

Combat Armour & Wounds

Armour adds hits to area where it covers:

Base = 1hpl

Light = +1hpl

Medium = +2hpl

Heavy = +3hpl

- **Medium/Light** armour is bypassed by:
Cut, Through, Fatal, Backstab, Sever, Crush
- **Heavy** is immune to **Cut**. Sever becomes a **Crush**.
- **Stacked** Armour allows the cumulative armour bonuses and is immune to **Backstab**.

Stats add to **Base** hpl.

Once you receive a wound (**Base** = 0 hits) to a location (**Head, Torso, Arms** or **Legs**), start your **Death Clock**. If a **Limb** reaches zero, the limb is lost. Take a **Crush** to the **Torso**. If a **Body** location (**Head** or **Torso**) reaches zero, you die.

Combat Calls

Cut = penetrates **Light/Medium** armour, deals 1 hit damage to **Base**

Though = As **Cut**, but penetrates **Heavy** armour

Fatal = Penetrates all **Non-magic** armour, instantly causing a **Crush** to the **Torso**.

Crush = Reduces a location to zero hits

Sever = As per **Crush**, but removes **Limbs**

Backstab = **Crush Through**. Must strike the **Torso** with a **Short** weapon ($\leq 24''$) and target unaware of the attack

Sap = Knocks the target unconscious until awoken/encounter ends. Stopped by **Heavy** headwear/magic

Disarm = If weapon or arm is struck, drop the weapon. Unarmed **Disarm** gives the weapon to the disarmer.

Knockback/Heavy = Take 2 strides backwards

Bull Rush = As **Knockback** but **Disarmed**

Strikedown = As **Bull Rush**, but falls to the ground for 3 seconds

Knockdown = Fall to the floor for 3 seconds

***Venom** = Halves **Death Clock** (only once, until cured)

***Sleep** = As per **Sap**

***Paralyse** = Target cannot move for 5 minutes

***Disease** = Roleplay effect TBD by **Ref**

Shatter = Breaks **Mundane** and **Masterwork** items

Enchanted/Magic = Does **Magic** damage

Fire/Acid/Ice/Lightning = Does specific type of **Magic** damage

Blessed = Does **Holy** damage

* = Physical blows must penetrate armour to have an effect

Common Calls

Time In = Play starts/continues

Time Freeze = Play is paused, remain still & close your eyes

Time Faff = Remain IC, but do not move onwards

Time Out = End of Play

Man Down = STOP IMMEDIATELY follow all instructions given

No Effect = Immune to a spell/effect/damage

Resist = Temporarily immune to a spell/effect/damage

Environment = Roleplay effect

Ref = Call the attention of a Ref

Armour Reset = Armour resets to original hpl, any spells/effect in effect end.

Dimension Lock = Cannot use spells/abilities that allow travel to/through other realms

Ping = Locates a hidden being or a magical item (spell depending)

Magic

Fear = Run away from caster (10s)

Petrify = Frozen to the spot in fear (10s)

Nightmare = attack everyone in fear until subdued

Charm = Become friendly to caster for 1 encounter. Combat negates effect.

Judgement = Cannot lie to caster and perform most actions that do not negatively affect target. Lasts 1 encounter or if attacked by caster.

Dominate = Under complete control of caster until mortally wounded.

Enthral = **Dominated** until removed by a Ref

Flash = Blinded for 3 seconds. Can act defensively.

Stun = As per **Sap** or stumble around. Lasts 10s.

Choke = Roleplay choking then take a **Crush** to the **Torso**, if not stopped after 30s

Fire/Acid/Ice/Lightning Dart = 1 hit to chest of specified damage

Fire/Acid/Ice/Lightning Bolt = As **dart**, ignores non-magical armour

Fire/Acid/Ice/Lightning Blast = As **Bolt**, but hits all locations

Agony = Roleplay intense pain for 10s

Drain Life = Reduces **Death Clock** by 1 minute per cast. Cannot be reduced lower than 1 minute.

Corruption = Fall to the ground unconscious. Await Ref input

Auspex = Locates a hidden being

Wound Limb/Body = Causes a **Crush** effect on the specified location

Other Calls

Shadow Step = Person temporarily turns invisible

Shadow Sight = Allows the ability to temporarily see invisible creatures

Dodge = Blow does not hit