – combat

- Damage Calls – you can voluntarily reduce the numerical magnitude but not alter the mortal blow call e.g. triple through can become double through (or single through or zero through) but NOT double
- The one second rule – one clear second between strikes means each physical strike / hit (even if not calling)
- To use any great weapon or musket skill you must have both hands on the weapon
- Incapacitated – no ability or skill can be used unless it specifically states that it can be used whilst incapacitated
- Even whilst incapacitated you cannot be force fed a potion i.e. only can be taken if voluntary
- Debilitated – you can only become incapacitated if you're hit whilst debilitated AND on zero hits i.e. Not if you are debilitated for other reasons (e.g. under the effects of FEAR or STUN)
- Staunch wounds – you cannot staunch any wounds if incapacitated or debilitated
- Coup De Grace - You can Coup De Grace yourself, even if debilitated
- Coup De Grace – if unresisting and hit whilst wearing armour then it does a SINGLE THROUGH. If you are capable and wish to resist then you must state RESIST, role-play appropriately and you take nothing
- Death – from a rules point of view your soul automatically also leaves your corpse at time-out if it has not already done so and there is no active role-playing occurring with the corpse at that moment
- Death – if desired the victim can just leave the lammies behind, rather than their phys rep IC items
- Dark powder weapons – no skill is required to load one
- Special Attacks – if you are immune to a particular damage call then you are also automatically immune to the four special attack versions of the same damage call

- Claws – only allowed if your biology sheet states you can use natural weaponry. You can use obviously weapon looking artificial uncrafted claw versions however
- Poison – if you find a sticker on an item before consuming it then IC you have realised it is poisoned
- Poison – see summary sheet
- Examining a character – you must (OOO) tell them the allowed information if examined and asked

Five – magic effects

- Magic Calls – it is IC apparent who used any effect, even if it only involved an OOC call
- Magic Calls – Line of Sight is not required; i.e. it could potentially be done around a corner or through a tent
- Detect – you only need to state ‘no’ if it needs to be made clear that you are not affected and stating ‘yes’
- Paralyse – yes you can still IC talk and scream
- Shatter – can be targeted on other things as well as items
- Target Race – as well as spells this also applies to some damage calls and even Coup De Grace
- Spell casting – you do not have to hold the mana crystals during casting but they must be physically on your person e.g. worn.
- Spell casting – you have to rip mana crystals either immediately or ASAP upon casting i.e. it doesn’t have to be at the actual specific moment of casting to count
- Appearing – there is also a RETURNING call – see the summary sheet

Six – your soul

- Ceremonial skills – usually can be done whilst debilitated but not if incapacitated (unless stated otherwise)
- Ceremonial skills – require ‘Appropriate Roleplaying’ (unless stated otherwise)
- Soul Symbols – must use makeup different from any surrounding symbols or make up to stand out
- Soul Symbols – can be covered up by IC clothing

Seven – items

- Finding unattached lammies – see summary sheet
- Talismans – a removed talisman stops working immediately
- Talismans – can wear an armour form talisman at same time as ‘real’ armour as long as both are correctly phys repped
- Preparations – there are also ‘salves’ that are applied to skin / scales i.e. a person
- Preparations – can never be force fed to a character – even if incapacitated
- Forged Coins – are allowed, provided you made the coins yourself and have shown PD an example for approval. You cannot employ a commercial third party to create fake coins. The IC passing of forged coins is a capital offence
- Forged lammies – not allowed under any circumstances and such cheating will lead to you being banned