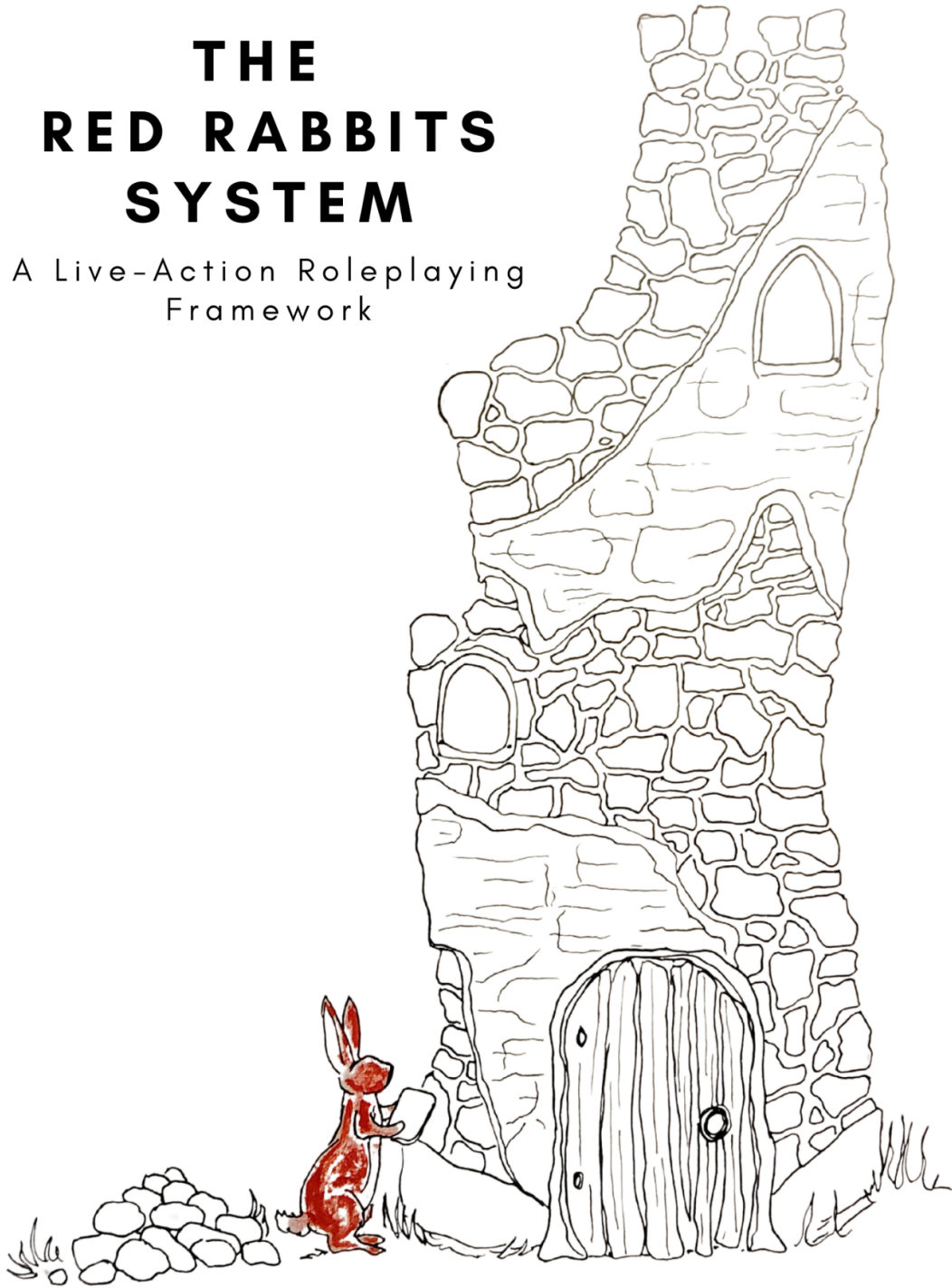


THE RED RABBITS SYSTEM

A Live-Action Roleplaying
Framework



The Red Rabbits System and Witchtowers Core Rules

These rules were developed and written by Zoe Antoinette Eddy and Scott LaTour with substantial editing help from Michael Mirabile, Sammy Eddy, and Shawn MacAulay. This is a free standing rules system.

Acknowledgements

These rules draw significant inspiration from various larp rules systems. We would like to acknowledge these systems, including Accelerant, NERO, and Be Epic Games. We also extend our gratitude to various members of the Sault Ste. Marie Tribe of Chippewa Indians who provided invaluable insight on issues related to culture and storytelling.

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Rules expansions, such as the Zealot expansion, are not available for use.

Publication Date: 05 September 2023

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Gidaajimomin: “We all tell a good story.”

This system is designed to facilitate group storytelling in a shared setting. As Indigenous Storytellers, the authors want to highlight the cultural importance of both storytelling and sports in our communities. In our communities, from an early age, games and stories are used to teach children about the wider world. This lets children explore their own abilities and builds confidence, connection to culture, and connection to community. Moreover, that teaching allows adults to connect to the generations before themselves as well as those that come next. Play and imagination are integral factors in how our communities grow, develop, and learn.

Of course, in Anishinaabe traditions, and in many, many other Indigenous traditions, storytelling and sport take numerous forms. They can be as simple as short games, structured by metaphors and drawn from cultural stories, to remind people of compassionate behavior. They can also be as complex as competitive dances that tell the sacred stories of our communities, expressed through combined movement and music. As Anishinaabe creators, we embrace the power of embodied stories to tell meaningful community stories.

Innovations in contemporary Indigenous roleplaying are fairly recent. However, years of experience have taught us that live-action roleplaying can absolutely be a form of Indigenous storytelling and sport. While we run for players of all backgrounds, our hope is to help Indigenize the larger world of North American gaming.

The purpose of these rules is to give a framework and platform for these stories. Our hope is that this platform allows players and staff alike to step out of their regular, day-to-day lives and exist in a collaborative creative space. We work to make those spaces ones where participants can be vulnerable and open to the kinds of experience that leads to creative growth and fulfillment. Beyond just escapism, we use these stories to better explore and understand your “mundane experiences,” in a manner that might be more fair, more just, and more exploratory than *real life* allows. Moreover, we hope that these types of stories will give all players the space to consider how they might uplift those around them, particularly those historically excluded from such spaces.

Chi-miigwech as we tell stories together.

Expectations & Player Conduct

We expect players to be caring, compassionate, and curious *adults*.

While staffers set the tone of the game space, players are responsible for maintaining the integrity of that space. This starts with the “Good Faith” idea mentioned in the combat section, and extends to all areas of the game.

Good faith is the underlying principle of these rules and their execution in gamespaces. It implies that, regardless of what a person does in-character, out-of-character they are acting in a way that uplifts, encourages, and celebrates their fellow players' narratives. Good faith relies on players undertaking a playstyle that asks players to assume the best intentions of other players, both in-game and out-of-game. It also asks players to assume that other players are fallible, and mistakes and missteps--which we all make--are not done to harm.

This all leads to **Player with Player** play, which is how we want to reconceptualize Player versus Player (commonly shortened to "PvP"). "Versus" inherently implies competition between players and, moreover, a win/lose scenario where the winner has a better outcome than the loser. "With" implies that, regardless of plot outcome, both players have worked together to uplift each other and the larger narrative.

Long story short: every interaction, regardless of the in-game encounter, should work to uplift participants and the general story.

This allows for the backbone of our games: high emotion, intense combat, narrative friction, and communal storytelling.

Combat

The following rule system is designed around stories that involve a very active form of LARP combat, designed to engage players in a number of ways. Alongside fast-paced battle, we use tangible mechanics that provide opportunities for all players to engage. Likewise, our Theatrical Effects are used to add dramatic flavor to encounters that reflect the stories being told.

It is important within these to address a major consideration: Accessibility in roleplaying is a major issue, particularly in larps (Kamm, 2022; Larson & Widgard, 2021). From the complexity of rules systems to the physical demands of combat, various people may find larp inaccessible. While our system and games involve intense combat, standardized rules, and potentially complex social situations, we aim to work with players--on individual levels--to build accommodations. Ultimately, we hope to collaborate to build larp that is not just accessible but *adaptable gaming* so that every player can find a space.

References

Kamm, B. O. (2022). The Ninja in Tourism and Larp. *Reenactment Case Studies: Global Perspectives on Experiential History*.

Lawson, D., & Wigard, J. (2021). Roll20, Access and rhetorical agency in digital game spaces. *Roleplaying Games in the Digital Age: Essays on Transmedia Storytelling, Tabletop RPGs and Fandom*. Jefferson, NC: McFarland, 99-112.

Rules Format

This ruleset uses a **Call & Response** structure. This typically looks like a character making a verbal **Call** that affects the world (and everything in it) in some way. That effect evokes a **Response** from the world- such as summoning your own magical power, like losing a “hit point,” taking on a status effect, or using a *Defense* to negate *their* Calls.

Calls generally follow a format of ‘*Descriptor > Effect,*’ such as “*With Fire, Two Damage!*” They follow this format, with the descriptor provided first, so that you can appropriately roleplay. Player Characters (PCs) should roleplay their interaction with the descriptor, as your response to a call made with *Fire* should be very different from a call made with the descriptor of *Worms*. Across the board, our sport-like combat aims to integrate roleplay and engagement from players to elevate the experience.

The Call & Response format is most often seen during combat, with delivery of these calls via martial attacks with a boffer weapon or a ranged packet. *Boffer weapons* are props representing swords and other martial implements, while *ranged packets* are small bean bags thrown to represent arrows, spells, and the like. Because these methods are so common and clear, their usage is implied in the call (you never have to say ‘*With my sword, Two Damage!*’).

Likewise, the most common *Call* is just a regular attack, such as the swing of a sword, the swipe of a claw, or potshot from an arrow. If successful, these attacks do a single point of damage as their effect. As a group, these single-damage attacks are delivered without a verbal call, and are referred to as **Uncalled** attacks.

Much more rare are theatrical delivery methods, such as “*With my Gesture,*” “*With my Gaze,*” or even “*In This Place.*” Those are outlined in more detail below, but an example of a Call like that is ‘*Delivery > Descriptor > Effect,*’ such as “*With my Voice of Fear, Anguish!*”

Effects Delivery

Effects can be delivered by physical interactions with Martial Attacks or with roleplay actions as Theatrical Attacks. As mentioned earlier, Martial attacks using props are far more frequent.

Martial Attacks

Martial Attacks are delivered by props:

Melee Attack

Delivered by a weapon strike. An attack delivered in this manner can be physically blocked by a weapon (including claws) - if your weapon strikes your opponent's weapon before they can hit you, you have successfully blocked the attack.

- **Thrown Weapons:** A thrown weapon works just like a melee weapon- it can be blocked by weapons or shields, regardless of the effect.

Ranged Attack

Delivered by a packet ("spells" and "arrows") or projectiles ("gun shots"). *Uncalled* ranged attacks can be blocked by weapons or shields, but any *Called* damage or *Effect* delivered by these ranged attacks cannot be blocked in this manner.

Touchcast:

This effect is delivered by tapping a packet against the recipient and reciting the verbal call.

- **Note:** You may always reject a touchcast by saying "I reject your touchcast." A rejected touchcast is not expended.

Theatrical Attacks

These calls represent special abilities that are far more rare than martial attacks. Many are used by Staff to display the fantastical natures of locales, set the mood for an encounter, or make combat more challenging.

Delivery of Theatrical Attacks:

Once the attacker begins to make the Call, they cannot be interrupted. Many of these calls are made on behalf of the environment (see *Ambient*, below). All of these Calls use the format:

Delivery Method + Effect

Each of the Theatrical Attacks below have an example Call provided.

Ambient: The Call is being made on behalf of the world around you, and is **not** being made by the person speaking the call. Any of the following attacks can be made *Ambiently*. You may also hear calls such as “Ambient 5 Damage” or “Ambient Imperil,” these are (functionally) voice effects.

In This Place: This *Ambient* effect is delivered to anyone inside the area with the person delivering it. This cannot be blocked, but can be negated with appropriate skills.

- “In this Place of Corruption, Dire Imperil!”

In This World: This call affects everything in the game world. This cannot be blocked, but can be negated with appropriate skills

- “In this World of Faith, Heal 2!”

With My Voice: The effect is delivered to all those that hear it. Covering your ears is not enough to avoid this effect. This cannot be blocked, but can be negated with appropriate skills. Once the Caller starts this effect, they cannot be interrupted. Note: if the Caller is unable to use their *Voice*, such as with a *Silence* effect, they cannot make this call.

- “With my Voice of Fear, Anguish!”
- “With Curse, Ambient Imperil!”

With My Gesture: The effect is delivered in a straight line extending from the delivering hand (or weapon). The initial gesture cannot be interrupted. Hiding behind someone breaks the effect - *to you* - but the person you’re hiding behind now takes the effect. The effect ends when

the gesture is broken, unless it has a time-frame attached (like *Dire* or *Permanent*). Damage is instantaneous, and remains after the gesture is broken. This cannot be blocked, but can be negated with appropriate skills

- “With my Gesture of Fire, Knockback!”

With My Gaze: This Call is delivered after the Caller and the receiver have locked eyes for 3 seconds. Once the call “With My Gaze...” starts, averting your eyes will not interrupt it. This call can be blocked (but only before the verbal portion begins), and it can be negated with appropriate skills

- “With my Gaze of Sorrow, Weaken.”

With Your Name: This Call is delivered to the relevant individual. The name need not be a *real name* for your character, but one that you have answered to.

- “With your name, Sitara, Ambient bestow short rest!”
- “With your name, Rydan, bestow 5 Warding!”

With My Dying Breath: Plot Skill. This special effect is delivered to all that hear it.

- “With my Dying Breath, Waste One Vitality!”
- “With my Dying Breath of Curses, Waste One Vitality”

Effects of Calls

Effects happen to your character as a **Response** to a **Call**.

Prefixes

Standard Effects last for 10 seconds. The prefix “standard” is assumed, and is not called.

Dire Effects last until your character takes a *Rest* of 1 minute. If you are knocked unconscious or unstable, all *Dire* effects are cured upon your revival. The minute of *Rest* used to resolve a *Dire* effect does not stack with the *Short Rest* period.

Nota bene: In the game world, it is considered poor form to “knock someone unconscious” in order to cure them of a *Dire* Effect. While you may do this, it may have repercussions in the game world.

Lasting effects last until the effect is Cured. Lasting effects imply that a significant harm has been done to an individual. If you are knocked unconscious or unstable, Lasting effects are not Cured upon your revival.

Permanent effects are similar in function to Lasting effects: they last until the Permanent effect is Cured. However, *Permanent* does not necessarily imply damage has been done to an individual and will often be used by plot staff to communicate important narrative moments.

Prefix	Standard (assumed)	Dire	Lasting	Permanent
Duration	10 seconds (or until Cured)	1 minute of <i>Rest</i> (or until Cured, or until the individual is knocked unconscious and revived)	Until Cured	Until Cured

Metagame Calls:

- **Caution:** An out of game warning about terrain, hit strength, etc.
- **Clarification/Speaking Frankly:** A call of “Clarify?” or “Clarification?” can be used to ask for follow up on a skill that you don’t understand. This is a game, after all.
- **Hold:** An out of game call to stop action due to injury or some other necessity.

Plot Specific Calls:

- **Repel:** This is a plot skill used for costume changes/safety calls. You must retreat from the caller and remain at least ten feet away from them. Players cannot make this call.

Calls:

- **Anguish:** You are in extreme pain; you may walk/run away, but you neither attack or defend.
- **Bestow:** You call out “Bestow” to indicate that you are offering some sort of beneficial power to an ally.
 - Most frequently, you will hear things like “Bestow 2 Warding,” “Bestow Defense: Resist,” or “Bestow Melee Attack: 3 Damage.” These indicate that the receiver is being empowered with these specific abilities.

- o You may *only* have 3 Bestowed abilities on you at one time. So, if you have received “Bestow 2 Warding,” “Bestow Defense: Resist,” or “Bestow Melee Attack: 3 Damage,” and someone tries to offer you “Bestow Packet Attack: 3 Damage,” you must either refuse the Bestow or drop one of your other Bestows. Once you drop a Bestow, it is gone. (There is no prop or tag for this—you simply need to keep count of your Bestows.)
- o “Bestow Warding” abilities stack. That means if you receive “Bestow 2 Warding” and “Bestow 3 Warding,” you now have 5 Warding on your person.
- o You may sometimes hear something like “Bestow Attack: 3 Damage.” In this instance, you get to choose whether that is packet, melee, or projectile.
- o Very rarely, you may be Bestowed something that does not count against your other Bestows. This will only ever be delivered by a plot NPC and will be clarified to you.
- **Compel:** This is a plot skill. You are drawn towards the caller, forced to approach them at a WALKING pace until either 10 seconds passes, or you are within weapon-striking distance of the caller. Standard proximity rules for *Charging* still apply.
- **Cure:** The mentioned effect, condition, or Trait no longer affects you.
- **Damage.** The amount of damage to Durability or Warding done; this call is made as a number. If a number is not used, it is a default of “1,”; uncalled damage does not bypass weapons or shields.
- **Death:** You die. This effect is special, and always persists until *Cured* with a *Cure Death* effect.
- **Dire:** This prefix modifies an effects standard 10-second time into a 1-minute duration (requiring rest).
- **Destroy:** Your weapon/shield/device is useless until repaired. If a *destroyed* object is struck while you are holding it, you take the hit as if it was to your person.
 - o Note: For *Claws*, *Destroy* functions as *Anguish*.
- **Diagnose (Effect, Trait, or Condition):** Reply with “Yes” or “No”.
- **Disarm:** Drop anything you are holding in the affected hand. You can pick it up again as soon as it stops moving. This does not affect shields unless specified in the call. Rather than drop your item, you may tuck it behind your back for 3-seconds, or role play ‘fumbling’ it. If struck during that time, you take the hit as if it were to your person.
 - o Note: *Claws* cannot be disarmed.
- **Disengage:** Gesture with your weapon at a target and make the call; the targets must take a step back to the length of weapons (tip to tip).
- **Double:** This prefix is used to indicate a call is being used in rapid succession, twice. Two defenses would be necessary to negate both parts of the attack.

- **Drain:** You cannot use any in-game skills (including weapon skills) or move faster than a walking speed, and must roleplay extreme lethargy. If you are holding an object and it is struck while you are *drained*, you take the hit as if it was to your person.
- **Enrage:** You must attack the closest creature to you, regardless of recognition or consequence. The effect ends when you are rendered *dead* or *unconscious*. You do not have to rest off this effect; its duration is a standard 10 seconds.
- **Heal:** You call “Heal [Number],” to restore a set amount of Vitality to a character (including yourself). Additionally, two points of healing may be used to instead *Cure* a *Maim*. The *Maimed* character is responsible for calling “Purge Maim,” after receiving the two points.
- **Imperil:** You call No Effect to any beneficial effect except *Cure Imperil*, *Cure [Prefix]* or *Cure [Trait]*. *Cure [Prefix]* indicates the Prefix with which the *Imperil* was delivered (Dire/Lasting). *Cure [Trait]* indicates the *Descriptor* with which the *Imperil* attack was made. You call “Increase” to any called attack (take 1 additional damage).
 - Additionally, every 10 seconds, you take 1 damage; at the end of a Standard Imperil, you take 1 damage.
- **Knockback:** You must retreat two full paces backwards, and during this time, are unable to attack or block. This effect does not cause damage.
- **Maim:** You cannot use the affected limb. If your arm is maimed, you cannot use a two handed weapon. If your leg is maimed, you must drop to a knee – no hopping, although you may drag yourself around on the ground. (If you cannot drop to a knee for mobility reasons, you should roleplay as if you cannot move from a spot unless carried.)
 - Maims are *Cured* with 2 points of Healing. Upon receiving such healing, the *Maimed* character decides to either take the points of healing for their vitality, **or instead** call “Purge Maim.” Multiple maims are cured individually, with each requiring separate points of healing.
- **Reveal [Trait]:** If you possess the trait named, you must cry out, at a volume similar to that used to deliver the call.
- **Root:** A foot of your choice cannot move from its current location, though you are able to pivot freely.
- **Silence:** You cannot speak in-game, though you can still use out-of-game calls and respond to *Diagnose*. If affected by *Reveal*, mime crying out silently.
- **Slow:** You cannot move faster than a walking speed.
- **Speak:** You speak to a creature normally unable to be spoken with, usually as “Speak to [Creature]” like “Speak to Spirit” or “Speak to [Condition]” (such as *Dead*).

- **Stabilize:** You end the bleed out count of a character with zero vitality, and move them to the *Stable* condition (they will wake up in 1 minute with 1 vitality restored). If struck while *Stable*, you become *Unstable* once more (and the bleed count continues).
- **Stun:** You immediately collapse unconscious. You are stable, but can take no action.
- **Triple:** This prefix is used to indicate a call is being used in rapid succession, three times. Three defenses would be necessary to negate both parts of the attack.
- **Warding:** Warding is an impermanent protection you are bestowed. Your Warding is a protective bubble that covers your Durability. It is reduced by taking damage, like Armor and Vitality. However, it goes away *before* your Armor and Vitality. Warding does not count against your total Durability.
- **Waste:** Expends your ability to use a specific skill or attribute until your next long rest, reducing your maximum amount of that ability by the indicated number.
- **Weaken:** Your abilities are reduced to uncalled; spellcasters are especially affected, as no packets can be thrown and heals/cures are also unavailable to cast.

Responses:

- **Absorb:** You call “Absorb” to negate an attack by transforming it into a beneficial effect. The specific benefits of the “Absorb” effect are detailed in specific skills.
- **Defend:** You can call “Defend” to negate any *Damage* attack that hits you.
- **Increase:** You call “Increase” to demonstrate that you take additional effect from specific Attack types or carrier traits. The specific effects of the “Increase” effect are detailed in specific skills.
- **No Effect:** A call does not affect you (and never will)
- **Purge:** You call “Purge [Effect]” if you have a means to end that effect, such as receiving two points of healing for a *Maim* effect.
- **Reduce:** You call “Reduce” to negate an attack by transforming it into a different effect. The specific benefits of the “Reduce” effect are detailed in specific skills.
- **Reflect:** You call “Reflect” to negate an attack and return it to the original caller. If you make an attack and your target responds, “Reflect,” you then take the effect.
- **Refresh:** You call “Refresh” to restore an attribute, pool, and/or other specified skill.
- **Resist:** You may call out “Resist” to negate a *status effect* made with a melee, projectile, or packet attack. Unless otherwise specified in individual rules, you may not use this to negate a voice, gesture, or gaze attack. Your roleplay for this should match your character. For instance, if you are a strong warrior, you should roleplay your physical resolve; if you are a character imbued with magic, you should roleplay mystical protection.

- **Spirit:** You are outside of normal game action, making you imperceptible to those in game.

Dedicate/Mandate and Manifest/Malign

Two important and general verbal modifiers are the sets “Dedicate/Mandate” and “Manifest/Malign.” These calls are used to depict various influences in the world around you, particularly influences that are bequeathing something to you. You will *most frequently* hear these effects when you are being imparted a Permanent Trait, someone is delivering a Deathstrike or Arrest, or enemy forces are being bolstered or driven off. The specific theatrical implications of these effects are described below:

Dedicate/Mandate

Verbal modifiers of “Dedicate/Mandate” indicate that an individual is using their personal power to impart an effect. “Dedicate” indicates a benevolent, consensual exchange where the recipient may say “I refuse this Dedication” if they do not wish to receive the effect. “Mandate” indicates a forceful exchange where the individual may not refuse *or* negate the effect.

Narrative examples follow.

- A valiant healer has been serving her queen well. The queen speaks with the healer and calls, “With My Gesture of Authority, Dedicate Permanent Trait: Knight.”
- A dogmatic warlord has caught her longtime rival, Leon. While in battle with Leon, the warlord calls, “With Your Name, Leon: Mandate Permanent Trait Target.” Leon now has the permanent trait “Target” and cannot refuse or negate it.
- All player Deathstrikes and Arrests are made with either a Dedicate or Mandate verbal modifier (“Dedicate/Mandate Death 1, Dedicate/Mandate Death 2, Dedicate/Mandate Death 3/Death”)

Manifest/Malign

Verbal modifiers of “Manifest/Malign” indicate that an unseen, atmospheric force is imparting an effect. “Manifest” indicates a neutral force appearing where the recipient may say “I refuse this Manifestation” if they do not wish to receive the effect. “Malign” indicates a forceful exchange where the individual may not refuse the effect. Manifest and Malign are most frequently used to indicate the appearance and retreat of enemy forces.

A call of “From my Voice, Manifest to Champions,” implies something positive is commencing for characters tagged as *Champions*. Conversely, a call of “Malign to Vampires,” would be used to dismiss enemy Vampires from the field, or perhaps trigger weakening effects.

Calls of “Manifest” or “Malign” are almost always followed up with a *Clarification* about what they entail.

Descriptor Traits- Corporeal & Ethereal

Called Attacks and Effects often are noted with a prefix of “With (Descriptor Trait).” This gives you an in-game way of witnessing something out of the ordinary. The prefix (“With [Fire]”) is given first so that you, the receiver, may appropriately roleplay the effect. For example:

“With Fire, Anguish,” indicates the wracking pain is caused by fire. If you have a defense like “Resist (Fire)” you can negate that attack.

Corporeal (Tangible)		Ethereal (Intangible)
Acid	Thorns	Awe
Air	Tides	Confusion
Blood	Silver	Despair
Cold	Sound	Dream
Crystal	Stone	Faith
Earth	Venom	Fascination
Disease	Wasting	Fear
Fire	Water	Force
Flame	Web	Illusion
Ice	Wind	Inspiration
Impact		Light
Lightning		Madness
Medicine		Memory
Nature		Nightmare
Pain		Presence
Poison		Shadow
Radiation		Song
Rot		Sorrow
Sleep		Vibe
Thunder		Will

Some further examples of how these Descriptor Traits might manifest:

“With Thorns, 4 Damage,” indicates that the serious injury done was because of a spiky branch, whereas a plain “4 Damage” just means someone hit you very hard.

“With Fear, Drain,” indicates that the person attacking can sap away your abilities by scaring you. If someone is able to “Cure Fear,” they can restore your abilities.

“With Water, Dedicate 2 Warding,” indicates that the caller is using the powers of water to protect your form.

“With Justice, Cure Death,” indicates that the caller is calling upon their relationship to justice to revive a corpse.

“With My Voice of Song, Heal 2,” indicates that the caller is using their singing to heal those around them.

“With My Gesture of Authority, Weaken,” indicates that the caller making the gesture is authoritative enough to weaken their target.

“With My Gaze of Insight, Reveal High Priestess,” indicates that the caller is insightful enough to, just by looking at a target, expose their nature.

Uncalled Attacks

You will hear people reference “Uncalled Attacks.” “Uncalled” does not fall under either Corporeal/Ethereal Carrier Traits. It is simply a designation for attacks that do not have Carrier Traits.

Conditions

Conditions are states of being that your character will experience. Even if *Silenced* or otherwise incapacitated, you may reveal your condition if another character uses the *Diagnose* skill on you. Your condition also acts as a *trait* for the purpose of delivering effects to you. (If you are *dead*, and an effect is delivered “*To Dead*”, then that applies to you).

- **Living:** You’re alive. Even if you are under a *Stun* effect.
- **Dead:** You are dead.
- **Conscious:** You are above 0 Vitality, and not under the effect of *Stun*.
- **Unstable:** After being reduced to 0 vitality, you are unconscious and bleeding out; you will die in 1 minute if this condition is not resolved.
- **Stable:** You are alive and unconscious, but will awaken in 1 minute with 1 Vitality.
- **Spirit :** For the time being, you are no longer part of the game. You should place a weapon (or your hand) to your brow to indicate to others that this is the case. If a character speaks to you, indicate “*Spirit*” and move on. Some skills allow you to take on the *Spirit* trait to facilitate sneaking or deception abilities.

Aylee has only 1 Vitality remaining. She is struck and falls to 0 Vitality; she drops to unstable, and begins her one-minute bleed out count. After 30 seconds, she receives a “Stabilize” call. Unless she is struck again, she will awaken in 1 minute with 1 Vitality.

Hector has only 1 Vitality remaining. He is struck and falls to 0 Vitality; he drops to unstable, and begins his one-minute bleed out count. After 30 seconds, he receives a “Stabilize” call. A call of “In this place of Fear, Two Damage” is called. Hector is knocked out of the Stable condition, and restarts his one-minute bleed out count. Unless attended to, he will die at the end of that minute.

Aspects of your Character

Traits

Traits are lasting reflections of some part of your character, stated in a single word (or short phrase). They include your:

- Name
- Tarot (found in Witchtowers Core Rules, pg. 39)
- Any Headers
- Any active *Status Effects*
- Any additional Traits clarified in rules or by plot staff

Traits are added to your character by purchasing skills, or, more often, during the course of gameplay by a Plot character's action to bestow the trait to you.

Durability

The physical durability of an individual is a combination of their bodily **Vitality** and any additional **Armor** they may possess.

The combined total of your Durability cannot exceed **10**. The lowest possible Durability score is 0 (you cannot fall into negative numbers of vitality or armor).

Vitality is restored by receiving *Heal* effects. **Armor** is restored by taking a *Short Rest*.

In some instances, additional **Wards** can be provided with a call of "Bestow Ward," with a number attached. That number serves as an intangible shield that intercepts the set amount of damage, and vanishes when the number is met, *before* your Durability is affected. **Wards** cannot be restored, but may be cast upon you additional times.

Your *Wards* are expended first, then your *Armor*, and finally, your *Vitality*. When your *Vitality* is reduced to 0, you fall *unconscious & unstable*.

Manny has five points of Vitality, and wears five points of Armor, giving him the maximum Durability of 10. In preparation for an upcoming battle, his teammate Nez provides him three points of magical warding by calling "With Flame, Bestow 3 Warding." The first damage that Marteen takes in battle will expend that Warding.

You start with a Vitality of 2, and 1 free point of Armor, for a beginning Durability of 3.

Your Vitality and Armor are increased by purchasing core skills. Wards are generally bestowed by skills or by *Ambient* calls during battle.

Attributes

The core mechanics of your player character (PC) are your **Attributes**. These five elements make up your personal power, and represent aspects of that power. These attributes constitute how often you can use abilities, framed in periods of **Short Rest & Long Rest**.

*The stability and strength of **Earth**, the ever-rushing flow of **Air**, the sudden surges of **Water**, the **Fire** that can erupt at any moment, and the **Caliber** of your fighting spirit. In the world of Zealot, these elements are aligned (wittingly or not) with the world around you- capitalizing on that alignment is how greatness happens. To see the limits of your own Caliber and expand it is to open up entirely new possibilities.*

Attributes are the things that allow you to use your skills. Once an attribute is used, it cannot be used again until you take a *Long Rest* (see below).

Earth, Air, Water, Fire, and Caliber start at 2, and are increased by spending CP. Raising an attribute to 3 costs 3 CP, and raising the attribute to 4 costs 4 CP and so on. Attributes can only be raised in numerical order (3>4>5) with a cumulative cost, and cap out at 10 each; Caliber caps at 5.

Rest

Rests are periods when you are outside of combat and the dangers therein. There are three general types of Rest, outlined below.

Long Rest

The largest of these rest periods is the **Long Rest**, which resets all of your Attributes and Skills. After 10 minutes in a **Sanctum** (a safe haven specific to the game), all of your *Long Rest* skills and your Earth, Air, Fire, and Water attributes are refreshed. Your Caliber and Vitality **do not** refresh with a long rest. Generally speaking, you are not able to take a Long Rest on the

battlefield, but the call “*Bestow Long Rest,*” by a Plot character

Short Rest

One minute of Focused Rest (you cannot perform any actions, but may speak) on the battlefield. After One minute of short rest, your armor is restored to its maximum. While taking damage or using a defense interrupts your rest, taking Ambient or Voice Damage does not.

Concurrently during this short rest, you may refresh your Air attribute (this is sometimes called “Catching your breath.”). You are able to do this a number of times equal to your maximum *Caliber* attribute. If you have 3 Air and 2 Caliber, you are able to fresh your 3 points of air twice via *short rest*.

Battle Rest (Resting off Dire Effects aka “Take a Knee”)

Dire Effects last until they have been ‘rested off’ for a one minute. In general *Rest* refers to sitting, laying down, or kneeling without taking combat action. You may talk, but you must be in place, not walking around. The battle rest does **not** stack with the short rest period. To receive the benefits of a short rest as well as purging a Dire effect, a character would need two minutes of rest.

Repeatable Skills & Rests

Some skills are able to be used only a limited number of times. Many of these skills can be refreshed by taking the indicated Rest period. For instance, you might be able to *Cure Death* by expending a *Caliber* attribute, but that skill might be only usable *Once Per Event*. No matter how many *Caliber* attributes you possess, you can only use the skill once per event session.

A call of “Refresh Event Skill,” would allow you another usage (you would still need another Caliber attribute to actually use the skill again).

Per Event

These skills are limited to the entire course of the event.

Per Long Rest

These skills are limited until you take another Long Rest.

Per Short Rest

These skills are limited until you perform another Short Rest.

Defenses

Defenses allow you to negate an attack that makes contact with your person. You use a *Defense* by making a game call. There are two main types of *Defense*:

Defend

This defense negates damage calls that strike you. It does not prevent status effects. You must make the call “Defend,”

- Kas is struck by a sword for “Five Damage,” and calls “With Cold, Defend!” to negate the attack.

Resist

This defense negates a status Effect that strikes you. It does not prevent damage (neither called or uncalled). You must make the call “Resist,”

- June is struck with an *Anguish* effect from an enemy’s arrow and calls “*With Thorns, Resist!*” to negate the attack.

Skills

The above rules all serve as the basis for individual skills that you may purchase for your character. As a player, you have a pool of “Character Points (CP),” that you increase by playing events or contributing to the game. Skills all have listed costs in terms of CP. These skills range from increasing your Durability and Attributes, to specific attacks and defenses (including Theatrical Attacks and Roleplay oriented-skills).

An example skill:

Armed & Dangerous

CP: 3

This skill can be purchased multiple times. You may wield one of the following weapon styles: *Long/Long*, *Long/Short*, *Long/Buckler*, or *Staff/Two-hander*. You may always wield a ‘half’ of a double weapon style if you have purchased that style. Alternatively, the weapon style of Claws is available for purchase (*Long/Long* or *Long/Short*).

You build your character by using the *Wichtowers Core Rules* (pg. 30) and the setting-specific Expansions (pg. 62 in this document).

Weapons

For lightest touch combat, we use *boffer* physical reps (phys reps). Striking weapons include short weapons, long weapons, unarmed weapons/claws, and two-handed weapons. Blocking-only weapons include round and oblong shields and prop bows. Finally, players may also use packets, spring-powered foam launchers, and foam throwing weapon props.

Detailed construction guidelines and specifications are located on Page 85. Players *must* review these guidelines in order to assure that their props meet standards.

Combat Safety & Specifics

Our combat is fast, light, and intense. It is meant to be sporting and community-focused, and every person participating in a game has a responsibility to help keep things safe for everyone else. These are a few basic rules to help us keep things fun and safe.

Good Faith

All participants must act in good faith- calling out 'fouls' in retaliation breaks that good faith. We ask that all participants keep cognizant of this. Mistakes happen, and participants should be ready to apologize and move on, or step away from the combat.

Lightest Touch

We use "Lightest Touch" to swing melee attacks. This means that you should hit hard enough that your opponent knows you hit them, but no harder than necessary for that purpose. If somebody says to you, "*Please Check Your Swings*", try swinging with slightly less vigor.

You are not allowed to push weapons aside, push through your strike, or 'trap/bind' weapons. Weapons should only briefly touch and then retract. Likewise, a successful strike should not be able to push back your opponent.

Proximity & "Charging!"

You should not be at all within arm's reach of a person when you are fighting them, and you should not be moving toward them so aggressively as to create a risk of that happening.

If someone says to you, "Charging!" they are warning you that you've gotten too close.

Hit Locations

The Head, Groin, and Hands are not legal targets. Each limb and the torso (front/back) are legal targets. Consecutive hits should be in different locations. You should aim for different parts of the body with each consecutive swing (alternating hit locations is fine). If someone says to you, "*Machine-gunning*", they are reminding you of this rule.

Thrusting is legal, but, just as you are not able to hit the same limb repeatedly without changing targets, you are not allowed to thrust without variation.

Focus

You are spending a set amount of time concentrating on a task, and can have your *Focus* broken or interrupted. You are able to *Focus* during a rest period. Receiving a *Voice Effect* does not interrupt your *Focus*, but other Calls do interrupt. If interrupted, you must begin your *Focus* again (rather than continue from when you were interrupted). You can only *Focus* on one task at a time.

Flurry

We use a three-swing Flurry system. If you swing and make contact with a person OR their weapon three times consecutively, you need to take a step back and pause before continuing to attack. Feints and flourishes count in this flurry.

If, after a flurry, you switch to another opponent, you do not have to take a pause. If someone says “Flurry!” to you, they are indicating that you swung at them more than 3 times without a pause.

“Caution!”

This is a universal way for people to let each other know that there may be unsafe conditions, such as tripping hazards, something breakable on the ground, or, especially in the dark, a person on the ground who is about to be stepped on! When you hear this, make sure to be aware of your surroundings before continuing to fight.

“Hold!”

Immediately stop what you are doing. Combat is on hold until “*Game on!*” is called. Usually, this is because somebody has been injured, or there is an unsafe situation that requires immediate attention.

Combat Specifics & Summary

Melee attacks must strike legal targets, and must do so before any contact with a weapon or shield. A strike that is intercepted by a weapon or shield is blocked. In our lightest-touch combat, tactics such as ‘pushing past weapons,’ ‘trapping/binding weapons’ and the like are not allowed.

Melee attacks must follow the **Flurry Rule**.

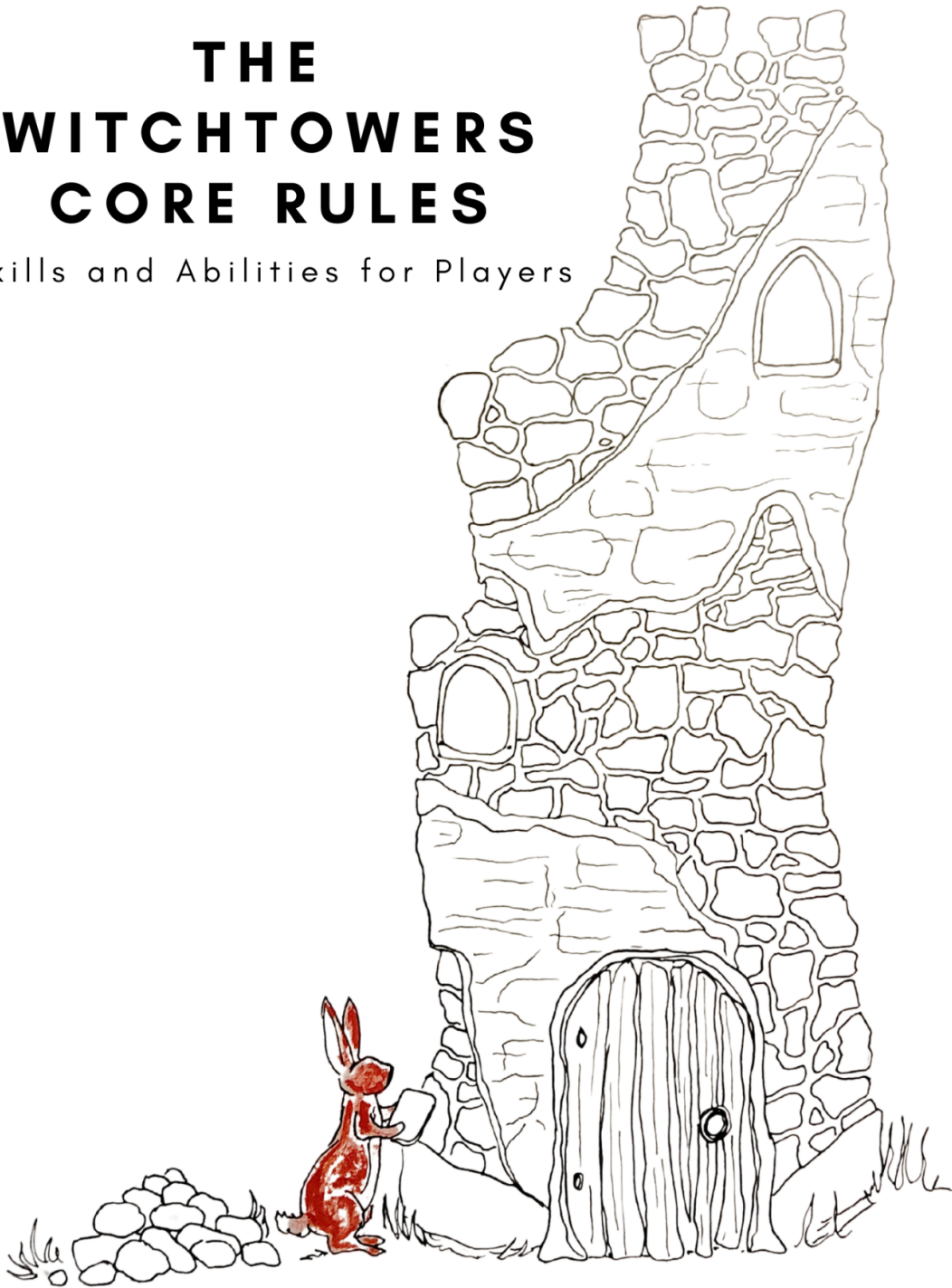
Called melee attacks (those that deliver Effects or numeric Damage), are not expended if they are intercepted by a melee/shield block. Such attacks are only expended if they strike, or if a defense is used to negate the attack.

Uncalled ranged attacks are blocked by shields and melee weapons; Called ranged attacks (those that deliver Effects or numeric Damage) bypass shields and melee weapons.

Theatrical attacks cannot be blocked by any physical means. Targeted theatrical attacks can be intercepted by a different player, but that player then takes the effect.

THE WITCHTOWERS CORE RULES

Skills and Abilities for Players



Wichtowers Core Character Rules

Character Creation

In Wichtowers games, special abilities revolve around the Four Humors. These Humors build from mastering the connection to the elements of the world.

Every person in the game world has some amount of all four of these humors- but their own experiences and personal affinities determine which humor is dominant.

A person particularly gifted in tactically supporting allies is generally dominated by Phlegmatic skill. Conversely, a person able to put out high amounts of damage is generally Choleric in skill. A person who is a talented healer, of themselves or others, is generally Melancholic. A Sanguine individual, however, is best suited to skills requiring significant constitution and durability.

When a person masters one of the **Humors**, they are able to train themselves in a specific tactical build. These tactical builds are not a specific skillset, but instead an indication of an individual's personal strategy. When a person has mastered a single humor, and then spent additional energy further buoying that humor or combining it with another humor, they are able to manifest as one of the first ten cards in the **Tarot**.

This is an **accessible high combat game**. We will absolutely make space for and respect people who cannot or do not wish to partake in combat, but we also will be presenting a world wherein combat is frequent and important. **If you are a non-combatant character, please be in touch with us so that we know to accommodate you.** Our general design is that you can be anywhere from a heavy combat to a non-combat participant and still participate meaningfully in encounters.

In addition to Humors and Tarot skills, *all players* have access to **Open Skills**. The following pages first list the Open Skills followed by Humor and then Tarot skills.

Open Skills

Each skill below may be purchased by any character, and provide general abilities. **Required** skills must be taken.

Blood Runs Hot. Required. Regardless of how you fall, when you fall to 0 vitality you are Unstable. You may diagnose the Damage, Dead, Stable, or Unstable conditions. **0 CP**

- **Design Note:** *This skill is remaining for legacy reasons, and as a reminder that in the Red Rabbits System (RRS), you are always in danger when you fall.*

Hands Full. Required. You must have both hands free in order to deliver *Cure* and *Healing* effects. **0 CP**

Self Defense. You may wield a dagger, a short weapon, a short claw. **0 CP**

Armed & Dangerous

CP: 3

This skill can be purchased multiple times. You may wield one of the following weapon styles: *Thrown Weapons, Long/Long, Long/Short, Long/Buckler, or Staff/Two-hander.* You may always wield a 'half' of a double weapon style if you have purchased that style. Alternatively, the weapon style of *Claws* is available for purchase (Long/Long or Long/Short). If you choose to take Thrown Weapons, you may have up to 5 Thrown Weapons "readied." After you have thrown those 5 readied weapon props, you must focus for 5 seconds to ready them once more.

Diagnose

CP: 3

You touch a recipient with a packet and call "Diagnose Ethereal/ Corporeal." You may also diagnose the prefix of a condition: "Dire/Lasting." You can also Diagnose the *Death, Imperil, Silence, and Stun* effects. Finally, you can diagnose "Damage" taken by the individual. *Nota Bene: If someone touches a packet to you, and says "Diagnose Damage," you should respond with the number of points needed to return you to full Vitality. For instance, if your Vitality is 6 and you have taken 4 points of Damage, you would respond "4." You should respond if you are Unconscious if someone says, "Diagnose Damage." If someone says, "Diagnose Damage," while you are Dead, you should respond "No Effect."*

First Aid

CP: 1

This skill takes one minute of Focus to perform. You role play and administer medicines/ bandage wounds to prevent someone from dying of blood loss. When you begin to use this skill, you must call "First Aid" and role play the use of the skill. At the end of your minute of Focus, call "Stabilize."

Archery

CP: 3

You are skilled in the use of bows and crossbows. You can fire 10 arrows for uncalled damage. After 10 arrows you must spend 30 seconds of focus to refresh your quiver by role play cleaning and fletching another set of arrows. Arrow attacks that have a verbal due to a skill or enhancement do not count against this total. You may not use your bow as a blocking weapon. If your bow is hit, you must spend 3 seconds restringing it.

- ***Master Archer***

CP: 5

Additionally, your skill in archery allows you to deliver any of the attack skills in the Humoral Rules, Tarot Rules, or Expansion by projectile packet.

- ***Durable Bow.***

CP: 5

You may strengthen your bow so it can be used to block melee and projectile attacks. If you are able to dual wield, you may block with your bow in your off hand while using a one handed weapon in your main hand. The bow prop must be approved by staff as a blocking weapon. Using it in such a manner snaps the string and makes it unable to fire arrows until you Focus for at least 3 seconds to "restring" the bow. You may not under any circumstance strike an opponent with your bow prop. **3 CP**

- ***Enhanced Quiver.***

CP: 2

Your quiver now holds 20 arrows instead of 10.

- ***Scavenge Arrows.***

CP: 2

Once per event, you may spend 3 seconds readying your empty quiver, and call out, "With Preparation, Refresh Quiver." Your quiver is instantly refreshed to full.

Humor Skills

You are able to choose up to **two humors**. Your **Primary Humor** determines your general role in the game. If you are interested in playing some flavor of healer, then you should start with Melancholic. If you want to play a “tank”-- a high-armor and high-constitution sort of class-- play Sanguine. If you want to be able to output a lot of damage and “status effects,” choose Choleric. Finally, if you are interested in strategic planning and bolstering allies, start with Phlegmatic.

Once your Primary and Secondary humors are selected, you are able to purchase the corresponding Tarot speciality. Refer to the table below to determine which humor combination results in which Tarot.

The Tarot: Humor Combinations	Phlegmatic	Choleric	Melancholic	Sanguine
Phlegmatic	The Emperor, The Devil	The Chariot, The Fool	The Empress, Death	The Hierophant, Temperance
Choleric	The Chariot, The Fool	The Magician, The Sun	The High Priestess, The Tower	The Hermit, The Hanged Man
Melancholic	The Empress, Death	The High Priestess, The Tower	Strength, The Star	The Lovers, Justice
Sanguine	The Hierophant, Temperance	The Hermit, The Hanged Man	The Lovers, Justice	The Wheel of Fortune, The Moon

Note: You may also choose **The World** as your Tarot. You may take any combination of humors to play **The World**.

Purchasing Humors:

- 1) Your Primary Humor is free.
- 2) Next, choose your Secondary Humor; this is also free. Your Secondary humor *may* be a repeat of your first.
- 3) Use the chart to determine which Tarot Card is available, based on the two humors you chose. The Tarot enables you to play a specific role in combat. *Do you enjoy battlefield triage? Play High Priestess. Do you want to silently rogue by yourself from behind enemy lines? Play a Hermit. The Tarot Card itself costs 4 CP. The World is an exception and costs 6 CP.*

You may only have *one Tarot*. You are allowed to re-stat at any time between events or during an event due to injury, prop failure etc. You may re-stat your Humors and Tarot without staff permission at any time. We especially encourage this for health/safety accommodations.

Phlegmatic Skills

Phlegmatic individuals are readily able to buoy their allies, both from afar and in the heat of combat.

It's Automatic

CP: 2

Once per long rest, you may call out, "With Tactics, Resist" or "With Tactics, Defend" that will negate the first called melee, projectile, or packet attack that hits you.

Give 'Em Whiplash

CP: 3

Once per long rest, you may expend 1 Fire, touch a packet to an ally, and call out, "Bestow Attack: Weaken."

Got Two Bones to Pick

CP: 2

You may expend 2 Air, touch a packet to an ally, and call out, "Bestow Attack: 2 Damage."

I Came to Win

CP: 3

You may expend 1 Earth, touch a packet to an ally, and call out, "With Inspiration, Bestow 2 Warding."

The Top is Lonely

CP: 4

You may call, "Waste 1 Water/Fire/Earth to Self," immediately touch a packet to an ally, and call, "Refresh 1 Water/Fire/Earth." The attribute you waste must correspond with the attribute you refresh. You must refresh your ally within 30 seconds of wasting your own attribute, or the packet-casting fades.

Force Trauma, Blunt

CP: 3

You may expend 2 Water to make an attack for "2 Damage." If your attack hits your target, even if it is negated with a defense, you may then call, "With Tactics, Refresh 1 Earth to Self."

Sea Full of Sharks

CP: 2

You may expend 2 Water to touch a packet to an ally, and call, “Bestow Corporeal Defense: Defend” or “Bestow Ethereal Defense: Defend.”

You Might Get Addressed

CP: 3

You may expend 1 Fire to call “Purge” and end a Silence effect.

Melancholic Skills

Melancholic individuals are gifted healers, who are talented in curing even the most significant wounds and diseases.

Diamond Heart

CP: 4

You may expend 1 Earth, and gain 2 touch-attacks for “With Earth, Heal 2.”

Rub the Pain Out

CP: 3

You may expend 1 Air, and gain a touch-attack for “With Air, Heal 2.”

We Can Be Strong

CP: 3

You may expend 1 Water, and gain the ability touchcast “With Water, Stabilize,” a number of times equal to your Caliber attribute.

I’ve Done This Before

CP: 2

You may expend 1 Fire, touch a packet to a recipient, and call, “Cure Weaken.”

Try to Make the Worse Seem Better

CP: 3

Attribute Cost: 1 Fire

You may expend 1 Fire, spend 10 seconds roleplaying a good bedside manner, and then touch a packet to a recipient, and call, “Cure Ethereal.”

Control Your Poison

CP: 3

You may expend 1 Water, spend 10 seconds roleplaying finding the appropriate healing tools, and touch a packet to a recipient, and call, "Cure Corporeal."

Tell Me Who Hurt Ya

CP: 2

Once per Long Rest, if you see an ally struck by a melee or packet attack with an Ethereal Descriptor Trait, you may touch a packet to an ally and call "Cure Ethereal by Empathy."

Be the Cure

CP: 4

You may expend 2 Fire, spend 10 seconds roleplaying finding the appropriate medical supplies, and touch a packet to a recipient, and call, "Cure Lasting [Effect]" where [Effect] is the Effect the individual is other.

If you Cure the incorrect effect, you waste the Attributes you have expended. For instance, if the person is under a "Dire Silence," and you call "Cure Lasting Silence," the skill does not work, and you expend the Attributes. Similarly, if the person is under a "Lasting Silence," and you call "Cure Lasting Imperil," the skill does not work, and you expend the attributes.

Sanguine Skills

Sanguine individuals are skilled at protecting and bolstering themselves in even the most dangerous of situations.

Sanguine Armor

CP: 4

You may wear 2 additional points of armor, as represented by an appropriate armor prop. These points stack with other armor skills you have purchased.

Sanguine Vitality

CP: 3

You may add 1 point of Vitality to your Vitality number.

Salt in the Wound

CP: 2

You may expend 2 Air to make an attack for “2 Damage.”

And We Run**CP: 3**

You may expend 1 Water, and make an attack for, “Disengage.”

Rub It In**CP: 3**

You may expend 1 Earth, roleplay rubbing dirt in a wound for 3 seconds, and call, “Heal 2 to Self.”

Band-aids Don’t Fix Bullet Holes**CP: 3**

Once per long rest, you may expend 2 Earth, and call out “Resist” or “Defend” to negate a melee, projectile, or packet attack.

Shake It Off**CP: 3**

You may expend 1 Fire, and call out, “Purge” to end the effects of an attack with an Ethereal Descriptor Trait.

Season for Battle Wounds**CP: 3**

You may expend 1 Water to call “Resist” to an attack of “Destroy Weapon,” “Destroy Shield,” or “Destroy Armor.”

Choleric Skills

Choleric individuals are gifted in the ways of dealing both large amounts of damage and devastating offensive strategies.

Choleric Armor**CP: 3**

You may wear 1 additional point of armor, as represented by an appropriate armor prop. This point stacks with other armor skills you have purchased.

Choleric Vitality**CP: 4**

You may add 1 point of Vitality to your Vitality number.

Walk the Line**CP: 3**

You may expend 1 Water, and call out, "Disengage."

Needle Tears a Hole**CP: 2**

You may expend 2 Air to make an attack for "2 Damage."

I Will Make You Hurt**CP: 3**

You may expend 3 Fire to make an attack for, "Anguish."

Eyes Wide Open All the Time**CP: 2 CP**

Once per long rest, you may expend 2 Water, and call "Resist" or "Defend" to any melee, projectile, or packet attack that hits you.

Empire of Dirt**CP: 3 CP**

You may expend 1 Water, and call "Purge" to end one Root, Slow, or Compel effect that has an Ethereal or Corporeal trait.

The Tarot

Once you have selected a secondary Humor, you are also able to determine your Tarot Card based on your Humor choices.

The Emperor

Primary & Secondary Humor: Phlegm

CP: 4

Take Your Protein Pills

CP: 4

You may add 1 point of Vitality to your Vitality number.

Check Ignition

CP: 2

Once per Long Rest, if you see an ally struck by a melee or packet attack with an Ethereal Descriptor Trait, you may touch a packet to an ally and call "With Empathy Cure Ethereal."

Ziggy Really Sang

CP: 1

Once per event, you may expend 1 Caliber, spend 10 seconds delivering a speech meant to dispel fear, and call, "With My Voice, Cure Ethereal."

Put Your Helmet On

CP: 3

You may expend 1 Fire, spend 3 seconds roleplaying with a target, and then make a touch-attack for, "Cure Ethereal."

Don't Bring Me Down

CP: 3

You may expend 1 Water to call "Resist Ethereal" or "Defend Ethereal" to any attack with an Ethereal Descriptor Trait.

Look Up Here

CP: 1

You may expend 1 Earth, and call out, "With Your Name, [Name], Reveal."

We Can Beat Them, Forever and Ever

CP: 3

Once per long rest, you may spend 30 seconds delivering *your* version of an inspirational speech. You may then call out, "With My Voice of Inspiration, Bestow 1 Warding." This inspirational speech can *only be interrupted* by a Silence, Enrage, Compel, Stun Effect or if you fall Unstable. *You may be hit with other attacks, and continue to deliver your speech.*

Talking Tall

Required: Got Two Bones to Pick

CP: 4

Instead of expending 2 Air, you may expend 1 Air, touch a packet to an ally, and call out, "Bestow Attack: 2 Damage."

The Devil

Primary & Secondary Humor: Phlegm

CP: 4

The Devil is a card of power and temptation. It brings both boons and dangers to its allies--to accept the Devil's gift is to accept too its warnings.

Little Sunshine

CP: 4

Your Caliber attribute increases by 2.

Through the Spillways

CP: 2

Once per Long Rest, if an enemy is struck by a melee or packet attack with the Fear or Awe Descriptor Trait, you gain an attack for "With Temptation, Root."

Paradise is Lost

CP: 2

Once per event, you may expend 2 Caliber, spend 10s seconds delivering a speech meant to inspire, and call, "With My Voice of Inspiration, Bestow Short Rest."

Mummy Dust

CP: 3

You may expend 2 Fire, spend 3 seconds roleplaying with a target, and then make a touch-attack for, "With Temptation, Weaken and Bestow 2 Warding."

Blackened Feathers

CP: 3

You may expend 1 Water to call "Reduce" to any attack with an Ethereal Descriptor Trait. You Reduce the attack to 3 Damage.

The Distant Thunder

CP: 2

You may expend 1 Earth and call out, "With My Voice of Temptation, Reveal Unstable." If any target responds to the Reveal, you may then expend 2 Water to call "With My Voice of Temptation, Stabilize."

Life Eternal

CP: 4

Once per Long Rest, you may spend 10 seconds roleplaying with the body of a Dead ally. You may then expend 2 Caliber to make an immediate melee attack for "With Fear, Cure Death and Dire Anguish." If you successfully deliver this attack, you may call "With Fear, Bestow Short Rest to Self."

The Hierophant

Primary Humor: Phlegm or Sanguine

Secondary Humor: Phlegm or Sanguine

CP: 4

Do you still believe in one another?

CP: 2

Once per event, you may spend at least five minutes roleplaying with someone with whom you wish to ally yourself. You may then touch a packet to them, and say, "Bestow Trait Ally by Tactics." They have this trait until the end of the event.

Didn't Know I Was Lost

CP: 2

You may expend 2 Fire to call out, "With Your Name, [Name], Cure Frenzy."

Set Myself Up for the Win

Required: It's Automatic

CP: 4

Per short rest, you may call out, "With Tactics, Resist" to the *first* melee, projectile, or packet status effect attack that hits you.

Keep It Strong

CP: 4

You may expend 1 Air, touch a packet to an Ally, and call, "Refresh 1 Armor to Ally."

Lonely Together

CP: 5

Every time you Bestow a Defense or Warding to a person with the Ally trait, you also take that Defense or Warding. To indicate this, after you Bestow a Defense or Warding to a person with the Ally trait, you may immediately call, "And Bestow [Defense X/Y Warding] to Self" where X is the name of the defense, and Y is the number of Warding."

Patrick is a skilled Hierophant, who often bolsters his comrade Lydia. Patrick has a strong tactical understanding of Lydia's fighting style. When he uses his Phlegmatic leadership to bolster her, he is able to also bolster himself. Therefore, when Patrick improves Lydia's warding, he also improves his own. He may therefore bolster both of them by saying, "Bestow 2 Warding to Ally, and Bestow 2 Warding to Self."

Temperance

Primary Humor: Phlegm or Sanguine

Secondary Humor: Phlegm or Sanguine

CP: 4

Temperance encourages patience and peace. However, so too does it allow for change when change is required. Those who embrace Temperance are not static but instead strategic in their growth.

You're the Future

CP: 2

Once per event, you may spend at least five minutes roleplaying with someone with whom you wish to ally yourself. You may then touch a packet to them, and say, "With Peace, Bestow Trait Ally." They have this trait until the end of the event.

Command Your Boat to Me

CP: 3

You may expend 2 Fire to call out, "With My Voice, Cure Frenzy to Ally."

War in My Mind

CP: 4

Once Per Long Rest, you may call out, "With Temperance, Reflect" to any projectile or packet attack with an Ethereal Descriptor Trait.

Long Live Our Reign

CP: 4

You may expend 2 Air, touch a packet to an Ally, and call, "Heal 2 to Ally."

Channeling Angels

CP: 5

You are skilled at understanding when things need to change. Once per event, you may expend 1 Caliber and call "With My Voice of Temperance, Bestow Long Rest to Ally."

The Chariot

Primary Humor: Phlegm or Cholera

Secondary Humor: Phlegm or Cholera

CP: 4

I'm Exothermic

CP: 3

You may wear 1 additional point of armor, as represented by an appropriate armor prop.

Mark My Words

CP: 3

You may expend 1 Water to make an attack for “Silence.”

Sharks are Coming Out

CP: 4

Once Per Long Rest, you may expend 1 Earth to make an attack for “Mandate Target and Bestow 2 Warding to Self.”

When I Shoot I Score

CP: 3

You may expend 1 Fire, and gain an attack for, “Anguish to Target.”

Still Moving Mountains

CP: 3

You may expend 1 Earth to make an attack for, “6 Damage to Target.”

You're Just Not Enough

CP: 1

You may expend 2 Air to call out, “With My Voice of Determination, Reveal Target.”

I Was My Only Friend

CP: 4

Once per short rest, you may expend 1 Fire and call out, “With Determination, Resist” or “With Determination, Defend” to an attack with any Ethereal Descriptor Trait attack that hits you.

The Fool

Primary Humor: Phlegm or Cholera

Secondary Humor: Phlegm or Cholera

CP: 4

Starboy

CP: 4

An attribute of your choice (Air, Water, Fire, Earth, or Caliber) is increased by 2.

Lust for Life**CP: 3**

You may expend 2 Water to call "Purge" to end a Weaken, Imperil, or Slow effect.

Save Me from Myself**CP: 4**

Once Per Long Rest, you may expend 2 Earth to call "Root to Self" and gain 5 melee or packet attacks for "With Luck, 2 Damage." You may only use these attacks while you are under the effect of the Root; as soon as you rest off, recover from, or Cure the Root, the attacks fade.

Keep it Simple**CP: 3**

You may expend 1 Fire, and gain 1 attack for, "With Luck, 3 Damage."

Blinded by the Lights**CP: 3**

You may expend 1 Earth to make an attack for, "With Luck, Double 3 Damage."

I Take Any Lane**CP: 2**

Once per Long Rest, you may expend 4 Air and gain 4 touch attacks for "With Luck, Refresh 1 Armor." These touch attacks fade the next time you take a Long Rest.

Save Your Tears**CP: 4**

Once per Long rest, you may expend 2 Fire and call out, "With Luck, Resist" to any Death attack. This does not include a Death Strike.

The Empress

Primary Humor: Phlegm or Melancholia

Secondary Humor: Phlegm or Melancholia

CP: 4 CP

Heal Us All

CP: 4

You carry on your person a prop that represents your medical supplies and/or healing tools. It may be a portable medkit, or it may be a bag of witchy healing herbs. As long as you have this prop on your person, you may call, "With Medicine, Dedicate" and gain 5 packet-attacks for "With Air, Heal 2" per long rest. In order to deliver one of these packet-attacks, you must spend 3 seconds roleplaying with your medical prop, before calling, "With Air, Heal 2."

These 5 packet-attacks last for the duration of a long rest. After a long rest, you must spend an additional 1 minute at a workstation, replenishing your kit.

Winner's Mind

CP: 3

You may expend 2 Air, touch a packet to a recipient, and call, "Bestow Corporeal Defense, Defend."

Can't Fix What You Can't See

CP: 2

You may expend 1 Caliber, touch a packet to a recipient, and call out, "Cure Lasting." "Cure Lasting" cures *any* Lasting effect.

I Woke Up Like This

Required: Heal Us All

CP: 2

Once per event, you may spend 10 seconds tending to your medical kit prop, and call "With Tactics, Dedicate" to immediately refresh the 5 packet-attacks for "With Air, Heal 2" in your medical kit.

Jamey was skilled in the medical talents of the Empress. They had planned for a last ditch effort in a desperate fight. While Jamey could normally only use their medical kit to heal their allies 5 times during a long rest, they had planned for a one-time extra emergency use of the kit. After

exhausting all 5 applications in their medkit, Jamey concentrated for a few moments, called "With Tactics, Dedicate," and readied their emergency supplies.

Death

Primary Humor: Phlegm or Melancholia

Secondary Humor: Phlegm or Melancholia

CP: 4 CP

Ethereal Wounds

CP: 4

You carry on your person a prop that represents your discipline and focus--it may be a charm, a book, or any other item connected to your individual outlook. As long as you have this prop on your person, once per Long Rest you may call "With Focus, Dedicate" and gain 5 touch attacks for "With Focus, Cure Fear." In order to deliver one of these touch attacks, you must spend 3 seconds roleplaying with your prop.

These 5 touch attacks last for the duration of a long rest. After a long rest, you must spend an additional 1 minute replenishing your focus.

Death's Construction

CP: 3

You may expend 2 Air, touch a packet to a recipient, and call, "Bestow Ethereal Defense, Defend."

Manifest on this Earth

CP: 4

Your Caliber Attribute and your Earth/Fire/Water are both increased by 2. (You must choose Earth, Fire, or Water.)

The Colours Fade

CP: 3

You may expend 1 Caliber, and gain an attack for "With Shadow, Death."

Death Doesn't Answer

Required: The Colours Fade

CP: 3

Once per event, you may spend 10 seconds focusing on the body of a Dead person. You may expend 1 Caliber and call "With Shadow, Cure Death and Weaken."

The High Priestess

Primary Humor: Melancholia or Cholera

Secondary Humor: Melancholia or Cholera

CP: 4

What the Water Gave Me

CP: 3

You may expend 1 Water, and gain a packet-attack for "With Water, Heal 4."

The Heartlines on Your Hand

CP: 4

Your First Aid time is 10 seconds.

You Better Run

CP: 2

You may expend 1 Earth, and gain a packet-attack for "Cure Stun" or "Cure Root"

Shake it Out

CP: 3

Once per Long Rest, You may expend 2 Fire and call "Refresh All Armor."

One Bright Moment

CP: 2

Once per event, you may call, "With Secrecy, Dedicate," touch a packet to an ally, and call "Cure Imperil and Heal All to Self."

Ropes Have Been Unbound

CP: 4

You may deliver "Heal" and "Cure" effects with a Weapon or Shield in your off-hand. You must have both hands free to perform First Aid.

The Tower

Primary Humor: Melancholia or Cholera

Secondary Humor: Melancholia or Cholera

CP: 4

We Create the Battery

CP: 3

You may expend 1 Water and gain 3 touch attacks for "With Lightning, Heal 2."

Sleep with One Eye Open

CP: 5

Your Bleed Out time is 3 minutes rather than 1 minute.

The Raging Glow

CP: 2

You may expend 1 Earth and gain a touch attack for "With Lightning, Anguish and Cure Imperil."

Source of Self-Destruction

CP: 3

Once per Long Rest, You may expend 2 Fire and call "With Lightning, Bestow Short Rest."

The Crumbling Sky

CP: 2

Once per long rest, you may expend 2 Earth to call, "With Collapse, Manifest." You gain 3 packet attacks for "With Lightning, 2 Damage." If you hit an enemy with these attacks, and the attacks are not negated, you may call "Heal to Self" per successful attack.

These packet attacks fade when you take a Long Rest.

The Four Horsemen Ride

CP: 4

Once per event, when struck by a packet or projectile attack, you may expend 1 Caliber and call "With Collapse, Reflect and Manifest Long Rest to Self."

Strength

Primary & Secondary Humor: Melancholia

CP: 4 CP

My Own Seeds

CP: 4

Your healing skill is increased. Each time you deliver a "Heal 2" effect, you may instead call "Heal 3."

Wanna Change the World

CP: 3

Once per long rest, you may refresh your Air in 10 seconds versus the usual 1 minute.

Cannot Come to Harm

CP: 2

You may expend 2 Water to may a touch-attack for, "Cure Ethereal."

The Wars Come Easy

CP: 2

Once per long rest, when you are struck by an attack with an effect or a trait that you could cure, expend 1 Point of Fire, and call out "Resist" or "Defend" to negate that effect.

Life I've Grown

CP: 4

Once per event, spend 1 Caliber, you may expend, spend 3 seconds readying yourself, touch a packet to an individual, and call, "With Strength Dedicate, Cure Death and Dire Weaken."

My Own Tears

CP: 3

You gain 2 points of *Melancholia*. These 2 points may be used in place of any attributes needed for an ability with the Heal or Cure effect. These 2 points refresh during your Long Rest.

Life Should Be Lived

CP: 2

Your First Aid time is reduced to 30 seconds.

Explain it to Me Once Again

CP: 2

Once per Event, if you have seen a Descriptor Trait in combat that has effectively hit one of your allies, you may, after a long rest, meditate, and gain a touch-attack for "Cure [Trait]" where [Trait] is the trait you witnessed.

The Star

Primary & Secondary Humor: Melancholia

CP: 4 CP

Blinded by Their Shine

CP: 4

You may expend 3 Earth and call "With My Voice of Song, Heal 2 to Living."

Nothing from Nobody

CP: 3

Once per long rest, you may touch a packet to an ally and say "With Hope, Bestow Short Rest."

Something in the Water

CP: 2

You may expend 2 Water to make a touch-attack for, "Cure Corporeal."

Sunrise Suffocation

CP: 2

Once per long rest, if you are struck by a projectile or packet attack with an effect or a trait that you could cure you may expend 1 point of Fire and call "With Hope, Reflect."

Like a Neon Light

CP: 4

Once per event, you may expend 1 Caliber and, after delivering a 3 second speech, call out "With My Voice of Hope, Refresh All Armor."

Make the Wish

CP: 3

You gain 2 points of *Hope*. These 2 points may be used in place of any attributes needed for an ability with the Heal or Cure effect. These 2 points refresh during your Long Rest.

Just Too 1969

CP: 2

Your First Aid time is reduced to 20 seconds.

Night Crawling

CP: 4

Once per Event, you may spend at least 15 minutes in conversation with another person. You may then expend 1 Caliber and touch a packet to the person; you may then call, "With Hope Bestow Defense, Resist Death."

Wheel of Fortune

Primary & Secondary Humor: Sanguine

CP: 4

I Got Stamina

CP: 4

You may add 1 point of Vitality to your Vitality number.

I Put My Armor On

CP: 4

You may wear 1 additional point of armor, as represented by an appropriate armor prop.

Come Back When I'm Good and Old

CP: 4

You may expend 1 Caliber to Reduce Death to Unstable.

I Am Titanium

Required: *Armed & Dangerous*

CP: 3

Once per long rest, you may expend 1 Caliber and call "Reflect" to any melee, projectile, or packet attack.

All Your Bullets Ricochet

CP: 2

Once per long rest, you may expend 2 points of armor to call out "With This Armor, Defend" to any melee, projectile, or packet attack that hits you.

I Survived

CP: 3

Once per long rest, you may expend 2 Earth to call out the defense "Resist" to a melee or projectile status effect attack.

Hands on with Effort

CP: 5

You may repair *Destroyed* Weapons and Shields in 5 Seconds. You may repair Destroyed Weapons and Shields *even if* they are under a "Dire" or "Lasting" Destroy effect.

Holding on For Tonight

CP: 2

Once per event, you may call, "With Fortune, Manifest," and reset your armor in 3 seconds.

The Moon

Primary & Secondary Humor: Sanguine

CP: 4

That's My Shine

CP: 3

Your Caliber Attribute is increased by 2.

Church of Scars

CP: 4

You may add 1 additional Vitality.

Skeletons Appear

CP: 4

Once per event, you may expend 2 Caliber to Reduce a Death Strike to "Heal All and Bestow Long Rest to Self."

My Revolution

CP: 6

You may select a skill from another Tarot. You do not have to pay the CP cost of that skill. You may not change your selected skill.

Stand and Deliver

CP: 3

You may expend 2 points of armor to resist an attack with the Light Descriptor Trait, by calling out, "With this armor, Resist" or "With this armor, Defend."

Save Myself in Spite of You

CP: 3

Once per long rest, when struck by a packet or projectile attack, you may expend 2 Earth to call out "With Doubt, Resist" or "With Doubt, Defend."

Truth is Hell

CP: 3

You may expend 2 Air to call "With Doubt, Resist" to any Destroy Weapon or Destroy Shield effect.

Lost and Bitter

CP: 2

Once per event, you may expend 2 Caliber to make a packet attack for "With Doubt, Bestow 10 Warding."

The Hermit

Primary Humor: Sanguine or Cholera

Secondary Humor: Sanguine or Cholera

CP: 4

The Lonely Loner

CP: 2

Once per long rest, you may expend 1 Caliber and call “With Solitude, Dedicate.” For 1 minute, you may remain a stationary Spirit.

Erase Me

CP: 1

Once per long rest, you may expend 2 Earth to silently resist any “Reveal” effect.

Hey, Mr. Rager

Required: Needle Tears a Hole

CP: 5

Any of the attacks you gain from the skill Needle Tears a Hole may be delivered instead as “Double 2 Damage”.

Shake the Shade

CP: 1

Once per event, you may spend a Caliber and take a *short* rest and refresh your attributes (EAFW) in a place that is not a Sanctum.

Slow Mo

CP: 3

You may expend a Fire to make an attack for “Slow.”

The Hanged Man

Primary Humor: Sanguine or Cholera

Secondary Humor: Sanguine or Cholera

CP: 4

Crystal Visions

CP: 2

You may expend 1 Caliber and gain 5 packet attacks for "With Light, Triple 1 Damage."

Go Your Own Way

CP: 2

Once per long rest, you may spend 3 seconds concentrating to expend 2 Earth to call "With My Voice of Insight, Reveal [Target]" where [Target] is any enemy you have encountered that you specify (e.g., an Undead, a named person etc.). If your target responds affirmatively to the Reveal, you gain two melee, packet, or projectile attacks for "5 Damage to [Target]."

Sweet Little Lies

CP: 3

You may expend 2 Water to call "Purge" and end any effect with an Ethereal Descriptor Trait.

I'll Speak a Little Louder

CP: 3

Once per event, you may spend 30 seconds focusing and call "With Inspiration, Dedicate." You may then call "With My Voice of Inspiration, Refresh 3 [Attribute]." The Attribute may be Earth, Air, Fire, or Water.

Never Break the Chain

CP: 4

Once per event, you may expend 1 Caliber and call "With My Voice, Cure Death" you then must immediately call "With Sacrifice, Death to Self." You cannot negate this Death and immediately turn to Spirit and gain the Fated trait. (See clarification on Death, pg. 64.)

The Lovers

Primary Humor: Sanguine or Melancholia

Secondary Humor: Sanguine or Melancholia

CP: 4 CP

The Sensual World

CP: 4

You may add 1 point of Vitality to your Vitality number.

Sparkle the Dark Up

CP: 3

You may wear 1 additional point of armor, as represented by an appropriate armor prop. This point stacks with other armor skills you have purchased.

Running Up That Hill

CP: 2

Your First Aid time is reduced to 45 seconds.

Thunder in Our Hearts

CP: 5

You may deliver any "Heal" ability *through your weapon* rather than through a touch-attack or packet-attack. Any weapon type (ranged, projectile, or melee) may be used.

Since Jerrica was a Berserker, her allies never thought it too strange that she punched some vitality into people-- still, it was always a bit odd to see the other healers, crouched over corpses with their medical kits, kindly administering salves, as Jerrica simultaneously struck individuals with her claws, calling, "Heal 2 by Air."

All Yours

CP: 3

Once per event, you may spend 3 seconds of RP gathering yourself, and call, "Refresh all armor and heal all to Self." You must be conscious to use this skill.

Justice

Primary Humor: Sanguine or Melancholia

Secondary Humor: Sanguine or Melancholia

CP: 4 CP

The Proud Remainers

CP: 5

You may wear 2 additional points of armor, as represented by an appropriate armor prop. This point stacks with other armor skills you have purchased.

Led by a Beating Heart

CP: 3

Any time you take a Long Rest in a designated Sanctum, or any time you receive an "Bestow Long Rest" effect, you may call "With Justice, Bestow 5 Warding to Self."

The Weight of Living

CP: 2

Once per long rest, you may call "With Justice, Dedicate" and gain 5 packet attacks for "With Judgement, Stabilize."

For Every King That Died

CP: 3

You may expend 3 Earth to make an attack for "With Judgment, Destroy All Armor." If you successfully hit your target, you may then call "Refresh 1 Armor to Self."

Nothing Changed at All

CP: 3

Once per event, when you are knocked unstable, you may call "With Judgment, Heal All and Manifest Long Rest to Self." This skill does not work if you are under an Imperil effect.

Magician

Primary & Secondary Humor: Cholera

CP: 4

Power and Control

CP: 3

You may wear 1 additional point of armor, as represented by an appropriate armor prop. This point stacks with other armor skills you have purchased.

Be So Cruel

CP: 4

You may expend 1 Earth to make an attack for “Double 2 Damage.”

I Could Treat You Better

CP: 3

You may expend 1 Fire to make an attack for “Weaken.”

Let the Drum Beat Drop

CP: 3

You may expend 3 Earth to make an attack for “Anguish and 4 Damage.”

Every Day is a Chore

CP: 2

You may expend 1 Water to call out “Resist” to any “Weaken” or “Anguish” attack.

On the Run

CP: 2

Once per long rest, you may spend a point of Caliber to call out “With Talent, Resist” or “With Talent, Defend” to negate a projectile, packet, or melee attack that hits you.

Unforsaken Road

CP: 3

Once per event, you may focus for 1 minute and call “With Talent, Dedicate.” For the duration of a long rest, all of your Damage goes up by 1. This ability ends once you reset your attributes during a Long Rest.

The Sun

Primary & Secondary Humor: Cholera

CP: 4

A Warmer Sun

CP: 3

Your Caliber Attribute is increased by 2.

Fools Rush In

CP: 3

You may add 1 additional Vitality to your Vitality Pool.

Take My Hand

CP: 3

You may expend 1 Caliber to touch a packet to an Ally and say, "With Glory, Bestow Short Rest."

Set My Soul on Fire

CP: 4

You may expend 2 Earth to make an attack for "With Glory, 4 Damage." If your attack successfully hits your target, you may call "Heal 2 to Self."

I Got Wise

CP: 3

You may expend 1 Fire to make an attack for "With Fire, Weaken."

I Feel Fine

CP: 3

You may expend 2 Earth to make an attack for "With Glory, 2 Damage." If your attack successfully hits your target, you may call "Refresh 1 Air to Self."

Suspicious Minds

CP: 2

You may expend 2 Water to call out "With Glory, Resist" or "With Glory, Defend" to any attack with an Ethereal or Corporeal Descriptor Trait.

All My Dreams Fulfilled

CP: 2

Once per long rest, you may spend a point of Caliber to call out "With Glory, Reflect" to negate a projectile, packet, or melee attack that hits you.

Lights Burning Brighter

CP: 3

Once per event, you may focus for 1 minute, and call "With Glory, Dedicate." For the duration of a long rest, you may call "No Effect" to melee attacks delivered with a Corporeal Descriptor Trait. This ability ends once you reset your attributes during a Long Rest.

Note: You are still affected by non-melee attacks delivered with a Corporeal Descriptor Trait. These include projectile, Melee, Voice, Gesture, and Environment effects/attacks.

The World

Primary & Secondary Humor: Any

CP: 6

The World allows you to build a card of individual design. You may choose any Primary and Secondary Humor combination you want, including the same Primary and Secondary Humor.

You may then select up to five skills from the entire Tarot. You may not select more than 2 skills from an individual Tarot. You pay the listed CP cost of the individual skill.

Note: Remember, your total Armor and Vitality combination may not exceed 10 points. Similarly, none of your attributes may exceed a total of 10.



Zealot Rules Expansion

The following rules are unique to Zealot. In order to play Zealot, you must choose a Class and at least one Devotion in addition to any of your Core Skills.

Note: The Zealot rules expansion is not available for use in other games.

Character Creation

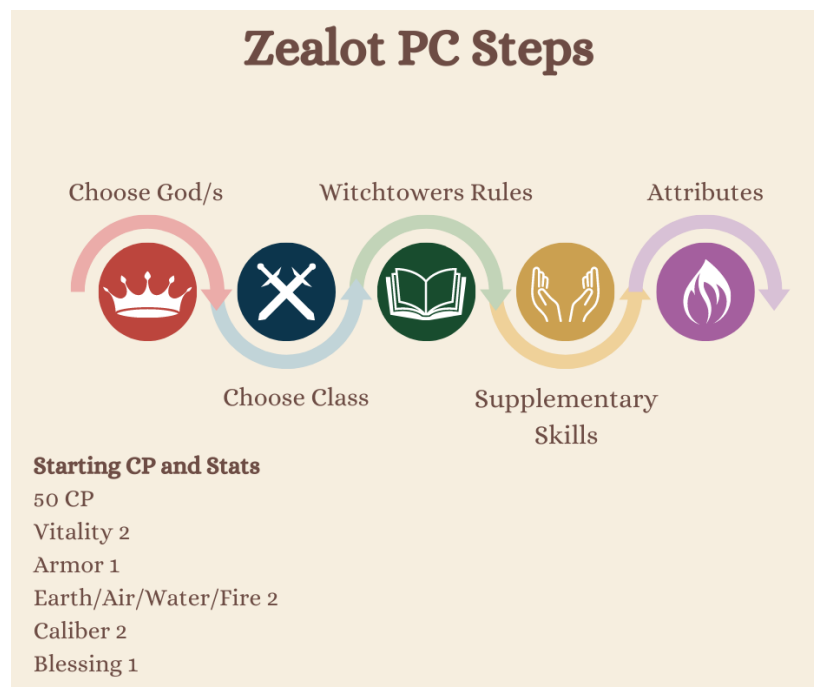
The Zealot Expansion suggests the following flowchart, but you may make your character any way you see fit. You *do* need to pick a Class and at least one Devotion from the Zealot Expansion rules to play Zealot. Full descriptions of the Gods are available at our website:

<https://zealotlarp.com/the-gods-of-zealot/>

Most parts of your character have a Character Point (CP) cost. This is the cost of a skill.

Starting CP for Zealot is 50 CP. Cap for Year 1 is 70 CP. Cap for Year 2 is 100 CP. Cap for Year 3 is 120 CP. Caps for years after 3 will be determined at a later date.

CP is gained by attending events (2 CP), providing donations (varies), NPCing other games (2 CP), and Staffing other games (3 CP). Occasionally, in-game events will generate **Epic CP** for you and/or the playerbase that *does not* contribute to the overall cap.



Death at Zealot

You die one minute after you are reduced to 0 Vitality.

When you fall Dead at Zealot, you may stay as a corpse for up to 5 minutes. If you are not revived with a Cure Death ability, you turn to Spirit and gain the Permanent Trait "Fated." The *Death* effect is Cured once you turn to Spirit and take the Fated trait.

You should stay as a Spirit for 1 minute, away from immediate action, and then call "With Fate, Manifest." You will be Cured of your Spirit Trait and will be able to return to battle as if you had just taken a Short Rest and are fully healed.

While you have the trait "Fated" all of your attributes are reduced by 1. Your Vitality is also reduced by 1. Additionally, you take 1 extra damage from any attack with an Ethereal Descriptor Trait.

Multiple accruals of the Fated Trait stack. While you can drop to 0 in Attributes, you cannot drop below 1 in Vitality. Take the following example:

Shane has 2 Vitality and 1 Armor. His Attributes are 2 Earth, 2 Air, 2 Water, 2 Fire, and 2 Caliber. He dies and gains the Fated Trait. His Vitality is 1, and his Armor is 1. His Attributes are also all now 1. Additionally, he now takes an extra 1 Damage from any attack with an Ethereal Descriptor Trait.

Shane is unable to reconcile his Fated Trait before he dies again and becomes doubly Fated. His Vitality is still 1, and his Armor is still 1. However, all of his Attributes are now 0. Additionally, he takes an extra 2 Damage from any attack with an Ethereal Descriptor Trait.

A full description of Death at Zealot is located here:

<https://zealotlarp.com/2023/06/27/death-at-zealot/>

Classes

At Zealot, you are a member of the Devout. Your specific role among the Devout is determined by your selection of a class: Paladin, Cleric, or Worship Leader. You may only choose ONE class, and you *must* choose one class to play the game. The skills listed under each class are only available to members of that class.

Paladin, 0 CP

You are a warrior of your chosen God/s. While others may nurture or inspire, you fight. You are the first line of defense and often, based on the sacrifices you and your comrades have made, one of the most stalwart of the Devout.

Love is a Battlefield

0 CP

You have 2 points of Faith Armor. These must have some sort of Corporeal representation, though this representation does not need to be Corporeally cumbersome and can be as simple as an ornament or makeup. These points stack with other armor.

This Bloody Road

4 CP

You have 2 additional Vitality.

The Road that I Must Travel

2 CP

Expend 1 Fire to make a melee attack for "With Faith, 4 Damage."

Somewhere Between the Soul

2 CP

Expend 1 Earth and call "Heal 3 to Self."

We Could Be Heroes

2 CP

Expend 2 Water and gain a melee attack for "With Faith, Anguish."

Makes Me Whole

4 CP

Your melee weapon cannot be disarmed or destroyed.

We Can't Afford to be Innocent

3 CP

You may expend 2 Fire and make an attack for "With My Gesture, Reveal Corruption." If the target responds to your attack, you gain 4 melee attacks for "5 Damage to Corruption."

Right Kind of Sinner

4 CP

You may expend 4 Air and make an attack for "With My Gesture, Reveal Heretic." If the target responds to your attack, you gain 2 melee attacks for "Anguish and 2 Damage to Heretic."

Your Best Won't Do

4 CP

Once per long rest, You may expend 1 Caliber. For the duration of your long rest, you are immune to Corruption.

Cleric, 0 CP

You are the healer and caretaker of the Devout. While you are often also a skilled combatant, your first priority is to heal wounds through the divine gifts you have been given. Clerics are often the individuals in a group who provide comfort and solace during times of strife or loss.

We Belong to the Light

0 CP

Expend 2 Air and gain 4 touchcasts for "With Faith, Heal."

Take My Hand

4 CP

Expend 1 Fire and gain 5 touchcasts for "With Faith, Heal 2."

You'll Be Alright

2 CP

Expend 4 Earth and gain 2 packet attacks for "With Faith, Heal All."

Let the Choir Sing**2 CP**

Once per short rest, you call "With Faith, Resist" or "With Faith, Defend" to the first attack with the Corruption Descriptor Trait.

Babe with the Power**2 CP**

You may expend 1 Water, touch a packet to a target, and call "With Faith, Cure Corporeal."

Not Afraid Anymore**2 CP**

You may expend 1 Fire, touch a packet to a target, and call "With Faith, Cure Ethereal."

White-Winged Dove**3 CP**

You may expend 1 Earth, touch a packet to a target, and call "With Faith, Cure Corruption."

Livin' on a Prayer**4 CP**

Once per long rest, you may expend 2 Water to call, "With My Voice of Faith, Heal 3 and Stabilize."

In All This Darkness**4 CP**

Once per long rest, You may expend 1 Caliber. For the duration of your long rest, you are immune to Disease.

Worship Leader, 0 CP

You are the fire, passion, and charisma that makes the Devout legible to the larger world. Your talent and leadership makes you ideally suited to leading battalions, warbands, and crowds alike. Worship leaders range in style from quiet and confessional to audacious and indelible.

Fire Away

0 CP

Spend 2 Earth and gain 3 touch casts of "With Faith, Bestow 2 Warding."

Glory Bound

4 CP

Every time you take a short rest, you may call "With Faith, Heal 1 to Self."

Pump Me Up

2 CP

Once per long rest, you may make a brief sermon for 10 seconds, expend 1 Fire, and call "With My Voice of Faith, Heal 2."

Dream-maker

2 CP

Spend 2 Water and gain 2 touchcasts for "Bestow Melee Attack: With Faith, 3 Damage."

You Gotta Have Faith

2 CP

You may expend 2 Earth and gain 2 touchcasts for "Bestow Defense: With Faith, Resist Ethereal."

Bang-Bang-Bang

3 CP

You may expend 2 Fire to gain 4 Packet Attacks for "With Faith, 2 Damage."

Right Kind of Sinner

4 CP

You may expend 3 Air and make an attack for "With My Gesture, Reveal Heretic." If the target responds to your attack, you gain 2 melee attacks for "Anguish and 2 Damage to Heretic."

Heaven is a Place on Earth

3 CP

Once per event, Expend 1 Caliber and spend 1 minute giving a sermon and call "With My Voice of Faith, Heal All and Bestow Short Rest."

Your Best Won't Do

4 CP

Once per long rest, You may expend 1 Caliber. For the duration of your long rest, you are immune to Doubt and call "No Effect" if hit with an attack with the Doubt Descriptor Trait.

Devotion Skills, The Gods

The following skills are those associated with Devotion to the Gods. All players must select at least one God from the Pantheon to follow. Your first Devotion is 0 CP. All Devotions afterward, including Fallen Gods, are 3 CP. You do not have to buy a Devotion header to worship a God in-game, but you do need it to gain the skills or the trait associated with the God.

An important note: Gods can and will remove their followers access to their power. If a God finds that one of their Devout is lacking and/or is heretical, they will remove their access. If this happens to you, you will receive a clarification from staff and will be able to re-spend all of your CP. Be particularly warned: Gods do not look favorably on those who claim to be worshippers only to gain specific skills. It ends badly for them.

The Pantheon

Steramestei

All Steramestei followers have access to the Dreaming, Inspiration, and Light Spell Schools. These Spell Schools cost 5 CP a piece to access. All Steramestei followers have the Trait: *Dreamer*.

Tide is High

2 CP

Spend 2 Water and make a melee attack for Weaken.

I'm Moving On

3 CP

Spend 3 Air and call "Purge," to end a Root or Slow effect.

Heart of Glass

3 CP

Once per long rest, if you are hit by an Anguish, Silence, Imperil, or Weaken effect you may expend 1 Earth to call "Reduce" and Reduce the call to 10 Damage.

Losing My Mind

2 CP

If you are hit with any melee or packet attack with the Madness Descriptor Trait you call "Absorb" and Heal 1 to Self.

Color Me

3 CP

You have one additional Vitality.

Dreaming is Free

3 CP

You may expend 2 Air to gain 5 packet attacks for "With Awe, 1 Damage."

T'Zyri

All T'Zyri followers have access to the Shadow spell school. It costs 5 CP to access. All T'Zyri followers have the Trait: *Schemer*.

Red, Gold, and Green

3 CP

You gain access to all Spell Schools. These Spell Schools cost 5 CP to access.

God-found Child

4 CP

Once per short rest you may call, "With Shadow, Defend" to the *first* called attack that hits you.

Tell the Moon

3 CP

You have 1 additional Blessing.

Sell a Contradiction

4 CP

You are Immune to Reveal effects unless the Reveal effect has the Descriptor Trait "Divinity" or "Corruption."

Words are Token**3 CP**

You may expend 2 Fire to gain 3 packet attacks for "With Poison, 3 Damage."

Come and Go**5 CP**

Once per long rest, you may call "With Secrecy, Dedicate" and call Spirit. You may remain in Spirit until you move or you are hit with any attack or touchcast "to Spirit."

Kasamei

All Kasamei followers have access to the Dreaming, Law, and Shadow Spell Schools. These Spell Schools cost 5 CP a piece to access. All Kasamei followers have the Trait: *Voyager*.

Believe in Miracles**3 CP**

You have 1 additional Blessing.

Mirror in the Sky**3 CP**

You have 1 additional Vitality.

Running in the Shadows**2 CP**

If you are hit with any melee or packet attack with the Wasting Descriptor Trait you call "Absorb" and Heal 1 to Self.

Seasons of Magic**3 CP**

You may expend 2 Air to gain 5 packet attacks for "Heal 1 by Awe."

I Have No Fear**3 CP**

Once per Long Rest, if you are hit by a Death attack you may expend 2 Earth and call "Reduce" and immediately fall Unconscious and Unstable.

I Keep My Visions to Myself

5 CP

Once per event, you may hear "With My Voice of Prophecy, Malign Seer." You must immediately follow the NPC who made the call.

Beodhen

All Beodhen followers have access to the Flame, Nature, and Light Spell Schools. These Spell Schools cost 5 CP a piece to access. All followers of Beodhen gain the Trait: *Beast*.

Nature of the Beast

3 CP

You have 1 additional Vitality.

Lion in Our Hearts

3 CP

You have 1 additional Armor.

Burn in Hell

3 CP

You may expend 2 Fire to make an attack for "With Fire, 4 Damage."

No Room for the Wannabees

5 CP

Once per event, you may make a request of a staff NPC and end the request with "With Authority, Mandate." Note that this may not always work in your favor.

Stay Hungry, Feel the Fire

4 CP

Once per long rest, you may expend 1 Earth and choose an ally. You may make a touchcast and call, "With Leadership, Dedicate." You gain 4 voice attacks for "With Your Name [Ally], Heal 3."

Leader of the Pack

3 CP

Once per long rest, you may expend 2 Water to call "With My Voice of Leadership, Bestow 2 Warding."

Nepheris

All Nepheris followers have access to the Law, Inspiration, and Light Spell Schools. These Spell Schools cost 5 CP a piece to access. All Nepheris followers gain the Trait: *Bound*.

You've Really Made the Grade

3 CP

You have 1 additional Blessing.

I've Been Putting Out Fire

3 CP

You have 1 additional Armor.

This Serious Moonlight

3 CP

You may expend 3 Air to call "With Light, Purge" to a Silence or Weaken effect.

Move the Stars for No One

5 CP

Once per event, you may make a request of a staff NPC and end the request with "With Diplomacy, Mandate." Note that this may not always work in your favor.

A Thousand Different Names

4 CP

Once per long rest, you may expend 2 Earth to choose an enemy type (Undead/Corruption/Witch/Alchemist/Beast/Heretic/Mortal). You may call "With Tactics, Dedicate." You gain 2 packet, projectile, or melee attacks for "With Tactics, 3 Damage to [Enemy Type]."

Don't Tell Me Truth Hurts

5 CP

You may expend 1 Caliber to call "With My Voice of Diplomacy, Silence and Weaken."

Fallen Gods

These gods have fallen and no longer have Divine power. However, their power still manifests for those truly faithful. In order to access the power of one of these gods, you must have a Patron god from the Pantheon. This God serves as your conduit to further Fallen power. Be warned: serving the power of a Fallen God is not always looked upon kindly.

Mynair

The Lady of the Sea

All followers of Mynair gain the Trait: *Tidal*.

Hear Me Sing

CP 3

You have 1 additional Water Attribute.

Swim to Me

CP 3

You have access to the schools of Tides and Inspiration.

Hyrnedhna

The Starving Huntress

All followers of Hyrnedhna gain the Trait: *Beast*.

I'm Just About Starving Tonight

CP 3

You have 1 additional Vitality.

I'm Dying for Some Action

CP 3

You have access to the schools of Nature and Blood.

T'Rer

The Disgraced Twin

All followers of T'Rer have the Trait: *Disgraced*.

It's My Own Design

CP 3

You have 1 additional Armor.

It's My Own Remorse

CP 3

You have access to the schools of Law and Light.

Gu'labir

The Hedonist Prince

All followers of Gu'labir have the Trait: *Hedonist*.

I Want it All

CP 3

You have 1 additional Earth Attribute.

I Want it Now

CP 3

You have access to the schools of Blood and Inspiration.

Opix

The Trickster

All followers of Opix have the Trait: *Changeling*.

I Bless the Rains

CP 3

You have 1 additional Air Attribute.

What's Deep Inside

CP 3

You have access to the schools of Nature and Inspiration.

Verine

The Jealous God

All followers of Verine have the Trait: *Wanton*.

You Had a Temper

CP 3

You have 1 additional Fire Attribute.

Bad Dreams in the Night

CP 3

You have access to the schools of Blood and Shadow.

Spell Schools

You gain access to Spell Schools through Devotion to a God and purchase of relevant skills. Spell School cost 5 CP to purchase. All spell skills cost 3 CP.

When you purchase a Spell School you gain 5 Mana Points. You may have up to 20 Mana Points total, even if you purchase additional Spell Schools. You use Mana points to activate your Spells. Mana Points do not refresh with a long rest: they reset every Twilight (Dawn & Dusk) OR through specific effects such as "Refresh Mana" skills.

Flame

Empowered by Flame

You may use the Descriptor Trait "by Flame" for any of your called damage or status effect melee attacks.

Flame Casting

Expend 1 Mana and gain 5 packet attacks for "With Flame, 2 Damage."

Flame Healing

Expend 1 Mana and gain 4 touchcasts of "With Flame, Heal 2."

Flamesong

Once per long rest, Expend 1 Mana and call "With My Voice of Fire, 2 Damage." You do not take any effect to this attack.

Flameborn

Once per long rest, Expend 1 Mana and call "Absorb and Heal All to Self" when hit by an attack with the Fire Descriptor Trait.

Inquisition

Once per Long Rest, Expend 1 Mana and call "With My Gesture of Flame, Death to Heretic."

Firekeeper

Once per Long Rest, Expend 2 Mana and touch a packet to an ally. Call "With Magic, Refresh 2 Fire."

Light

Empowered by Light

You may use the Descriptor Trait prefix "With Light" for any of your called damage or status effect attacks.

Light Casting

Expend 1 Mana and gain 3 packet attacks for "With Light, 2 Damage."

Light Healing

Expend 1 Mana and gain 2 touchcasts of "With Light, Bestow 2 Warding."

Lightsong

Once per long rest, Expend 1 Mana and call "With My Voice of Light, Heal 2."

Mirrorskin

Once per long rest, Expend 2 Mana and call "Reflect" when hit by a packet attack with the Light Descriptor Trait.

Starskin

Once per Long Rest, Expend 1 Mana when hit by a packet or melee attack and call "With Light, Reflect."

Lightborn

Once per Long Rest, Expend 1 Mana and touch a packet to an ally. Call "Bestow Defense, Defend Ethereal."

Nature

Empowered by the Wild

You may use the Descriptor Trait prefix "With Thorns" for any of your called damage or status effect attacks.

Wild Casting

Once per long rest, Expend 1 Mana and gain 1 packet or melee attacks for "With Thorns, Weaken."

Wild Roots

Once per long rest, Expend 1 Mana and gain 2 packet or melee attacks for "With Thorns, Root."

Lightning Howl

Once per long rest, Expend 2 Mana and call "With My Voice of Lightning, Anguish."

Stormborn

Expend 1 Mana and call "Absorb and Heal All to Self" when hit by an attack with the Lightning Descriptor Trait. This includes voice effects.

Wildheart

Expend 3 Mana and gain a melee or packet attack for "With Fear, Death."

Thornbound

You take no effect from attacks with the Thorns Descriptor Trait.

Dream**Empowered by Dream**

You may use the Descriptor Trait prefix "With Dream" for any of your called damage or status effect attacks.

Sleep Paralysis

Once per long rest, Expend 1 Mana and gain 1 packet or melee attack for "With Dream, Stun."

Cloaked in Dream

Expend 1 Mana and gain 1 packet attack for "With Dream, Refresh All Armor."

Starsong

Once per long rest, Expend 1 Mana and call "With My Voice of Starlight, Heal 2."

Restful Sleep

Once per long rest, Expend 1 Mana and call "With Dream, Bestow Short Rest to Self."

Empowered by Nightmare

Expend 3 Mana and gain a melee or packet attack for "With Nightmare, Death."

Visionary

You take no effect from attacks with the Dream Descriptor Trait.

Shadow

Empowered by Shadow

You may use the Descriptor Trait prefix "With Shadow" for any of your called damage or status effect attacks.

Shadow Casting

Expend 1 Mana and gain 2 packet or melee attacks for "With Shadow, 3 Damage."

Elusive Shadows

Expend 1 Mana and gain 1 touchcast for "With Shadow, Bestow Defense, Defend."

Half Sick of Shadows

Once per long rest, Expend 2 Mana and gain a packet or melee attack for "With Shadow, Weaken."

Shadowtrap

Once per long rest, Expend 1 Mana and gain a packet or melee attack for "With Shadow, Maim."

Starkeeper

Expend 3 Mana, touch a packet to a target, and call "With Starlight, Bestow Long Rest by Starlight."

Shadowbound

You take no effect from attacks with the Shadow Descriptor Trait.

Law

Empowered by Order

You may use the Descriptor Trait prefix "With Order" for any of your called damage or status effect attack.

Lawful Warding

Expend 1 Mana and gain 3 touchcasts for "With Order, Bestow 1 Warding."

Ordered Healing

Once per long rest, Expend 1 Mana and gain 1 touchcast for "With Order, Cure Root/Imperil/Slow/Silence."

Lawful Silence

Once per long rest, Expend 2 Mana and gain a packet or melee attack for "With Order, Silence."

Ordered Warding

Once per long rest, Expend 1 Mana and gain a touchcast for "With Order, Refresh All Armor and Bestow 2 Warding."

Lawful Life

Expend 4 Mana and touch a packet to an ally and call "With Law, Cure Death."

Unimpressed

You take no effect from attacks with the Awe Descriptor Trait.

Inspiration

Empowered by Inspiration

You may use the Descriptor Trait prefix "With Inspiration" for any of your called damage or status effect attack.

Inspirational Healing

Expend 1 Mana and gain 3 touchcasts for "With Inspiration, Heal 1."

Inspired Rest

Once per long rest, Expend 1 Mana and gain 1 touchcast for "With Inspiration, Bestow Short Rest."

Golden Voice

The value of all of your healing spells that are delivered by voice is increased by 1.

Truesong

Once per long rest, Expend 2 Mana and call "With My Voice of Inspiration, Heal 2."

Inspired Favor

Expend 3 Mana and touch a packet to a Dead ally. Call "Dedicate Permanent Trait *Inspired* by Favor."

Enlightened

You take no effect from attacks with the Despair Descriptor Trait.

Tides

Empowered by Water

You may use the Descriptor Trait prefix "With Water" for any of your called damage or status effect attacks.

Water Casting

Expend 1 Mana and gain 3 packet attacks for "With Water, 2 Damage."

Healing Tides

Expend 1 Mana and gain 5 touchcasts of "With Water, Stabilize."

Wavesong

Once per Long Rest, Expend 2 Mana and call "With My Voice of Tides, Stun." You do not take this effect.

Watertouch

Once per long rest, Expend 2 Mana and make a touchcast for "With Tides, Refresh 2 Water."

Watery Grave

Expend 3 Mana and make a packet or melee attack for "With Drowning, Death."

Seaborn

You take no effect from attacks with the Water, Drowning, or Tides Descriptor Traits.

Blood

Empowered by Blood

You may use the Descriptor Trait prefix "With Blood" for any of your called damage or status effect attacks. This is a stigmatized type of Magic. Any use should be approved by the High Council or should be used carefully. In general, Blood Magic is associated with Gods who accept Mortal sacrifices.

Blood Healing

Expend 1 Mana and gain 3 packet attacks for "With Blood, Heal 1."

Tainted Blood

Once per long rest, Expend 1 Mana and gain 1 touchcast of "With Blood, Imperil."

Frenzied Blood

Once per long rest, Expend 1 Mana and call "With My Gaze of Blood, Frenzy." Be warned this does not affect all enemies the same way.

Blood Tithe

You may call "Mandate Death 1, Mandate Death 2, Mandate Death 3, Death and Heal 1 to Self" on an unstable or otherwise incapacitated body. This is considered grotesque even among Blood Mage Devout.

Bloodborne

Once per event, Expend 2 Mana and make a touchcast for "With Blood, Refresh 1 Blessing."

Appendix I: Weapon Construction Guidelines

All weapons should have a flexible core, padded striking surface, and thrust-safe tip.

Short weapons:

- Minimum: 18"
- Maximum: 36"

Long weapons:

- Minimum: 36.5"
- Maximum: 46"

Unarmed Weapons or *Claws* are represented by red-colored Short/Long weapons.

Two-hand weapons:

- Minimum: 46.5"
- Maximum: 64"

Double-ended "Staff" type weapons need a thrusting tip on both ends.

Bows:

- Minimum: 18"
- Maximum: 46"

Bow props should be constructed in a similar manner to weapons, but do not need stab-safe tips. Bows should only be used for blocking melee attacks (not striking).

Materials:

Striking Surfaces must be closed-cell foam of at least **half-inch** (.5") thickness, covering at least 2/3rds the length of the weapon (the 2-inches of tip contribute to the 2/3rds).

Tips must be open-cell foam at least 2-inches thick and covered with tape/cloth.

Cross guards should be made of closed-cell foam, and should not extend more than six-inches from the core (in both directions).

Pommels can be padded, but do not have to be. Weapon-butts should have at least some kind of secured rubber protective cover (such as golf-club handles or chair-leg tips).

Weapons should be made of ultralight cores such as:

- .505 or .414 kite spar/wound fiberglass tubing (.505 or .745 for two-handers)
- Graphite golf club shafts
- Fiberglass fishing rods
- CPVC (mostly used for creating curved bows)

Materials that should not be used:

- Bamboo
- Solid fiberglass rods
- Schedule 40 PVC

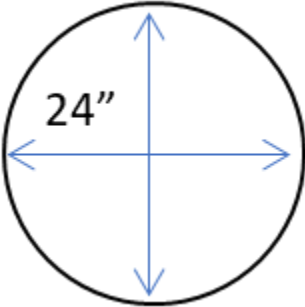
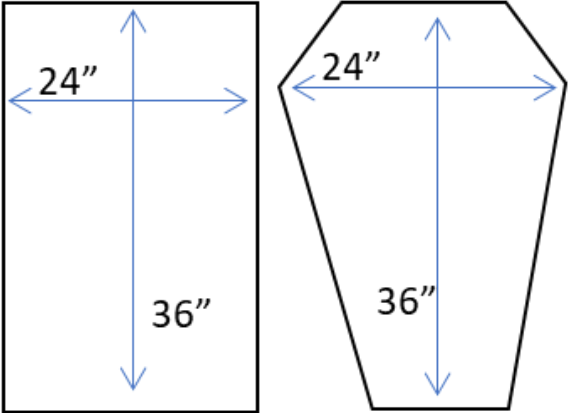
Covers

- Kite tape/Sail Repair Tape (Adhesive-backed Nylon tape)
- Cloth covers (spandex, nylon)
- Light-weight duct tape (not "Gorilla Tape")

For more aesthetic purposes, Plastidip (which is latex-free) can readily be used (usually over craft foam 'skin,' packing tape, light duct tape, hockey tape, or kite/sail tape).

Shields

The rim of the shield must be padded; the face does not need to be padded (but may).

Round ("Buckler")	Oblong
Minimum: 12" Maximum: 24"	Width Maximum: 24" Length Maximum: 36"
	
<p>Materials: Padded rims must be closed-cell foam of at least half-inch (.5") thickness. Shield 'cores' should be of corrugated plastic (coroplast) or durable foam ("pink foam")</p>	

Packets

Packets are constructed by placing a scoop of round seed (millet or bird seed) inside a square of cloth between 6-7". The ends are brought together and secured with a rubber band. An appropriate packet should be able to flex so much that you are able to pinch your thumb and forefinger together through its middle. If you are unable to squeeze the packet in this manner, it is overfull and will strike like a rock.

Packet filler may not contain corn, peanuts, sunflower seeds, or any other sharp contents.

- Packet filler must be biodegradable

Packet cloth should stretch; Two-or-Four-way stretch spandex makes the most pliable, long-lasting packets. Stiff fabrics tend to get sodden quickly. Any color fabric is allowed, but high visibility or neon colors are recommended.

Packets do not need to have tails of any sort. While not required, sewn packets are allowed.

Thrown Weapons

These should be constructed of weapon foam, but without rigid cores. Placing packet-filling (or an entire packet) inside for weight is allowed. Thrown weapons should not be round stress-balls, but instead should be at least oblong in shape. Store-bought, coreless foam “throwing knives” are allowed.

Combat with thrown weapons functions in a similar manner to melee weapons: strikes are intercepted by both shields and other weapons to block the attack.

Firearms

Guns are represented by spring-powered foam launchers (*Nerf*, *Adventure Force*, *Dart Zone*, etc.), and can be used in some game settings for combat. These can be painted or vinyl-dyed to more realistic colors, but the tip of the muzzle should still be blaze-orange, to indicate the phys. rep is a prop.

- The blaster should have a firing speed of less than 100 FPS (feet per second). Stock *Nerf* guns average around 65 FPS, with *Nerf Rival* around 90 FPS. More performance based blasters (such as *Dart Zone/Adventure Force* generally need tuning caps to have their strength reduced to an appropriate FPS).

Use of Firearms is gained by purchasing skills from the Setting-Specific Rules, such as the *Firearms* open skill (which allows access to one category of Firearm).

- **Pistols:** *Any one-handed blaster.*
Used for delivering uncalled attacks, “2 Damage” calls, and some status effects.
- **Rifle:** *Any blaster with a barrel and/or stock that requires two hands to fire.*
Used for delivering uncalled attacks, “4 Damage” calls, and some status effects
- **Shotgun:** *Any blaster with a barrel and/or stock that requires two hands to fire; a shotgun should be fairly short (longer than a pistol, shorter than a rifle).*
Used for delivering uncalled attacks, “Double 2 Damage” calls, and *Knockback*.

Below are examples of the setting-specific *Firearms* open skills:

- **Firearms**

You are skilled in the use of guns, as represented by an appropriate nerf gun toy.

Remember: this is a magical world-- guns are simply not as effective as they are in the "real world." Unless you have an additional skill, you may not wield a weapon (dagger) or shield in your off-hand.

