



# THE E.O.S QUICKIE!

Welcome to End of Seasons! Please read the Quickie-Rules Cheat Sheet!

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## Combat

- **Non-legal targets for Weapon Blows:** Head, Neck, Groin, and the hands up to, but not including wrists.
- **Legal Swing:** 90-180 degree swing for 1 handed weapons, 45-180 degree swings for 2 handed weapons.
- **Thrusting:** Legal, but must be done gently. *\*Note some Latex weapons do not contain appropriate thrusting tips.*
- **Trapping, holding, or pinning** weapons or shields is not a valid attack or defense.
- **The Rule of Threes, or the Flurry Rule,** states that a character can deliver no more than 3 blows in a row before being forced to pull back and pause(for at least one second). All blows must be legal swings.
- **Charging:** Moving toward a person and physically touching them with your body/shield is called "Charging," and is against the rules.
- **Enforcing these regulations is solely the responsibility of the game officials.** If you feel someone is not following these, or any other, rules, it should be pointed out to a game official after combat or at the end of the event.

## Body Points, Bleeding and Dying

A character has five combat states: Alive, Bleeding, Stunned, Unconscious or Dead.

If a character is hit with the ability "Sense State" the character must answer with 1 of those 5 choices.

**Alive:** When you have 1 body point (bp) or more and are not stunned.

**Bleeding:** Characters that reach zero body points are bleeding. During the bleeding state a character must count to 100 seconds before they are considered dead. This is called your "Bleed Count." While bleeding, your eyes are closed and you are partially aware of your surrounding, but you can't move, make noise/speak (except to answer a "Sense State") and you can use no game skills, (except "Resists").

If a character applies a "**Diagnose**" skill to the bleeding person, the bleeding count will temporarily stop.

If a character calls "**Remedy Bleeding**", bleeding state ends, you're restored to one body, are alive & "**Unconscious.**"

**Unconscious:** behaves exactly like a Stun effect except it is cured by any healing you received or Remedy Stun. If a cure is not received, you are "stunned" for 100 seconds. If a character gains any form of healing during their bleeding or unconscious state, they automatically are considered alive and are able to return to action immediately.

**Dead:** If a character dies, he will then begin his 300 hundred second spirit count. While dead, he can only be affected by spells and effects specifically targeted at Death. "*Voice to Dead, Magic Remedy Death*" restores you to life.

Otherwise if a character does not receive this aid within the 300-second spirit count, the character must then make a decision. The character must either use a **Godsend** or he loses a life and must seek a shrine to return in his next life.

## Skill and Effect Delivery:

Every effect consists of a *delivery mechanic*, a *qualifying target*, a *source*, *duration* and *effect name/damage*.

### Delivery Mechanic:

**Weapon:** There is no need to say the delivery mechanic for weapon attacks. If a weapon attack does not affect a legal target (either through a miss, or physically blocking the blow) no Pool is expended. Pool is only expended when the skill takes effect or is blocked through a resist skill. Often, there is no Qualifying target, as the target is the one struck by the weapon.

**Packet:** There is no need to say the delivery mechanic for packet attacks. Those abilities that involve throwing a packet require an incant before the effect phrase is stated (*7/8/9/10 syllables for Apprentice/Journeyman/Master/Grandmaster respectively*). Often, there is no qualifying target as the victim is the individual hit by the packet. A player cannot cast while holding a weapon or shield, unless otherwise stated.

**Voice:** Unless a modifier is added (such as a specific name or race), anyone who can hear the effect being called is under its effect, this includes the invoker.

**Aura:** When struck with a melee weapon, the aura's bearer may call "Aura: *Effect*". The attacker who has swung this weapon suffers the called effect.

**Symbol:** The target of this effect must be in line of sight and affects the closest individual pointed at. Symbols cannot be used when while the character has a weapon or shield in his/her hand, unless otherwise stated.

**Touch:** Some skills are delivered by "physical contact" which is represented by a held spell packet. Touch effects may never be delivered to an actively resisting opponent.

**Qualifying Target:** This is who suffers the effect. This is often used to narrow the number of recipients of a skill.

**Source:** Represents the power source of an ability and is often used to determine whether abilities can be resisted. The common categories are as follows:

## Corruption, Blight, Magic, Skill, Sun, and Defense

**Durations:** Lesser = 10 seconds  
(None) = Until Rest (must complete a 100 second rest)  
Greater = Until Event Ends  
True = Permanent, until Remedied by a "True Remedy"

### The Effect:

#### Channel: Any duration

The Channel ability is how you know if things can or cannot stack with one another. Channels are used as descriptors to other effects. If an effect is a channel it denotes it cannot be stacked with another effect of the same source. If another channel is put on the target, the target can either accept it or reject it, keeping the original active channel. The player makes the call, whether his character his alive or dead. Any Channel that does not have a source overwrites other effects that do not have a source.

#### Death: Instant

The Target of this immediately dies and begins their Spirit Count. They take on the Quality: *Dead*

#### Disarm: Instant

The target drops whatever is in the specified hand, and cannot pick it up for at least 1 second. Claws and other natural weaponry are immune to this effect.

#### Drain: Any duration

The Target is unable to use game skills that require pool or Essence to use, but can move or role-play. They can only swing uncalled damage, no special called effects or damage.

#### Favor/Malice: Any duration

A Favor/Malice allows the caster to grant an ability or Quality to someone else. (Like giving someone the ability to cast magic) This ability is very rare. It's possible a spirit could give you a card at the same time indicating what the favor is. Negative favors are called "Malice" and cannot be resisted.

#### Frenzy: Any duration

The Target attacks the nearest person, and moves on until all available opponents are slain, or they are unconscious. Frenzied targets do not stop to kill fallen opponents, as they are enraged, not murderous.

#### Maim: Any duration

The target losses the use of the appendage that was the target of the melee strike or called out by the spell incant.

#### Pain: Any duration

Target is incapable of attacking due to immense pain, though they may defend themselves. The target can move at a walk while under this influence, roleplaying great discomfort.

#### Reflect: Any duration

Instantly defends the user from the Effect, while applying it back to the aggressor. This can only be used on called effects (not silent damage).

**Remedy(Effect or Source): Instant**

Removes the target Effect or Source of Effect. Remedy must have a magnitude that must equal or exceed the duration of the casting. The Magnitude of a Remedy determines what effects it can cancel out.

**Repel: Any duration**

The target cannot come within ten feet of the user. If they are within that radius they must back up. But if they are advanced upon by the attacker they do not have to move back.

**Resist: All**

Instantly defends the user from a called effect, or from silent damage by virtue of delivery mechanic, source or effect.

**Restore/Siphon: All**

Restore adds pool to your store. (But not above maximum) Siphon drains pool(or if specified, Essence) out of the creature (even if they have none left) and restores it to you but cannot exceed your maximum. Pool siphoned normally comes back after rest, pool siphoned via "Greater Siphon" comes back after the weekend and "True Siphon" is permanent. Essence Restored or Siphoned also follow these rules.

**Root: All**

The target cannot move their feet.

**Sense: Instant**

Sense when paired with a quality (such as corruption) forces the target of a sense to cry out in acknowledgement loud enough for the invoker to hear. "Voice Sense Corruption" means that all creatures who are corrupt and hear that statement must make an affirmative noise that is at least loud enough for the invoker to hear. Players using Sense note: this only works on creatures able to give answers, and not inanimate objects.

**Shatter: Instant**

The Item hit with the Shatter or called out in the incant is rendered inoperable until repaired by the appropriate skill.

**Silence: All**

The character is unable to speak, or use any game abilities that would require speech.

**Slow: All**

The Target cannot run.

**Stabilize: Instant**

When a player announces this effect the bleed count of the target is suspended, and after completed the target of the stabilize becomes "stunned".

**Stun: All**

The Target Falls to the Ground Immobile but aware.

**Summon: All**

The Target must move within arms length of the user.

**Suppress: All**

Suppress Removes a Quality from the target Temporarily. Suppress Corruption, means any abilities that are linked to being corrupt stop working for as long as the suppression is in effect. Suppress Initiation Faya, means that any powers that are linked to Initiation to Faya cease to function. Suppress with no Qualities means it suppresses all game skills.

**Weakness: All**

The Target cannot spend any pool or swing any effects that are delivered through a weapon.