



AFTERMATH

CORE RULES



Version 3.0.0

AfterMath Mission Statement



The AfterMath Staff is dedicated to giving each and every player the chance and ability to be entertained. Our goal is to create a consistent, full, ever changing, and interactive world full of action, excitement, and role-play. Every staff member will remain impartial, unbiased, and will treat every player of this game fairly. The AfterMath Staff will always remember that it is the players who are the heart and soul of the game, and it is because of them that we are here.

Welcome to AfterMath



Core Rules

Introduction

1.1 Welcome

You are preparing to enter a game world using the 'Accelerant' system. The system is designed to be simple in concept and execution, yet have a rich and varied set of skills and abilities with which to develop characters and stories. To do this we have created a set of Core Rules that define all of the effects of the game and presents them to you within the first two chapters of the rule book. All skills and special abilities refer back to these Core Rules, so once you have learned the Core Rules you know how to react to effects from any Accelerant game, even though the skills or abilities that allow a character to use those effects may be very different.

1.2 Philosophy

The main philosophy of the Accelerant system is to keep the game flowing smoothly and without interruption. Almost everything you do you should attempt in game. There should be no reason to drop out of game, to consult an out of game personage during normal game play, or to describe out of game actions unless those actions may make others uncomfortable. You may consult in game spirits and characters, but all your actions should be in game. In the Accelerant system you will never have a reason to describe your actions. You can't set things on fire. You can't chop creatures to pieces. You cannot, and have no reason to, perform actions you cannot actually attempt unless those actions are defined in some other way in these rules.

The idea is to stay in character no matter what. If you have a question, attempt to word it in character and ask it in game. If you feel you must leave game, walk to the edge of the game area in character and leave the game for a time. You should never interrupt the flow of the game. There are no rifts that move you out of the game action, no things stepping through solid walls, no flying creatures, and no happenings that cannot be played without interrupting the flow of the game. You might be transformed into a spirit and made to walk someplace in that state, but anyone who sees your spirit still sees you walking.

Be forewarned that our directed characters will react to blatant out of game comments as insults or lies. Spirits and creatures will become enraged at out of game comments. As such, dropping out of character can get you killed, or worse. If the problem continues, you will be asked to leave the game. Stay in character.

1.3 Rules of Etiquette

In a game as fluid and full of unexpected circumstances as live action, it is important that each player attempt to follow the spirit as well as the letter of the rules. We have tried to create a set of rules that are as cut and dry as possible. However, there are certain rules that are necessary to promote atmosphere and or safety. These rules are marked as Rules of Etiquette. These rules are often difficult or impossible to quantify without breaking character. We know this, and if players abuse them or become less than graceful when using them, the game will suffer. We trust the players to follow the intent of the rules, and to be particularly tactful when dealing with Rules of Etiquette. **You will find further specific Rules of Etiquette outside this section when dealing with some specific effects or performing some specific actions.**

1.3.1 Basic Etiquette

- **Abusive language or actions are not tolerated, whether they are in game or not.** Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game.
- **You are always in game, even if your character is unconscious, dead, or affected by a game condition that incapacitates you.** Your spirit still remains with you, and it can experience the game world around you. You do not need to pretend you did not experience the game even under these conditions. If your eyes are closed then you might not see what is going on, but you will remember everything you hear, smell, and feel. If you are lying unconscious or dead, or affected by the Stun effect, you must close your eyes.
- **There is no "out of game" except during emergencies.** There are no out of game indicators (such as white headbands), and no people should be wandering about unless they are there in the actual game. To keep the game flowing as smoothly as possible, we have defined the following ways to deal with problems and interruptions.

1.3.2 Caution

This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those

people who are close to, or involved in, that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem.

1.3.3 Clarification

This phrase works like Caution, but it indicates that someone needs a quick explanation of what happened. People directly involved pause for up to three seconds while someone repeats a verbal or quickly indicates a condition or result of something. This should be used infrequently, if ever. It is present for new players who may be overwhelmed and confused during their first game or two.

1.3.4 Let Me Clarify

This phrase, which can only be used by plot approved non-player characters, indicates that any encounter information that follows should be considered true. There are times when your character may not trust another character. This phrase indicates that the information that the character, trustworthy or not, will impart is important and true information about how some specific encounter works. This phrase cannot be used unless the player has plot approval for that specific encounter, and the information imparted must be a clarification of some specific game effect or encounter.

1.3.5 Emergency

This means that there is some medical emergency that needs attention. This phrase should come up rarely. The game play stops, and everyone who hears the emergency should drop to a knee to indicate that a real problem exists. Emergency should only be called if there is a real problem and someone could be hurt.

1.4 Safety Restrictions

There are a number of basic safety restrictions in the Accelerant system to ensure the safety, comfort, and enjoyment of all.

1.4.1 No Physical Contact

You have no reason to touch another player in the Accelerant system. Physical contact is not allowed. You may contact another player with a boffer weapon in a legal attack area and you may contact another player by touching a packet to their arm or shoulder to deliver a "touch cast" effect. Violators will be asked to leave the game.

1.4.2 Searching a Character

Because the game does not allow physical contact, you may not physically search someone else. Instead you approach within searching distance and tell them in a low voice "I am searching you." The player may simply reveal items you have found. The player may make a pouch available for you to reach into and take items. The player may request that you describe your search. In this case, you must take the time to tell the player where on his or her person you are looking for items. Items cannot be hidden in places people might find rude or inappropriate. An item must actually be hidden where you say it is. You cannot have an item in your pocket, for example, and claim it was tucked in your boot. It must be hidden there. If someone searches a general area you may request them to be more specific by stating "Describe that search." If you have an item concealed in the sole of your boot and someone says "I search your boot" you may ask them to "Describe that

search" before giving it up. Players should not demand unreasonable searches with too much detail - a search should take no more than a minute.

1.4.3 Carrying a Character

Because the game does not allow physical contact, you may not physically carry or drag another person. Instead you simply tell the person you are picking them up and role play carrying them along. They must get up and walk with you while you pretend to hold their shoulders. You cannot move faster than a walk while carrying someone else. If you are unable to move while being carried you walk with your head bowed and arms at your sides.

If you are carrying a character and that character is struck by an effect from a melee, missile, or packet attack, you will also take that effect unless you "drop" the character immediately. If you are being carried and someone "drops" you then you role play falling to the ground. If you are being carried, you must role play an effect with a moan or grunt even if you are paralyzed or dead to indicate you have been struck. If you are carrying someone who role plays an effect, and you do not know what the effect was, you must drop them. You may pick up a body after dropping it as soon as that body stops moving.

1.4.4 Rule of Etiquette

Whenever you are required to role play an effect you must always do so in a safe manner. If you must adjust your role play or position slightly to make the game safer for you or another player we ask you to do so. You should take care before moving in crowded areas even if you must play out the effect in a slightly different manner. You are encouraged to take the extra step or two when playing out an effect if it removes you from an area that is detrimental to your health such as a puddle or an area with too many other players.

1.4.5 No Alcohol or Drugs

You cannot consume alcohol or drugs on the premises of the game unless the drugs are for authorized medical use and the staff has been notified, and has approved. You cannot be under the influence of alcohol or drugs while

on the premises of the game. Violators will be asked to leave the game.

1.4.6 Safety Glasses

The Staff of AfterMath recommends that you wear safety glasses when playing AfterMath. Foam darts do have the potential to harm your eye should they take a direct hit. You are able to find safety glasses, such as sunglasses, in a variety of styles and they can easily be incorporated into your costume.

Again you are not required to, but the AfterMath staff does recommend it for your protection.

1.5 Rules Restrictions

As you play the game and wander around the world, there is a lot you can do to affect the game environment around you. Conversely, there are lots of effects that can change how you play the game, for both good and bad. Other characters may attempt to inflict unpleasant fates upon you, and you might attempt to do the same to them.

There are three restrictions on your activities.

The first is an **environmental restriction**. When you come across props that represent certain environments, such as tarp walls representing solid walls, you must play as if that condition was real. You cannot move tarp walls, you cannot walk across black pits, and you cannot enter areas marked out of game.

The second is an **effect restriction**. If an effect has been inflicted upon you, you must abide by the restriction of that effect until it is removed. If you have a Slow effect you cannot run. If you have the Maim effect you cannot use the maimed limb. Effects can be inflicted upon you in a variety of ways.

The third is a **skill restriction**. If there is a skill that specifically allows you to manipulate a prop or perform some action, you cannot attempt to perform that action or manipulate that prop unless you have that skill. You

cannot pick up weapons and try to fight unless you have the skill to do so. You cannot manipulate traps unless you have the skill to do, although you can attempt to avoid them.

1.5.1 Prop Restrictions

- You are not allowed to bring to an event any prop that resembles or could be mistaken for common or unique game items provided by plot without the express permission of the game staff.
- You cannot attempt to duplicate or forge game money, item props, tags, or logistical documents such as character or monster cards. Any attempt to use in game means to create fakes of any items must be approved by the plot committee.
- You are not allowed to break, destroy, or take apart any prop. If a prop is attached to a wall by a chain, for example, you cannot attempt to break or detach that chain in any way. The Destroy effect does not change the basic structure of a prop; it just makes the item unusable for any game related purpose.
- Costuming, jewelry, weapons, and area props cannot be moved from the area they are placed in except by the owner. Most props have no in game worth. These props provide no in game benefit and disallowing their removal ensures these props are not broken or lost. Props may be handled but must be put back where they are found unless they have a sticker.

1.5.2 Prop Labels

Small circular stickers attached to objects indicate special rules about handling an item. Items may also be marked by attaching a short ribbon to indicate the item's in game status. These ribbons replace the sticker and have the same meaning. A ribbon can be used to mark small items that don't have room for a sticker, such as rings, or on items where plot feels that a ribbon would look better or be more evident to the players. This ribbon may have codes or markings on it in the same manner that stickers can have markings for players with specific skills to recognize.

- If an item has a **red** circle or ribbon, it cannot be moved at all. It cannot be picked up or touched. It will not move.
- If an item has a **yellow or green** sticker or ribbon, it seems to be valuable.
- A **small yellow**, circular sticker means the prop may be taken but it must be turned in at checkout.
- A **small green** circular sticker means you can take the prop and hold on to it.
- **Special items may also have a red sticker with a rune or number on it.** These stickers indicate that characters may not pick up or touch the item unless they have a skill or ability that allows them to manipulate objects marked by that symbol or number.
- Some game effects will enhance an object such as a weapon or a piece of armor. **When an item has been enhanced by a game effect, an effect sticker will be placed upon it so long as the enhancement is in place.** Items with effect stickers are treated as though they were yellow sticker items. If you have an effect sticker upon your weapon, that prop can be stolen from you. You should bring back up props if you want to use item enhancements.

1.5.3 Environment

Games take place at a site, usually a campground. This site defines the boundaries of the game. During game play, a player may attempt to enter any area within the game boundaries unless the area is marked with a **yellow information sign**. Areas marked with information signs are either special areas with additional rules described by the sign or they are out of game and impassable.

1.5.3.1 Out of Game Areas

Areas that are out of game are marked by the **yellow or hazard orange signs** with text marking it Out of Game. You may not enter these areas. The text of the sign indicates why, in game, this area cannot be entered.

Some areas might be described as collapsed and ruined piles of rubble that have no real interior. Other areas might be marked as impassable swamp.

1.5.3.2 Special Areas

Areas with special restrictions or rules will be marked by the **yellow or orange hazard signs** with game information printed on it. This sign will have game information written upon it that will describe the circumstances that make the area special.

1.5.3.3 Gates and Turn Back Markers

Portals ringed with **strings of decorative light** are magical portals. Gates may also be marked off with ribbons during the day instead of lights. These portals lead to other places. Some lead to other places in this world, some lead to places beyond this world. If a portal is ringed with lights and they are not lit then you cannot go through that portal.

The areas beyond gates are often marked with **yellow information signs**, so you should always look around after going through a gate. Gates have a disorienting effect to compensate for the time it takes to spot and read a yellow sign.

White gates are open portals. If the lights are on, anyone may step through the gate. White gates will always appear in ruined areas.

Colored gates are special. Only special 'Staff Characters' that control the gate may bring you through a gate with colored lights. If there is no guide you cannot enter the gate. Some colored gates are free standing, with no actual area on the other side. If you enter such a gate at the request of a staff character then you will become a spirit. You will not be affected by any attacks and you must reply "Spirit" to any attack that strikes you. You cannot use any game skills or converse with any one else. You are visible to others, but you cannot converse with them and you can only enter an area indicated by the spirit guide who leads you. You must follow the spirit guide until you exit through another gate and your guide indicates you have assumed your normal form.

Turn Back Markers

Some games have locations in a game site are normally accessible to players, but are sometimes closed for specific encounters or modules. While this is usually handled with yellow information signs, it is often difficult to spot and read information signs without entering the encounter area to read them, especially at night. To make these easier, areas can be marked with circular information signs (rather than the usual octagonal signs) and at night these signs are lit with circular rings created with looped glow bracelets. If you spot these Turn Back Markers hanging in the area, it means that the area is inaccessible and you should stay away unless you are led to the area by a spirit, a scout, or a similar guide.

It is often left to the player to explain why they cannot proceed when they spot Turn Back Markers. One common reason is that the area ahead is impassable swamp. Another is that a mist has risen and players cannot find their way through the area. Sometimes players simply state that the area ahead looks uninteresting and turn back. It is left to you and your companions to come up with a plausible reason that you cannot proceed when you spot a Turn Back Marker.

2.0 Chapter Two

Core Rules

Effects

During the course of the game you can be the subject of a wide variety of attacks. Each attack will attempt to inflict an effect upon you. Some effects can benefit you, and some will deliver unpleasant effects upon you.

2.1 Attack/Ability Delivery

Each ability must be delivered to its target in some way. These deliveries are the physical action needed to determine whether an ability has been successfully used on an opponent.

There are several different ways to deliver game effects, but there are three basic attack deliveries that are used most often in combat. Melee attacks are delivered with a successful strike with a hand held weapon. Packet attacks are delivered by throwing a bean bag like projectile and striking an opponent. Missile attacks are delivered by throwing a special foam throwing weapon.

It is always up to the defender to make the final decision whether an ability has struck or affected them, and thus whether the ability has been delivered. It is important that players do not abuse this honor system. If a player does not count legal hits, the game breaks down. Individuals that are reported for not counting hits will be reviewed and if necessary asked to leave the game.

2.2 Melee Attacks

Melee attacks require special hand held padded weapons to deliver an attack, often referred to as boffer weapons. Melee weapons cannot be thrown. You must have both hands

on a two handed weapon in order to use it in combat unless some game ability specifically states otherwise. These padded weapons have a strict set of creation rules and must pass a safety inspection at each and every event where you intend to use them.

To add to the atmosphere of role playing, we expect our players to role play in combat. Although we allow light weapons for safety and comfort, we ask that players keep the pace of their swings in line with what a heavier weapon might require. Melee swings that are entirely generated by snapping or rotating the wrist or forearm are discouraged. Although you are expected to role play full weapon swings where the weapon moves at least 45 degrees, the actual contact cannot be too hard. A tap from a weapon is sufficient to deliver an attack. Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted. Attacks to the head, the hands, or the groin are illegal and are not counted.

Any strike that has no verbal announcement causes 1 point of damage. These are known as "**uncalled strikes**" because they have no verbal. Uncalled strikes will cause someone to fall unconscious if they remove all Vitality, but the victim will remain stable. A character taken down by called strikes will fall unconscious and be unstable as well.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect.

You may hold only one weapon or shield in your hand during combat. If you are holding more than one item in a hand, and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

Many skills work only on limb hits. A limb hit is a strike to the arm or leg. A torso hit includes the chest from the belt up to the top of the chest. Any hit to the leg or buttock is a leg hit. Any hit to the arm or to the outer shoulder is an arm hit. Hits that come down on the shoulder or that come down between the shoulder and the neck are also arm hits. Neck hits are illegal.

2.3 The Flurry Rule

A flurry is a series of melee swings delivered at an enemy in combat with little or no pause. You can make no more than three consecutive attacks where your weapon contacts an opponent or their weapons, including their shield, before you must "reset". **To reset your flurry** you must stop all attacks for at least one second and, if movement brought you closer to an opponent, reset your range to two paces.

That's all you need to remember, everything else falls under clarifications and answers for specific questions.

- Blocked swings that contact a weapon or shield and successful hits that contact the body are counted as **flurry swings**. Feints and swings that do not make contact against weapons, shield, or body do not count as a flurry swing. You must reset your flurry after you have made three swings with contact.
- When we say **two paces**, we mean two normal walking paces. If this is unclear, this is the range where you are far enough from your opponent that if you extend a full length one handed weapon at them only the tip will touch the closest part of their torso including their shoulders.

- If you are already two paces away then you need only pause for the full second to reset your flurry.
- An opponent can't try to prevent you from resetting your flurry by advancing. If you have retreated in an attempt to increase your range to two paces but your opponent's advance has prevented you from doing so then you may reset your flurry after a full second pause.
- Incidental weapon contact and aggressively engaging an opponent's weapon with beat attacks or offensive parries can make flurry determination confusing. We realize it is difficult to determine if these types of weapon maneuvers count as a strike in a flurry. **As a Rule of Etiquette, if both your elbow and the weapon tip move forward and contact an opponent's weapon then count that as one of your flurry strikes even if it was not your intention to launch an attack.** This might mean that both combatants use up a Flurry swing during incidental weapon contact.

2.4 The Proximity Rule

You must maintain a safe distance from any active opponent. If you can reach out and touch the torso of an opponent with your hand then you are too close and you must back away. If there is a significant difference in the reach of two opponents, the opponent with the shorter reach may approach close enough so that they can strike their opponent with their weapon so long as they cannot touch the torso of the opponent.

2.5 Claws & Natural Weaponry

Some characters have the ability to use claws or natural weaponry instead of, or in addition to, weapons. These weapon props are red, though some plot creatures may have props

that are constructed to appear to be part of that creature.

Claws are considered to be melee weapons and can be used to block melee attacks. Claws are not affected by Disarm. Destroy effects delivered to such weaponry will cause a Maim effect to the limb using the weapon.

Claws and natural weaponry are not bladed weapons, and cannot be used with skills or effects that require bladed weapons. If you are holding a claw that is struck by a melee or missile attack, and you cannot legally block with the claw due to some game effect, you will be affected by the attack since you cannot drop the claw in response to the strike.

2.6 Missile Attacks

There are two types of missile attacks. Projectile attacks and thrown weapons. Projectile attacks are defined as projectile weapons such as bows and crossbows, NERF type guns, and foam arrows and bolts. You may fire a projectile weapon such as a crossbow from each hand if you are skilled in using that weapon in both hands.

Unlike melee attacks, **any projectile attack that has no verbal causes 3 points of damage** and will cause enemies to become unstable when they fall unconscious just like called melee attacks. However, this is still considered uncalled damage for the purposes of skills that can resist uncalled damage.

Thrown weapons are defined as anything thrown and not from a projectile device. These only do one point of uncalled damage just like a normal weapon strike and do not cause you to become unstable. If a weapon is designed as a thrown weapon or projectile, it cannot be used in melee combat. You may only throw one thrown weapon at a time. You cannot use thrown weapons if you lose the use of your arms via in game skills like Maim or shackles or the use of game skills via Drain.

2.7 Packet Attacks

A packet is a small bean bag filled with bird seed that represents some sort of mystical, psychic, or supernatural ranged attack form. Packets have strict construction guidelines. You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. You cannot throw packets too hard. If you are winding up to throw the packet then you are throwing too hard.

Packets are not solid objects and cannot be affected by Disarm or Destroy, but they are a visible, in game effect. If someone is carrying packets and you see the packets, you can assume they have some sort of aura that makes you realize they are capable of something special.

Because of this, you cannot carry or throw packets unless you have the power to use them for something.

If a packet clearly strikes a target and they do not acknowledge the hit through role playing or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

To deliver a packet attack, the arm that is delivering the packet must be free and the hand empty except for the packet itself. A free arm cannot have props tucked under it or tied to it other than armor. You cannot deliver packet attacks if you cannot use game skills, or if the arm is affected by something that prevents its use such as a Maim effect or shackles. Some packet based skills have additional requirements as well.

Packet attacks cannot be used while you are being hit. Melee, missile and packet attacks will interrupt your verbal if they land while you are speaking it. The ability is not used up and attributes or their equivalent are not wasted, but the ability is interrupted and you

must begin the verbal again. Some creatures may have the ability to use packet attacks even while they are being hit. They will indicate this by saying "Innate" before the packet verbal when they make the attack.

2.7.1 Costume Rule

In order to encourage the use of good costuming and add a little more realism, we have the Costume Rule. If a packet attack clearly misses a target and passes by the body, yet that packet hits a cloak or costuming piece after it has gone past, the defender can call out "costume." This rule cannot be used if the costuming is in front of the defender or if the packet has not already passed the body. The rule is in place to encourage cloaks, back banners, and some directed character costuming such as wings without adding an unacceptable disadvantage to the character in combat.

2.8 Special Attacks

Special attacks are delivered in unusual ways rather than using the regular melee, missile, and packet combat system. They represent large scale effect and atmospheric conditions. Special attacks always begin with the person or area that the attack affects and that is followed by a verbal. If you have a defense that works against the verbal of a special attack you can use it to negate that attack. Once the verbal of these attacks has begun the effect is already delivered. You cannot, for example, retroactively turn to a spirit during the verbal to negate it. The individual types are detailed below.

2.8.1 Affliction

Someone delivers an effect to your immobile or unconscious form by touching a weapon or packet to your torso and stating "Affliction One, Affliction Two, Affliction Three" clearly and slowly followed by a verbal. This works like a Death Strike and can be interrupted in the same manner as a Death Strike. (See 2.10.2.2) The verbal may be a standard effect, or it may deliver an Inflict effect in which case the player will give you an effect card.

2.8.2 Gaze

Someone who has met your gaze for a full three seconds calls out or whispers "By my gaze" followed by a verbal. A vampire might whisper "By my gaze, Paralyze by Will." Other creatures might cause fear or other effects.

2.8.3 Gesture

Someone points at you with a hand or a weapon and calls out "By my gesture" followed by a verbal. If the effect has a duration that is not instantaneous, then instead of the normal duration, the effect lasts so long as they point at you.

2.8.4 Name

Someone calls out "By your name," states your name, part of your name, or some pseudonym that you have used and calls out a verbal. The attack is delivered to you if you recognize that name as a name you have used or a name that person might use to refer to you. Basically, if you know they are talking about you then you take the effect.

2.8.5 Room

Someone calls out "In this room" and an effect, and everyone in that room will be affected by it. Doorways and gates act as room dividers. This delivery is commonly used for traps and performances. The attack only works within an enclosed room that has normal doorways and corridors as exits. The attack will affect you if any part of you is within the room when the verbal is called.

2.8.6 Voice and Ambient

Someone calls out "By My Voice" and an effect and everyone who hears it will be affected by it. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears. Voice attacks indicate that the effect is radiating from the creature calling the effect. This type of attack never sets off Shield defenses.

Ambient is the same as above except it is called to notate that the effect is not

originating from that creature but is more of an environmental effect.

2.8.7 Verbals

A verbal is a short phrase that is called out when an ability is used to explain the effect of that attack. Each verbal can have an effect and a trait for that attack. The trait indicates the flavor¹, or type, of the attack so you may role play the effects and perhaps use a defense to negate the attack if it strikes you. The effect indicates what the attack does to you.

A verbal is an out of game phrase. You must call your verbal even if you are affected by Silence. If you hear the beginning of a verbal you must listen to the phrase and play out the effect.

Verbals for melee attacks are called out as you swing your weapon. Verbals for missile and packet attacks are called out before you release the projectile from your hand. You call out a phrase that takes the form of <effect> by <trait>.

For example, a poison that freezes you in place would use the verbal "Paralyze by Poison". A bolt of fire that causes 5 points of damage would use "5 Damage by Fire" as the verbal.

If you hear a verbal, your character knows instinctively what happened. The verbal not only tells you the effect out of game, but it represents the effects of the attack in game. You never have to play it dumb. The verbal "4 Damage by Fire" might represent a roar of flame. The verbal "Maim by Lightning" might represent a flash of light. The verbal "Paralyze by Fear" might represent the hairs rising on the back of your neck. However you imagine it, the verbal tells you what happened both in and out of game.

Verbals should not be confused with incantations. Incantations are magical words that are used to cast a spell. These are in game magical phrases that are required for all but the most powerful mages to cast

¹ Flavor of attack indicates a specific descriptor, such as "1 damage by Shadow"

magic. Spells usually have incantations, but they also end with a verbal.

Remember that there are two rules that apply to all called attacks.

- You must finish the verbal for a called attack before launching a packet or missile attack. You call out the verbal as you swing a melee attack. If there is an incantation, which is an in game phrase associated with an attack, then that must be clearly spoken before the verbal. This is true for melee, missile and packet attacks.
- All called hits must be acknowledged through role playing. Many skills are consumed only if the recipient calls out a defense or role-plays the effects of the attack. If you don't role play the effect, the attacker may assume that you were not struck and the skill not used.

2.9 Traits

A trait is a label that is given to a character, an attack, a defense, or an item. Traits help describe the flavor of game effects and define how abilities interact with each other. There are four types of traits. A **character trait** is any trait that is somehow given to a character. An **attack trait** is added to an attack verbal and defines the flavor of that attack. A **defense trait** is added to a defense call. An **item trait** is added to a tagged item and gives that trait to anyone carrying that item.

An attack trait tells you which defenses can be used against that attack. A character or item trait can be used to determine if certain effects worked against you. If you had the "Undead" trait, for example, then an attack that caused "5 Damage to Undead" would be effective against you. A defense trait is generally used for flavor, but it is possible to have skills or abilities that can be used only if a defense with an appropriate trait is used.

In AfterMath, there are several types of traits that a character can have. This can change based on how many character points you

have spent, what skills you have, and what race you are.

Here is a breakdown of traits you automatically gain based on race:

Living- All races get the 'Living' trait with the exception of the Soulless.

Race- A character's race is always considered a trait. Some races have additional traits in addition to their race.

New Bloods, Old Bloods, and Unclean also have the *Human* trait.

Guardians have their specific element.

Soulless have the Mechanical trait

A character who has not yet spent 50 character points to improve gains the Initiate trait. A character who has spent at least 50 character points gains the Experienced trait. A character who has spent at least 100 character points gains both the Experienced and the Accomplished trait.

Learning certain skills can give you other Traits as well. Each Discipline and Focus that you purchase is also a trait. A character that has purchased the Rogue discipline, for example, has the Rogue trait. Also When the first spell is learned in a specific school of magic the person learning the school gains a new trait that will stay with the person as long as that spell is known. The specific trait you gain depends on the school of magic:

Blood Mage- Blood, Magic

Priest- Holy, Magic, Power (Ar-el, Genshi, Tor'men)

Pathwalker- Animal, Magic, Nature

Psionic- Psionic

Shifter- Animal, Nature

Sorcerer- Elemental Trait (Air, Earth, Fire, Force, Water, Radiation), Magic

Martial Artist- Ki

War Dancer- Magic

2.10 Vitality

Vitality is a count of how much damage you can take before you collapse. In

AfterMath, each character has a number of Vitality points equal to the average of the Brawn attribute and the Essence attribute. Vitality is always rounded down. Although Vitality is based off of two attributes, they are totally separate statistics. Exhausting Brawn or Essence points does not affect Vitality and taking damage does not reduce Brawn or Essence. Only a permanent change to Brawn or Essence will cause your maximum Vitality to change.

As you take damage, your Vitality points are exhausted. These points can never drop below zero. Healing refreshes Vitality and these points are also refreshed at the beginning of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

2.10.1 Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

If you fall unconscious, but you are stable, you will remain unconscious for five minutes. After that time you will wake up with 1 point of Vitality. If someone hits you with an attack for called damage while you are unconscious and stable you will become unstable and begin your 1 minute count. Other effects can be inflicted upon you while you are unconscious and stable and those effects will still be active when you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you.

If you are unconscious and you are unstable you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your

condition to stable and you will begin your 5 minute count. Other effects can be inflicted upon you while you are unstable and those effects will still be active if you wake up. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

Rule of Etiquette

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

2.10.2.1 Death

There are four ways you can die in this game.

- First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above.
- Second, you can be killed if someone delivers a successful death strike to your torso (2.10.2.2)
- Third, you will be killed by an attack with a Death effect that you cannot negate. (2.10.2.3)
- Finally, special areas might cause your death if you have a mishap. (2.10.2.4)

2.10.2.2 Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be unmoving. The victim can be unconscious or unmoving because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or unmoving, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

2.10.2.3 The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

2.10.2.4 Mishaps

There might be **large scale traps, challenges, and mishaps** in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

2.10.2.5 **When you die**, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

2.10.2.6 Spirits of the Dead

After 5 minutes of death, a dead character becomes a spirit of the dead. Your spirit and everything you still carry is

drawn to a special area of the game marked as a Death area. Your spirit will even pick up your own weapons if they are within reach unless someone else possesses them. When you rise as a spirit you must proceed directly to the Death area. You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to interact with you, reply "Spirit" and continue on your way.

In AfterMath, the Death area is **The Gate of Death**. This is the gate to the Realm of Death. When you arrive at the gate you must follow the posted instructions and ring the bell. You will wait for The Gambler to arrive and call you into the gate.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This type of "Speak" effect will allow you to converse quietly with the character that used the effect. You cannot stray from your path or use any game skill while talking. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. You may use Resist and Purge defenses while you are a spirit of the dead if they are appropriate for an attack that strikes or affects you.

2.10.2.7 Final Death

If the spirit cannot return from the Death area then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in game persona.

2.11 Attack Effects

The effect of an attack describes how that attack benefits or impairs you. The effect is the first part of any verbal. Some effects target items rather than characters. Each effect will have its own duration, but curing or removing that effect will end it.

Timed Effects

There are various effects and activities that require time before they are completed or removed. This time is defined in one of two ways:

Rest time is generally used when an effect has some passive duration which will wear off if you have time to rest.

Activity time is used when you must perform some action such as repairing an item or mending wounds before an effect will take place.

In order to satisfy either requirement you must spend the time uninterrupted. If you are forced to break the conditions of Rest or Activity time then that attempt ends and you must start again from the beginning.

Resting time requires you to be sitting, lying, or kneeling. You cannot walk or run. You can talk and gesture, but you cannot use game skills, used called attacks, or use called defenses while you are resting. Effects which require rest can overlap; what this means is that a single rest time can be used for multiple effects.

If you had a game skill that allowed you to reset some kind of magical defense after a minute of rest, and you were affected by a Root effect, and you were affected by a Weakness effect you could rest for five minutes and apply the time to all three benefits. The Root would end, the Weakness would end, and the skill could be used to reset the defense. Activity time represents something that requires your concentration. Activity time might be required to repair armor, mend wounds, or meditate to remove an effect. You must spend the time role playing in a manner appropriate for the skill or ability you are using. You may talk with

others during this role play time if you wish so long as the skill or ability description does not have additional restrictions in its description.

Activity time requires that you stay in the same area as you role play the activity. You cannot walk or run outside of the immediate area. You cannot use other game skills, used called attacks, or use called defenses during this time. Skills and abilities which require activity time do not overlap; what this means is that if you have two different skills that require activity time to perform that time spent on one ability cannot be applied to any other activity. You have to role play each activity time separately to use the ability. Effects that prevent you from using game skills also prevent you from spending activity time to refresh abilities. Resting time and Activity time do not overlap.

For example, Travis and Gerard each have a skill that provides armor points. Travis has a skill that requires one minute of rest to refresh his armor points. Gerard has a skill that requires one minute of activity to refresh armor. Both sit down to rest off a Weakness effect. During that time, Travis may also refresh his armor points. Gerard will still have to spend one minute of role play to refresh his armor.

Many attacks last until you rest for five minutes. You must be sitting, lying, or kneeling to rest. You cannot walk or run. You cannot use any game skills while you are resting. Effects that require rest will not end until you rest for five uninterrupted minutes.

You are also resting if you are dead, unconscious, stunned or paralyzed. Paralyzed characters are considered resting even if they are standing. You cannot refresh attributes or skills while you are resting. Both are interrupted by a successful non-beneficial attack.

2.11.1 Agony

You are wracked with pain. You cannot attack or use most game skills. You may run, defend yourself by blocking with weapon skills

and can use called defenses. Agony lasts for 10 seconds.

2.11.2 Cure...

The Cure effect removes effects on the target. A Cure <Effect> will remove all instances of that specific effect. A Cure <Trait> will remove every active effect with the appropriate trait except Imbue and Inflict unless the Imbue or Inflict card specifically says otherwise. Cure will never restore Vitality. Cure is a beneficial effect.

Example:

Travis has been affected by the following attacks: Slow by Disease, Slow by Will, and Drain by Will. A Cure Slow will remove both the Slow by Disease and the Slow by Will since they are both Slow effects. A Cure Will would remove both the Slow by Will and the Drain by Will since they both have the Will trait.

If a "**Cure Maim**" effect references a specific limb, the effect will only remove Maim effects on that limb. If the Cure Maim effect does not specify a limb, it will cure all Maim effects active upon the target. If an ability or skill allows you to use the "Cure Maim" effect on a specific limb, you cannot use that ability as a general "Cure Maim" effect.

A "**Cure Death**" effect will restore a dead target to life and leave them with 1 Vitality unless that target has transformed to a Spirit of the dead.

Once a character has transformed to a Spirit of the dead, only the rare "Cure Death to Spirit" effect can restore them to life, and only if it is used before the Spirit reaches its destination.

A "**Cure <Inflict Name> to/by <Trait>**" effect will remove a trait given to you by an Inflict, Imbue, or other effect that is temporary. It has no effect on a permanent trait granted by race, skill, or the like.

2.11.3 Damage

This effect removes Vitality points as described in the section on Vitality. Unlike typical effects, Damage is instantaneous. It

removes Vitality points and then the effect ends. You cannot remove or dispel damage. Vitality points must be restored through healing.

2.11.4 Death

An attack with this effect kills you. You fall down dead, as if you had been struck with a death strike. All temporary effects upon you end when you are killed except for Imbue and Inflict effects that are not specifically removed by death.

Death lasts for 5 minutes, after which you will rise as a spirit and travel to the Realm of Death. This process is described in greater detail in the Spirits of the Dead section.

Cure Death and certain special abilities can affect you while you are dead. Some strengthen your spirit so it is not weakened by the presence of Death. Some might even restore you to life.

Others might cause unpleasant effects. All of these will be handled using an Imbue or Inflict effect. In these cases you will be given an effect card that explains the results of the Imbue or Inflict effect.

2.11.5 Destroy...

This effect is unique in that it is inflicted upon an item rather than a character. Because of this, the item becomes the target for the attack. Melee attacks affect the item struck, while missile and packet attacks affect one item that will be named in the verbal. This item becomes unusable until someone with the appropriate skill spends one minute of time to fix it. The item is not destroyed, just damaged and in need of repair before it can be used. The prop must still be carried, for it represents the broken item. The skill varies with the type of item. Some characters with unusual forms, such as constructs, may be affected by Destroy if it is used upon them directly by saying "Destroy Body."

In AfterMath, weapons and armor are repaired by the Smith skill. Other items are repaired by various other skills. Some items, such as potions, cannot be repaired

and are lost forever. When an item with a tag is affected by a Destroy, the tag is either marked or destroyed.

Items without tags or safety stickers (such as clothing, belts, pouches, and the like) cannot be affected by Destroy. If armor is destroyed all the points are exhausted until it is repaired.

2.11.6 Diagnose

This effect is used to determine if the recipient is inflicted with a specific effect, trait, or game condition. You may use Diagnose to determine the presence of any effect or trait mentioned in chapter 2 with the exception of Imbue/Inflict effects and the Traits listed under header 2.9. You may also use Diagnose to determine if the recipient is currently Stable, Unstable, Dead, or Damaged. Touch the recipient with a packet and say "Diagnose" followed by the effect, trait or game condition. The recipient says "Yes" if they are inflicted with the named effect or an effect with the named trait, or if they suffer the game condition. Otherwise they say "No."

Example:

Travis is lying on the ground unstable and has been affected by a Slow by Disease and a Paralyze by Magic. Another player leans over, touches him with a packet and says "Diagnose Stable." Travis says "No." She says "Diagnose Unstable" and Travis says "Yes." She uses a Heal effect on Travis but he still doesn't move. Puzzled, she says "Diagnose Stun." Travis says "No." She says "Diagnose Paralyze." Travis says "Yes." She has the ability to Cure Poison, so she says "Diagnose Poison." Travis says "No." She decides to wait until the Paralyze wears off.

If someone uses "Diagnose Damage" on you, you may choose, for the sake of expediency, to include in your reply the current number of Vitality points that have been removed by Damage. If, for example, you have taken two damage that has not been healed and someone uses "Diagnose Damage" on you, you may reply with a simple "Yes" or you may reply with a "Yes, two." The choice of how to respond is up to you.

2.11.7 Disarm...

You must drop everything in the hand indicated by the verbal. You can pick up items immediately after they have come to rest. You may pick up an item as soon as it stops moving. The verbal will contain either "Disarm right hand" or "Disarm left hand." If you are holding a fragile or breakable prop, including an air gun, you may put it down rather than drop it, but in this case you cannot pick it up for a full five seconds.

Delivering this effect with a melee attack requires you to strike that weapon while calling the Disarm effect. You do not need to specify a hand.

The hand that is holding the weapon will be affected. A melee delivered Disarm will not affect a shield unless the "Disarm Shield" verbal is used. You cannot disarm a shield unless a skill or ability specifically allows the use of "Disarm Shield."

2.11.8 Disengage

To initiate this ability either take a step back or plant your feet for 3 seconds and gesture at any number of opponents with your weapons. You cannot move towards any target. Everyone who is attacking you and everyone indicated by the gesture of your weapon must move back out of weapon range so that you cannot cross extended weapons. Targets that are rooted or cannot move back may cross their arms and lean away from the effect instead of backing up. Once the distance has been increased and the space indicated by the Disengage has been cleared by all targets (or everyone has crossed their arms and leaned away) the effect ends. Disengage will not force a target into a dangerous area. A target may choose to cross arms and lean back rather than stepping back into an area that will cause them some detrimental effect. Disengage is not a melee delivered attack and cannot be negated by defenses that stop melee attacks.

2.11.9 Drain

For a simple Drain effect, you cannot run or use any game skills, including weapon and

shield skills. If the verbal is followed by a skill or ability name then you cannot use that particular skill. Drain can also be used to prevent entire skill headers. If a header is drained, you cannot use any skill that falls under that header. Drain can be used in this manner to suppress racial abilities and empowered named items. If an item is named after a Drain effect then no abilities from that item can be used until the Drain ends.

Only simple Drain effects prevent you from running. The Drain effect will last until you rest for five minutes.

2.11.10 Expose...

The Expose effect is followed by one trait. If you have that trait and are subjected to this effect, you must cry out, revealing the fact that you have the trait and revealing your position. You must cry out as loudly as the Expose effect was called.

Although you may cry out softly if the Expose was called softly, you still must make every effort to ensure that you are revealed to the person who called the effect. The Expose effect is audible and you must cry out even if you are unconscious or under the effects of a Stun, Paralyze, or other disabling effect. Only a Silence will prevent you from crying out, and even then you must role play crying out even though you make no noise.

You are not affected if you are Dead nor have the Spirit defense unless the Expose effect targets those specific traits. This effect is one of the few that will commonly be delivered by voice.

2.11.11 Frenzy

This effect causes you to attack the closest creature to you, regardless of recognition or consequence. You may attack with any standard skill that is not beneficial, though you are not forced to use consumable skills in this attack. If you are affected by a Repel effect, or if you are not affecting the creature in question, or if you cannot find a way to reach the creature for 10 seconds you will move on to the next closest creature. If someone else attacks you and that creature is more convenient than your current target

then that creature will become your new target. The effect ends when you are rendered dead or unconscious.

2.11.12 Grant Effects

You gain a temporary enhancement to your abilities. There are five types of Grant effects as indicated by the verbal.

Each type of Grant effect gives a different enhancement. All types of the Grant effect last until the end of the event, or until the granted abilities are used up. If you have temporary imbues, boons or abilities that mimic a Grant effect they will not stack with similar Grant effects. Only effects with an Imbue card that explicitly states that it will stack with Grant effects will do so. Grant is a beneficial effect.

Example: Travis has a +1 Brawn Grant effect and a +1 armor Grant effect. Someone casts a Grant 2 Armor on Travis which replaces his Grant 1 armor but does not affect his +1 Brawn Grant.

2.11.12.1 Grant < >Armor

This type of Grant effect adds additional armor points to your base armor, whether those armor points are granted by physical armor or a skill.

These points are refreshed when your base armor is refreshed. If no number is indicated then this effect boosts your armor points by 1. The effect might indicate a higher number in the verbal such as "Grant 2 Armor" to indicate that a greater number of armor points have been granted. A successful Destroy Armor effect destroys the armor points and completely ends this type of Grant effect. You may only have one Grant Armor effect active upon you, though you may choose which Grant effect to keep if someone uses an additional Grant Armor effect upon you.

2.11.12.2

Grant <Delivery> Attack

This type of Grant effect gives you one called attack that uses the appropriate delivery. This type of Grant effect starts with the Grant verbal, which may include a trait, and ends with the verbal that describes the delivery of

the attack and the effect. You may use the indicated attack only if you have the props to make an attack with the specified delivery. For melee and missile attacks, the attack is exhausted and the Grant effect ends only if the strike lands and the opponent acknowledges it with role play or negates it with a defense. For packet attacks the Grant effect ends when you throw the attack.

A "Grant Melee Attack by Shadow, Weakness by Shadow" would give you one melee attack with the Weakness by Shadow effect. You would call out "Weakness by Shadow" when you used the ability.

A "Grant Packet Attack, 2 Damage by Fire" would give you one packet attack and you would call out "2 Damage by Fire" when you used the ability.

A "Grant Missile Attack, Stun by Poison" would give you one arrow or thrown weapon attack and you would call out "Stun by Poison" when you used the ability.

If a Grant <Delivery> Attack effect is combined with a Double or Triple modifier, you will bypass the normal stacking rules to gain extra attacks. You will gain two attacks for the Double modifier, and three attacks for the Triple modifier.

2.11.12.3 Grant < > Attribute

This type of Grant effect adds to the total of one numeric attribute. Any points added with this effect are available immediately for use. Effects which refresh that attribute also refresh these additional points. These extra points can be used in the same manner as regular attribute points. A successful Waste effect that reduces the boosted attribute also completely ends this type of Grant effect. If the attribute Granted is Vitality then Heal effects work normally. Vitality calculations and other secondary attribute calculations are not affected by points added by the Grant effect to another attribute used in that calculation. You may only modify a specific attribute with one Grant Attribute effect, though you may choose which Grant effect to keep if someone uses an additional Grant Attribute effect that modifies the same attribute. You may have additional Grant

Attribute effects upon you so long as each modifies a different attribute.

2.11.12.4 Grant < >Defense

This type of Grant effect gives you one called defense that can be used on attacks indicated by the defense verbal. This type of Grant effect starts with the Grant verbal, which may include a trait, and ends with the verbal that describes the defense. You may use the indicated defense against an appropriate attack once during the event. Once this defense is used the Grant effect ends. If the defense portion includes a trait then you must call out that trait when you use the defense. The defense portion of the verbal indicates the types of attacks it can be used against by either indicating a trait or an attack type. If there is no indication then the defense may be used against any melee, missile or packet attack.

Examples:

A "Grant Defense by Shadow, Avoid by Shadow" would give you one defense against any weapon or packet attack. You would call out "Avoid by Shadow" when you used the ability.

A "Grant Defense, Resist Poison" would give you one defense against any attack with the Poison trait. You would call out "Resist" when you used the ability.

A "Grant Defense by Divine, Parry melee" would give you one defense against any melee attack. You would call out "Parry" when you used this ability.

You cannot have more than one Grant Defense effect upon you that protects against the same trait unless the effect is preceded with a Double or Triple qualifier. If you receive another Grant Defense effect that protects against a trait for which you already have a granted defense you choose which Grant effect to keep. You cannot, for example, have a Shield Magic defense and a Resist Magic defense both from Grant effects. You would have to choose between them. Likewise, if you had a Resist Poison effect you could not receive an additional Grant Defense that gave you another defense against the Poison trait. You gain only one defense per

trait. You gain only one defense per trait. Defenses with overlapping traits also do not stack. If you have a Shield against Fear, for example, you could not also have a Resist against Mental. You would have to choose which to keep when you receive the second Grant effect. Defenses that have no trait and work on melee, missile, or packet attacks likewise do not stack. You may only have one such effect from a Grant Defense effect.

If a Grant Defense effect is combined with a Double or Triple modifier, you will bypass the normal stacking rules to gain extra defense. You will gain two defenses for the Double modifier, and three defenses for the Triple modifier.

2.11.12.5 Grant < >Protection

This type of Grant effect adds additional protection points that negate points of damage.

These protection points work in a manner similar to armor, negating the indicated amount of damage regardless of the source. The number of points is indicated after the "Grant" in the verbal, and if no number is indicated then the ability grants a single protection point. Protection points are always lost after armor points. Protection points cannot be refreshed or renewed. Once they are used to negate damage the effect ends. You may only have one Grant Protection effect active upon you, though you may choose which Grant effect to keep if someone uses an additional Grant Protection effect upon you.

2.11.13 Heal...

This effect restores one point of Vitality. If the effect is followed by a number, then it restores Vitality equal to the indicated number. Otherwise it restores one point. If you are unconscious with no Vitality then healing will restore one or more Vitality points and you will wake immediately unless some other effect is preventing you from doing so. Heal is a beneficial effect.

2.11.14 Imbue...

This effect can be used in one of two ways. If the Imbue effect is followed by a trait, then you will gain that trait for the remainder of the event.

Otherwise, **this effect is an enhancement or extra ability** that is described on an effect card that is given to you after the effect is used upon you. An Imbue effect with no trait will not take effect until you have read the effect card. Imbue will usually give you some ability that can be used during the current event, although the effect card might describe some effect that lasts beyond the current event. Imbue is a beneficial effect.

Imbue cards can have a wide variety of long term plot effects. Examples include granting a defense against certain types of attack, strengthening the spirit of a dead character, and similar exceptional abilities. Defenses can be used to negate Imbue attacks if those defenses will stop an attack with the appropriate trait.

If a player can use an Imbue effect, then that ability will always have some in game action that must be accomplished before you can utilize the ability. For example you may need to gather and mix components. Or you might need to construct an item from strange parts. These actions earn you the effect card needed to use the effect. You can never use an Imbue ability without the appropriate effect card to represent the properly prepared components. Imbue is a beneficial effect.

2.11.15 **Inflict...**

This effect can be used in one of two ways. If the Inflict effect is followed by a trait, then you will gain that trait for the remainder of the event.

Otherwise, **this effect is some affliction or detrimental effect** that is described on an effect card that is given to you after the effect is used upon you. An Inflict effect with no trait will not take effect until you have read the effect card, so a character engaged in combat may not be affected by Inflict effects described on Inflict cards immediately; they have time to retrieve the effect card and read it when it is convenient and unobtrusive to do

so. Unconscious or dead characters must read the card immediately. Inflict cards will give you some unusual detriment that will have an effect and a duration described on the effect card.

Inflict effect cards can have a wide variety of long term plot effects. Examples include causing death after a certain amount of time, causing you to transform into some type of creature, inflicting you with a disease that cannot be healed normally, weakening the spirit of a dead character, and similar exceptional abilities.

Defenses can be used to negate Inflict attacks if those defenses will stop an attack with the appropriate trait.

If a player can use an Inflict effect, that ability will always have some in game action that must be accomplished before you can use it. You might need to gather and mix components. You might need to construct some item from strange parts.

These actions earn you the effect card needed to use the ability. A player can never use an Inflict ability without an effect card to represent the properly prepared components.

2.11.16 **Maim**

One limb becomes useless. An arm must hang at your side and cannot be used for any game ability. A leg becomes unusable. You must go down on one knee - you cannot hop. You may crawl using your other limbs. A Maim effect will last for the duration of the event. If a Maim effect is delivered by a melee or missile attack, the limb struck will be affected. If a Maim effect delivered by a melee or missile attack strikes the torso then the Maim effect is ignored. If a Maim effect is delivered by a packet, the attacker can include the limb in the verbal. For example, a caster might call out "Maim Right Leg by Fire." If the limb is not specified, then the subject may choose one limb that is not already affected by a Maim. **Maim only works on arms and legs.**

2.11.17 Paralyze

You must stand frozen. You cannot move, but you are aware of what is happening around you.

If you are rendered unconscious, or if someone tries to change your pose, you will collapse to the ground. Paralyze will last until you rest for five minutes. You are resting while you are paralyzed even if you are standing.

2.11.18 Refresh < >

Refresh is always followed by either an attribute or a skill that has a limited number of uses. **You recover one or more uses of the named skill or one or more points of the named attribute.** If you do not have the named skill or attribute then the Refresh has no effect. As a default, Refresh restores one point or use of a skill. If a number is placed before the attribute or skill name then you will restore more attribute points or uses of a skill. Skills that require attributes cannot be restored directly and are unaffected by a Refresh effect.

Refresh will never raise you above your maximum attribute or give you more uses of a skill than you would have at the start of an event.

Refresh can also be used to restore abilities of an empowered item. If the item has a unique name and Refresh is followed by that name then the abilities of the item are restored.

Refresh is a beneficial effect.

2.11.19 Repair < >

You restore one item that has been rendered unusable by a Destroy effect. For an item you are touching you need not specify a target in the verbal. For other types of abilities you specify a target after the Repair verbal. Repair may also be used to refresh armor points from physical armor. In this case you use the "Repair Armor" verbal. Repair is a beneficial effect.

2.11.20 Repel

This effect prevents you from using game skills on the attacker. You will also attempt to stay 10 feet away from the attacker unless doing so would endanger you. If this is the case you may move to a safer position even if it takes you within 10 feet, so long as you then attempt once again to stay 10 feet away from the attacker. You cannot use game skills on the attacker in any case. The Repel effect will last until you rest for five minutes or the attacker strikes you with a melee attack that does not cause a Repel effect. If the attacker strikes you with a melee attack using an effect that is not Repel then this effect ends immediately.

The attacker is not immune to the attacks of a character affected by the Repel. That character is free to launch attacks at other creatures so the attacker should be careful to stay clear of other potential targets and avoid attacks launched at other characters.

2.11.21 Root

You cannot move your right foot from its spot. You may pivot on that foot, and you may move your left foot. A Root effect will last until you rest for five minutes.

2.11.22 Silence

You cannot talk or make any in game verbal noise. You cannot use game skills that require incantations. If you are affected by an Expose effect you must mime crying out but you do not make any actual noise. You must still use out of game phrases as normal. A Silence effect will last until you rest for five minutes.

2.11.23 Slam

Some great force knocks you back and off your feet. When you are struck with this effect you role play an extremely forceful blow or blast. You may take up to three steps backwards and fall down. The steps backward are optional. The effect ends when your chest or back touches the ground. If falling to the ground is an issue due to ground quality, crowding or health you may opt to instead take your steps, drop to a knee and place

both hands palm down on the ground as shake your head for three seconds.

Some Slam effects are so powerful they knock you back through a shield. If you hear "Shield Slam" it works even if it strikes your shield. This attack can be blocked by a weapon and would count as a strike to the limb holding the shield.

2.11.25 Slow

You cannot run. You may only walk at a normal pace. The Slow effect will last until you rest for five minutes.

2.11.26 Stabilize

If you are at 0 Vitality and unstable, this effect makes you stable. You start your 5 minute count. Otherwise you call "No Effect." Stabilize is a beneficial effect.

2.11.27 Stricken

You are unaffected by any beneficial effect unless it removes the Stricken effect from you. Call "No Effect" to any other beneficial effect used on you.

There is one exception; if someone uses First Aid on you then the Stabilize effect will work. Only a "Cure Stricken" effect or a Cure <effect> applied to the trait of this attack will remove this effect. An effect that removes the Stricken effect from you will not remove other effects. Stricken does not work on items you carry or wear and items may be affected by Repair or Imbue effects. The Stricken effect will last until you rest for five minutes.

If, for example, you have a Stricken by Poison and a Paralyze by Poison effect upon you a Cure Poison effect will remove the Stricken effect but it will not remove the Cure Paralyze effect. A second Cure Poison would be needed to remove the Paralyze by Poison effect.

2.11.28 Stun

You are knocked unconscious. Stun will last until you rest for five minutes. You are resting while you are stunned. Another character may take a full minute of role play to revive you and end this effect.

2.11.29 Speak

This effect allows you to converse with a creature or being that cannot otherwise communicate with you. It is usually used with the Bane trait, allowing you to speak with specific types of creatures. The subject is under no obligation or compulsion to speak with you, but it may do so if it wishes. The Speak effect will last until a participant uses another game skill or until a participant move out of reasonable conversation range.

2.11.30 Waste...

Waste is always followed by either an attribute or a skill that has a limited number of uses. **You lose one or more uses of the named skill or one or more points of the named attribute.** Waste has no effect if you have no attribute points or skill uses left. If you do not have the named skill then Waste to that skill has no effect. As a default, Waste removes one point or use of a skill. If a number is placed before the attribute or skill name then you will lose more attribute points or uses of the skill. Skills that require attributes cannot be wasted directly and are unaffected by a Waste effect.

Wasted attribute points and skill uses can be refreshed. A Cure Waste effect will restore points or skill uses lost to Waste effects unless they have already been refreshed or restored by some other means. Once a wasted attribute or skill use has been refreshed a Cure Waste effect will have no effect on you. Attributes and skills lost to a Waste effect are always refreshed before points lost through normal use.

Waste can also be used to remove abilities of an empowered item. If the item has a unique name and Waste is followed by that name then any charged abilities of the item are removed as if they had been used.

2.11.31 Weakness

Your ability to strike with melee attacks is severely weakened. You cannot deliver any called effects with your melee attacks. Weakness does not affect uncalled strikes or any other weapon skill. The Weakness effect will last until you rest for five minutes.

2.12 Attack Traits

Most attacks include a descriptive trait. This trait is indicated by the second part of the verbal. The trait of an attack adds flavor to the attack and determines whether certain defenses can be used to negate the attack. If an attack is "5 Damage by Fire" then the trait of the attack would be Fire.

The "by Weapon" trait is dropped from the verbal of normal melee attacks to reduce noise. Any melee or missile attack with no trait is assumed to have the "Weapon" trait. Most attack traits allow you to role play the effect. You may step back or cry out in reaction to the attack. If you are surprised by an attack, however, you cannot add additional role play to the effect. For example, if you were hit by a "Stun by Force" from an enemy you were fighting then you could add the role play of crying out or staggering back. But if someone sneaks up behind you and calls out "Stun" with a melee attack then you should just go down. If someone sneaks up and surprises you with a spell that you honestly did not see coming, you should not cry out to warn your friends.

2.12.1 Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.

2.12.2 Mental Traits

These include Confusion, Despair, Fear, Inspiration, Madness, Presence, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may role play a Mental effect by crying out or stepping backwards as the effect is inflicted.

2.12.3 Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

2.12.4 Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backwards as the effect is inflicted.

2.12.5 Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

2.12.6 Special Traits

All traits not included above are Special traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Magic, Malediction, and Shadow. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

2.12.7 Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately.

So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character. Bane attacks allow no additional role playing; you will suffer the effect of a Special attack immediately.

Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

2.13 Defenses

These abilities allow you to negate abilities used against you. Although there are a large number of possible defenses that can be used against specific causes and effects, all defenses can be summarized as one of the following types.

2.13.1 Avoid, Parry, Resist

You choose one attack of the appropriate type to negate when it strikes you. You can allow an attack to affect you and negate a later attack. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used

2.13.2 Elude, Guard, Shield

You negate the first attack of the appropriate type that strikes you. Although different verbals are used to indicate the nature of your defense and to add flavor to the game, all of these defenses work the same way. You must call out the defense when it is used.

2.13.3 Purge

You may negate an attack after it has affected you. You must spend three seconds to role play this defense as you shake off the effect, during which time you must remain relatively still. You cannot use game skills while role playing the purge. You cannot use

Purge while unconscious unless doing so would wake you. You cannot use Purge when you are dead unless the skill specifically allows you to use "Purge Death" in the verbal. Purge is self only.

2.13.4 No Effect

You are unaffected by the attack in question. This indicates a defense that is not consumable. The attack does not affect you, nor will it ever affect you.

2.13.5 Reduce, Absorb

You are affected by the attack in question, but the effect has been mitigated, lessened, or changed entirely. The actual reduction is determined by the skill or ability that allows you to use this defense. Reduce is often used to indicate the effect has been lessened while Absorb often indicates that the attack had a different effect entirely. The verbal for this defense might be followed by "to" and the modified effect such as "Reduce to Maim" or "Absorb to Heal 2." You must role play the new effect appropriately.

2.13.6 Reflect

You choose one melee, missile, or packet attack of the appropriate type to rebound back at the attacker when it strikes you. Call this defense to negate the effects of the attack. If your attack is reflected then you must take the attack as if your melee, missile or packet had struck you. The attack retains all of the original traits so it might not actually affect you. You may use defenses to negate the attack, including using Reflect to bounce it back on the original target.

2.13.7 Spirit

You are insubstantial and are unaffected by most attacks. You call "Spirit" to any attack that you negate for this reason. You cannot use game abilities unless specifically allowed to do so. You cannot speak or converse with other characters unless they use an ability that allows you to do so. If someone tries to talk with you, you may call "Spirit" to inform them that you cannot speak. You cannot drop any items. No one may search you, nor can items that you carry be removed from your

person. Nothing can be thrown over you. You cannot rest while in spirit form, and effects that last until you rest will not be removed. You cannot block doorways or portals.

If someone tries to move through a portal that you are blocking then your insubstantial form will be repositioned so you are no longer blocking that area.

Characters who have died and are traveling to the Realm of Death are spirits. If you gain the Spirit trait because you have died and you have become a Spirit of the Dead then you also gain the Dead trait. Effects with the trait "to Spirit" affect all spirits, while effects with the trait "to Dead" affect only spirits of the dead. You must walk with your head bowed and your hands at your side.

Some abilities allow a living character to become a spirit for a time, but these abilities usually have special restrictions or will not be absolute in their protection. You might gain a trait and become vulnerable to attacks with that trait even though you are a spirit. Some of these skills last until you move. In these cases you cannot move or speak without ending the effect. If you turn into a spirit in a place which blocks a portal or doorway then you are forced to move to allow someone through. Since this can end the effect you must be careful to use these types of skills so as to not block confined areas.

2.14 Defense Traits

A defense might have a trait associated with it. The verbal should include the defense and the trait with a "by" between them. This can be done to add flavor to an ability, to differentiate two similar skills, or to allow other skills to key off certain defenses.

2.14.1 Chained Defense

A chained defense has an effect that is called immediately after the defense. The verbal should include the defense and the additional effect with an "and" between them. If the additional effect is an attack then that attack must be launched immediately as the defense is called. Using the additional effect could be optional or required. If the additional effect

affects the character using the chained defense, then the ability must use the Self trait and character must role play that effect as if they had been struck by it.

Example: A Fire based attack strikes a Fire Elemental. The creature calls out "Resist and Heal to Self" to indicate that the attack was negated and the creature was healed by using the defense.

Example: A strong creature can tear out of some physical effects but it takes damage doing so. The creature is struck by the appropriate attack, role plays for 3 seconds, calls out "Purge and 2 Damage to Self" and then role plays the damage effect.

Example: A character has an ability that simulates a Riposte. The character is struck by a successful melee attack, calls out "Parry and 3 Damage," and immediately swings at the person who attacked her.

Example: A creature has an ability that can reflect attacks with the Magic trait back at the attacker. The creature is struck by a "Paralyze by Magic." The character calls "Resist and Paralyze by Magic" and throws a packet back at the attacker.

2.15 Armor

Armor provides points of protection that act as a buffer against damage effects. Armor points are removed by damage in a manner similar to Vitality. Armor points are lost before Vitality points.

In AfterMath, you must be skilled in the use of armor to wear any. You may wear a prop worth points without this skill, but the protection it will provide will be limited by your armor skill.

A character with the Armorsmith skill can restore physical armor. The smith must role play for one minute at a forge to fix the suit of armor.

In AfterMath, armor is awarded points based on its type and its coverage. Armor is divided into light armor and heavy armor. The weapon marshal evaluates armor.

Light armor includes light leather and thick suede, hides made of fur, and micro chain mail. Heavy armor includes plate, scale, and bulky chain mail. Micro chain mail and thick leather can be upgraded to heavy armor if they have additional articulation or heavy pieces such as pauldrons, bracers, or greaves. The more the appearance of the armor adds to the atmosphere of the game, the more likely it will be evaluated in the heavy category.

There are three different types of armor: Physical armor, Dexterity armor, and the generically termed "Magical armor." In the skill itself that gives you armor, it will be defined what type of armor the skill or spell gives you.

Physical armor and Dexterity armor do not stack with each other. However, magical armor always stacks with Dexterity armor or Physical armor. The maximum you can mix and match armor to is 4.

If there is a skill or effect that is used when mixing and matching armor that brings you above 4, the maximum benefit you can receive is 4.

If the armor is from a single source such as a Grant 5 Armor you may go beyond the normal maximum 4. If someone casts a Grant 5 Armor on you, and you choose to accept this effect, you immediately exhaust all other previous armor and will need to repair it or reset it when the 5 armor effect wears off.

Points awarded for armor are based on the type of armor and the body coverage it provides. The values for armor coverage are given below.

Armor Coverage

Breast and Back 40%
Shoulders 5% each
Forearms 5% each
Hip and Groin 10%
Thighs 5% each
Lower Leg 5% each
Open Helm 5%
Face 5%

Coverage Bonuses

Armor Looks In Game +10%
Armor Looks In Character +10%

Armor Points for Light Coverage

100% or more 3
75% 2
50% 1

Armor Points for Heavy Coverage

75% or more 4
60% 3
45% 2
30% 1

2.16 **Weapon Construction**

Constructing a weapon requires time and patience, but it is not that hard once you have practiced a bit. We describe the steps to create the various weapons below, and include the details along the way. One problem with weapon materials is that they vary wildly, even within the same brand name. Even if you follow the suggestions, it is remotely possible that a weapon could fail because of a strange inconsistency in the core or foam. Also, be aware that with use, weapons will break down and need to be repaired or remade.

2.16.1 **Choose Your Weapon**

First, you have to figure out what type of weapon you are making and determine the length and construction requirements. The various weapon types are explained below. Two handed weapons are marked with a "*" in the length table. You cannot use a Two handed weapon with one hand unless you have a skill which specifies otherwise. Each weapon type requires its own skill, but anyone can use small weapons under 24" in length.

Weapon Lengths:	Minimum	Maximum
Short/Dagger	12"	26"
Medium	26"	34"
Long	34"	46"
Two handed*	50"	72"

*This includes Staves and Glaives.

Bow	36"	48"
Crossbow	18"x18"	36x24"
Spears	48"	64"

Thrown Weapons:

Thrown dagger	4"	12"
Dart	2"	12"
Javelin	8"	36"

Shield	Maximum
Buckler	24"
Shield	36"

2.16.1.1 **Axes**

These weapons represent hatchets and all types of axes. An axe needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 8" in length that extends at least 4" from the shaft, and looks like an axe blade.

2.16.1.2 **Banners**

Banners are to be made using the standard staff rules with the following changes: Banners are a one handed weapon; the banner on the staff top must be at least 154 square inches and have at least 25 square inches of flair on it. The main portion of the banner is a 14" by 11" rectangle. Flair is anything other than that. Examples are available upon request.

2.16.1.3 **Blades**

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length. The weapon may have a cross guard or hand guard, but the guard must be made entirely of pipe foam or the equivalent.

2.16.1.4 **Bows/Crossbows**

We allow NERF type crossbows if they are deemed safe.

2.16.1.5 **Claws**

These weapons represent some kind of natural weaponry. A claw needs padding that covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip. Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

2.16.1.6 **Clubs**

These weapons represent weapons made entirely from wood. A club needs padding that covers at least 1/2 of its entire length. The striking surface is at least 6" long. It may be

open celled foam that extends at least 1" from the shaft, or it could be an additional layer of pipe foam.

2.16.1.7 **'Fists'**

These weapons represent fists. A fist needs padding that covers at least 2/3 of its entire length. The striking surface is the padded area of the weapon above the grip. Fists are not affected by Disarm effects. If a fist is affected by a Destroy effect, the character will take a Maim effect to the limb holding the fist. Review the skill rules for max size of Fist that your skill allows.

2.16.1.8 **Glaives**

Glaives are shafted weapons that have a blade on both sides of the weapon. Each striking surface covers at least 1/3 its entire length, and the blade itself must be at least 18". The middle section of the glaive must also be padded, although you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces.

Because both ends of the glaives are striking surfaces, the glaive must have a thrusting tip on both ends. All glaives are two handed weapons. You can choke up to one end and grasp the blade of a glaive only if you are wearing thick gauntlets.

2.16.1.9 **Hammers**

These weapons represent maces, hammers, and all types of smashing weapons with metal heads. A hammer needs padding that covers at least 1/2 of its entire length. The striking surface is a head of open celled foam at least 6" long that extends at least 4" from the shaft, although this could be 2" on both sides for a mace and could be just a second layer of foam on both side of the weapon.

2.16.1.10 **Polearms**

Covering all types of longer pole weapons, polearms have the advantage of reach. A polearm must have padding that covers down the striking end at least 1/2 of its entire length. The striking surface must cover at least 12", and must include additional padding of open celled foam that extends at

least 1" from the shaft or another layer of pipe foam cut in half.

2.16.1.12 **Shields**

Shields are defensive props used to block weapon blows. They cannot be used to strike another player. They are constructed from light wood or plastic, and all exposed edges must be protected with 5/8" thick foam piping. Most shields use a handle and an arm strap, but light shields might only have a single handle. A buckler is a small shield that cannot be more that 24" at its longest dimension. A full sized shield cannot be more that 36" at its longest dimension.

2.16.1.13 **Spears**

The spear is the only long weapon that may be used one handed without a specific skill. A spear can only be used to stab an opponent. It cannot be used to swing. A spear must have padding that covers down the striking end at least 1/2 of its entire length. You cannot fight with a spear and another weapon if that weapon is longer than 36" without a specific skill. If you are using a spear one handed you may not thrust at any target above the arm pit of the opponent.

2.16.1.14 **Staves**

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 its entire length. The middle section of the staff must also be padded, although you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces. Because both ends of the staff are striking surfaces, the staff must have a thrusting tip on both ends.

2.16.1.15 **Thrown Weapons**

These weapons represent daggers, darts, and javelins. These weapons must be at least 2" in length, but larger thrown weapons such as javelins are allowed if the staff deems them safe. Larger thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface. The following are some guidelines that should be followed:

1. There should be no sharp edges.

2. The weapon should be made totally out of padded foam.
3. On "aerodynamic" weapons (javelins, large darts, spears) a thrusting tip should be used to add extra protection, unless they are entirely made of foam.
4. The weapon should not be able to knock someone back when thrown.

Other than that everyone is free to come up with his or her own designs, and we shall look forward to seeing your creative ideas.

2.16.2 **Creating your Weapon**

2.16.2.1 **Striking Weapons**

2.16.2.1.1 **Weapon Cores**

Next you must create the weapon core. For thrown weapons you skip this step. Your core materials depend on the length of the weapon, which you determined in step one. The weapon core will need to be 5" shorter than the overall length of the weapon. Each end must be capped with a coin or strapping tape so there is no hole at the end. Each pipe insulation overlap will need to be 1" and the foam thrusting tip must be 2" in length. The core materials we allow are described below.

3/4" PVC

This common core can be used for one handed weapons and is used with aluminum to make two handed weapons. You will want to find schedule 20 PVC pipe with a thin wall. There are schedule 40 pipes with thicker walls that are too heavy to make good weapons. This core can also be bent into bows by applying very hot water, or softening with a heat gun or handheld blowtorch. PVP shears are recommended.

Graphite Golf Club Shafts

This type of core is beneficial in that, should the weapon break, the core will shatter rather than splinter. Many players consider this a safer alternative to PVC and aluminum golf club shafts. These can be ordered new, or

salvaged from golf pro shops (with the added bonus of a grip already attached).

.505 Ultralight

The core this refers to is actually called spiral wound fiberglass tubing and can be purchased from a company called *Good Winds Kites*. (www.goodwinds.com) Intended to be used as a kite pole, the core is light, durable, and has give. One handed weapons use the .505 diameter pole that sells for under \$6.00.

.610 Ultralight

This core is a thicker version of the spiral wound fiberglass tubing that is purchased from the company called Good Winds Kites. It is almost twice as expensive as .505, but it is needed if you intend to make ultralight two handed weapons. Ultralight two handed weapons require extra padding down one side of blade consisting of 1" of open cell foam or an extra layer of 5/8" pipe foam.

Because ultralight weapons are so light, we are especially careful to ensure that those using these weapons role play their swings properly. Though we allow the use of these cores, this is considered a privilege and players who perpetually swing from the wrist and machine gun shots will lose this privilege. Role Play your swings.

2.16.2.1.2

Padding the Striking Area

Next you will have to add the padding to the striking surface of the weapon. The padding can be 5/8" pipe insulation, standard camping foam, or several other varieties of approved foam. **Consult staff should you have questions regarding acceptable materials.**

Weapons have traditionally used 5/8" green Climatube 80 pipe insulation, but the parent company has discontinued that foam. Suitable replacement foam can be found through McMaster-Carr at 404-346-7000 or online at www.mcmaster.com. Search for polyethylene pipe insulation. The product numbers for unslit foam that fits various cores are below:

Ultralight .410 and .505 core Part #4530K161

Ultralight .610 core Part #4530K162

Ultralight .750 core

3/4" CPVC

3/4" PVC Part #4530K163

1" PVC and 7/8" Aluminum Part#4530K165

All wall thicknesses must be at least 5/8" thick. For shield edges, use part #4734K151 which is a slit, self sealing foam that is easy to apply around the edges of a shield. The pipe foam should fit snugly over the pipe without rattling. If the foam is too big, you may add a strip of weather insulation to the core or use strapping tape to pad out the core at three or four points. We prefer to use weapons with a diameter of around 2", but we allow a wedge to be removed from the pipe foam to be so long as the diameter of the weapon is no less than 1 and 3/4". We reserve the right to restrict such weapons if this proves to be problematic. The pipe insulation must extend past the end of every core by at least 1" and the resulting hole must be filled with a rolled up bit of pipe insulation. Use strapping tape to hold in the filler. Once the basic padding is added, you may add extra padding to two handed weapons using another layer of pipe insulation cut in half to fit over the foam. You may also use a narrow strip of open cell foam. Weapon heads are also made from open cell foam. Attach the extra padding with strapping tape to prepare it for the final layer of duct or kite tape.

It is suggested that two handed weapons, particularly staves, cover the grip area or at least most of the grip area with a thin walled pipe insulation to protect against accidental contact with the grip. This is not required unless a player is reported to hit opponents frequently with the grip of the weapon.

2.16.2.1.3

Adding Cross Guards

Cross guards and hand guards may be added to blades using pipe insulation or similar materials. All guards must have give and be deemed safe by the staff.

2.16.2.1.4

Adding the Pommel

If the weapon is a blade it will need a pommel. Pipe insulation must extend past both ends of the core by at least 1" and the resulting hole must be filled with a rolled up bit of pipe insulation. Use strapping tape to hold in the filler.

2.16.2.1.5

Adding the Thrusting Tip

The tip of the striking surface must have a thrusting tip. This tip is 2" of open cell foam. Longer thrusting tips tend to bend. Cut the foam to cover the tip. Take a length of tape and place it so it goes across the end of the tip and down both sides, attaching the tip to the weapon. If the tip is round, use a razor to cut the corners so the tape conforms to the tip. Now add another piece of tape so it goes across the end and down the exposed sides of the foam tip. Use a razor to cut the corners so the tape overlaps slightly and conforms to the tip. Finally, poke many tiny holes all over the tip so the air can escape and the tip can contract and expand freely.

If the weapon uses other open cell foam, you might find that when the foam compresses that the tape wrinkles as it sticks to itself. You can prevent this by covering the open cell foam with plastic wrap used for food storage or a plastic grocery bag before taping over the foam.

2.16.2.1.6

Cover with Tape

You may now cover the entire weapon with tape. Duct tape or Kite tape is allowed. The tape should run down the length of the weapon and have a slight overlap. It should not be wrapped in a spiral around the blade. Even duct tape varies in weight and thickness, so you should look for a thinner, light tape. The majority of the weapon should be black or gray where there is metal, and black or brown where there is wood. Bright

colors are not allowed as the primary color of the weapon, though decorations are allowed.

2.16.2.2 **Thrown Weapons**

2.16.2.2.1 **Packets**

Packets are small bean bags that are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small birdseed with no larger or sharper seeds. A square of fabric is pulled around the birdseed and its corners are gathered together to form a "tail" and closed up with strapping tape or rubber bands. You may also sew a packet shut. Sealing the packet with other types of tape will be allowed on a case by case basis, and the packet should have give in any case (meaning pack them loosely – they should not do real-life physical damage on impact). Packets with any other material inside will not be allowed.

The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should not be longer than 4 inches. The fabric must be stretchable and cannot be pulled so tight that it no longer has give. You should be able to squeeze the center of the packet and almost touch your fingers together.

2.16.2.2.2 **Other thrown Weapons**

(Repeated here from 2.16.1.13) Thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface. The following are some guidelines that should be followed:

1. There should be no sharp edges.
2. The weapon should be made totally out of padded foam.
3. On "aerodynamic" weapons (javelins, large darts, spears) a thrusting tip should be used to add extra protection, unless they are entirely made of foam.
4. The weapon should not be able to knock someone back when thrown.

2.17 Production

In AfterMath we have several production skills. These are used to allow players to create various useful items that can affect the game. Each production skill is different but they do have some common rules in regards to their creation. For a list of known production items please see: 3.7

- 1) All production skills require some type of directions or instructions. This is usually a blueprint or recipe of some sort. The directions must be present when the item is being created. Some directions are required to be used as part of the creation of the item. This will destroy the directions in the process. This requirement will be listed on the write up.
- 2) To create an item you must be in a 'Workshop'. A workshop is a central location designated by the plot team where different labs are able to be created, maintained, and used. The Workshop will have blank tags, empty bags, phys reps, and a place to store used components and Amps.
- 3) It takes one minute per level of the item to create. So a level five item takes five minutes. The whole time you're working on an item you must be role playing its construction using the various tools in your lab. Filling out the Tag is not part of this role-play and should be done before or after the role playing construction.
- 4) When you finish creating the item you will write on a Master Item Tag all rules and fill everything out completely. It must be written legibly so that anyone can read the tag. A portion of this tag will be removed and placed with all components and any other spent items and placed in a creation bag that is provided. Then all used items in the creation bag are deposited into the 'Waste Bin'. If a component is too big to be put into the

Waste Bin it should be tagged with a Red Tag and a small hand written note should be added in the creation bag to indicate it was used.

- 5) Obviously no item can be created if you are missing any components, directions, or other required items. If in the process of building an item you realize that you are missing something, you must stop and retrieve whatever item you are missing. Then you must start over.
- 6) All production items, unless otherwise stated/labeled are considered Green Tag.

2.18 Traps

Traps are devices or substances set to deliver an effect to anyone who disturbs them or attempts to get past them. Anyone can avoid a trap, but no one can attempt to manipulate a trap by moving it, disarming it, or affecting the individual components unless they have a skill that allows them to do so.

Most traps will cause an effect to the person who set them off. If someone manages to trigger a trap with a thrown object, then the object will take the effect instead. If the trap affects the entire room or corridor, then this trick will not provide much help. Some traps will work multiple times, while some will work once. If an item is causing a trap to go off continuously then anyone who touches the item will take the effect.

If a trap is set in a small box, chest, or other enclosed area no larger than 3 feet in any dimension then setting it off will destroy everything inside the area. Coins, items, paper, and everything else inside will be destroyed and cannot be removed from the box. If any living creature has somehow crawled into an enclosed area no more than 3 feet in any dimension with a trap and the trap goes off then that fool will be killed instantly.

There are four types of traps:

2.18.1 Snap Trap

These traps make a snap sound when they go off. They are represented by mousetraps, party poppers, and snaps. These traps cause 2 Damage to whoever sets them off.

2.18.2 Buzzer Trap

These traps make an electronic sound of some kind when they are set off. Sounds used for these traps include beepers, buzzers, and electronic sound effects like the moaning of a rigged welcome mat you might find at Halloween.

These traps cause 5 Damage to whoever sets them off.

2.18.3 Verbal Trap

When these traps are set off you will hear a trap sound and a voice will call out a verbal associated with them. Whoever set the trap off must take the effect of that verbal. If no verbal is present, then the sound determines the type of trap as described above.

2.18.4 Gas Trap

A magical trap, but the verbal will begin with the words "To the Room..." Everybody in the room will take the effect. This trap only works in an enclosed room with normal doorways and corridors leaving it. The trap will affect you if any part of you is within the room when the trap goes off.

2.19 Contact Poison

This attack is represented by petroleum jelly. If you touch the jelly with bare skin, you will take an effect of "5 Damage by Poison." A character with the appropriate skill may apply such a substance directly from the vial it was created in.

Once applied to a surface, the jelly cannot be scraped off onto another object. Only a character with an appropriate skill may wipe the substance off a surface with a cloth or cloth like substance, but the contact poison is destroyed in the process.

An item with contact poison is considered a Red Sticker item. The fumes and burning of the poison are overwhelming, even to a character that is immune to it. The object cannot be moved from its place or handled until the poison is removed by a character with the appropriate skill to do so.

2.18 Shackles

Shackles are a prop that bind the wrists or legs of a character. An in game lock is affixed to each prop to represent the locking mechanism of that prop. The prop must be loose enough to remain comfortable and, for safety, the player must be able to easily remove the prop if an out of game need arises.

Shackles can only be placed on a helpless or willing character if the lock is open. You place the shackle prop on the helpless or willing target and close the lock. Shackles placed on the arm restrict movement and make it impossible to use any skill that requires that the arms must be free, including using weapons, using packet attacks, and using First Aid. You may use a skill that allows you to attempt to open a game lock on your own shackles. Shackles placed on the legs make it impossible to run and restrict movement to the extent of the shackles. A prop placed on the ankles must be constructed to allow the player to stand and walk slowly.

Shackles can be removed by opening the lock or by using the Escape Artist skill (3.6) to remove them.

2.19 Verbal Modifiers

There are certain phrases that can be added to verbals to change the effect. These can modify the duration or add

additional effects to an attack. For simplicity, a single attack can only be modified by one of verbal modifier.

2.19.1 Double and Triple

One single delivery causes multiple attacks to affect the target. "Double" causes two of the specified attack to be delivered, while "Triple" causes three attacks to be delivered. Each attack requires a separate defense.

Example: A wizard calls out "Triple 10 Damage by Fire" and throws a packet that hits you. You must take three "10 Damage by Fire" attacks.

"Resist Fire" would negate one of these attacks and you would still take two attacks. You may use multiple defenses against these attacks.

2.19.2 Chained Effects

Two effects can be chained in one attack. The verbal should name the effects with an "and" between them. If both effects have the same trait then the trait is called only at the end of the attack. If both effects have different traits then a trait is called for each effect. A defense that negates one of the effects or one of the traits if they are different would only affect that portion of the attack. In the case where both effects have the same trait, however, a defense that negated the appropriate trait would negate all effects. The attack is still considered a single melee, missile, or packet attack so a defense that negates a hit from a specific delivery such as melee, missile, or packet will negate the entire attack.

Example: A spider calls out "Drain and Slow by Poison" and hits a player with a packet. The defense "Resist Poison" would negate the entire attack. The defense "Resist Slow" would negate the Slow effect, but the character would still be affected by the Drain effect. If the character had both "Resist Slow" and "Resist Drain" defenses then both could be used to negate the effects of the attack.

Example: A wraith calls out "Paralyze by Fear and 2 Damage" and hits the player with a

melee attack. The defense "Resist Fear" would negate the Paralyze effect. The defense "Resist Weapon" would negate the Damage effect. A skill that negates one melee strike would negate the entire attack.

2.19.3 Permanent

Someone precedes an attack verbal with "Permanent" and calls out an effect with a duration. The effect will last at least for the remainder of the event. Permanent effects may not be removed by resting, but may still be removed by the Cure effect.

In AfterMath, if you end the event with a Permanent effect, you must submit to plot a description of the effect and how you received it.

2.19.4 Short

Someone precedes an attack verbal with "Short" and calls out an effect that has a duration. That effect instead lasts until you rest for 10 seconds. If used with Frenzy, the effect will only last 10 seconds.

2.20

Numeric Modifiers

Any skill or ability that boosts the numeric value of another skill such as damage or armor is called a numeric modifier. Numeric modifiers that come from skills and boost static values such as armor or vitality are called permanent modifiers.

Numeric modifiers that come from Grant effects or Imbue effects are called temporary modifiers. No numeric value can be modified by more than one permanent modifier and one temporary modifier. If you receive an additional modifier when you already have a modifier in place you choose which numeric modifier to keep and the other modifier effect ends. Only skills that specifically say "This modifier stacks with..." are exceptions to this rule.

Example:

Travis is wearing 3 points of armor and has a skill that increases his armor by 1. His armor

is currently 4. He receives a Grant 1 Armor effect and since this is a temporary modifier it can be used with his skill. His armor increases to 5. Later he gains an Imbue effect that increases his armor by 2. He cannot use both the Imbue effect and the Grant effect so he chooses to keep the higher Imbue effect and end the Grant effect. His armor is 6.

2.21 Guns and Bullets

In AfterMath we use Gun Combat. To simulate guns we use AfterMath approved foam launching guns (typically NERF). All weapons must be approved by a safety marshal prior to coming into game each event. Also all modifications must be discussed with a Marshal before they can come into game. Modifications to a weapon typically have much more scrutiny as they can pose a safety concern and can cause some balance issues. Because in the real world bullets make loud bangs and NERF bullets do not make an audible change when being dry fired, you may never intentionally dry fire a weapon. However, an unloaded gun may still be used to threaten someone with.

Any projectile attack that has no verbal causes 3 points of damage and will cause enemies to become unstable when they fall unconscious just like called melee attacks. However, this is still considered uncalled damage for the purposes of skills that can resist uncalled damage. If you have an ability to resist uncalled damage you may use it on bullets, unless someone actually calls damage with them. If any additional skills are used when firing the gun, they must be called as per normal procedures.

When fired all darts must be collected and go through an examination before being fired again. As such you may not pick up bullets and fire them again. You are required to bring them to a safety marshal (usually an In-Game approved Fixer) to have them checked before using again. There is typically an IG charge for this service. Some NPCs are trained as safety marshals and have the ability to check their darts **between cycles**.

During cycles NPCs are not allowed to check bullets and fire them, they must wait until they recycle unless they have an approved IG fixer with them who takes the appropriate time to do this. Bullets belonging to PC or those that belong to NPCs/Monster Camp are considered red tagged items. They can be given out as treasure but not stolen. If they are given as treasure their will be an accompanying effect card indicating if they are 'charged'. If no effect card is available, and the NPC does not indicate the bullets status, then they should be considered empty and needing to be charged.

2.22 Food and Living Maintenance

2.22.1 Regular

Regular food and living maintenance will be typically 10 Amps (cost may vary due to in game events) unless there is some in game change in the economy.

It is done at the beginning of the next event, tavern night, or adventure day your PC attends. If it is not paid then you will start to starve (see Effects of Starvation). The payment is NOT cumulative, so if you miss an event you do NOT have to pay for the event you missed, but at the beginning of the event you are at you must pay the normal cost (unless you are starving (see Effects of Starvation)).

Some effects, skills, and spells can wave the cost of Food and Living Maintenance. If it is an effect or a spell that is temporary and not on the character card an effect card must be presented to the Logistics team in place of the maintenance money. If it is a skill or effect that is on the character card, the character card must be presented. Adventure Days, Tavern Nights, and Full Weekend Events all have maintenance but the cost is different based on the type of event.

**Full Weekend Events- Full Maintenance
Adventure Days- Half Maintenance
Tavern Night- Half Maintenance**

Note: If a character must pay extra maintenance other than the normal cost, the player will have to pay the difference between their maintenance and the extra, unless the effect given to them specifically dictates otherwise.

Example: if the cost is double maintenance for a character, so they owe 20 Amps and they receive something that waves normal maintenance they would have to pay only the 10 AMP difference.

2.22.2 Good Life

Living the "Good Life" costs more than Regular Living Maintenance. **As it represents you eating better and staying in better conditions, the cost to live a Good Life for food and living is double the normal cost.** It will give the character an extra vitality for the whole event, raising the maximum for the event. This must be noted on the character card at the beginning of the event when it is purchased.

Some effects, skills, and spells can wave the cost of Good Life Food and Living Maintenance. If it is an effect or a spell that is temporary and not on the character card an effect card must be presented to the Records team in place of the maintenance money. If it is a skill or effect that is on the character card, the character card must be presented.

If for some reason the normal cost is waived then the player is able to buy Good Life for the difference between the two costs.

Example: if the cost was 10 Amps and the cost for Good Life is 20 Amps then the player would only have to pay 10 Amps.

2.22.3 High Life

Living the "High Life" costs more than Good Life Maintenance. **As it represents you eating better and living in better conditions then even those who live the**

Good Life, the cost for High Life food and living is quadruple the normal cost but you gain the benefits of both. It will give the character an extra Essence and an extra vitality for the whole event, raising the maximum for the event, but the essence increase does not effect the vitality calculation. This must be noted on the character card at the beginning of the event when it is purchased.

Some effects, skills, and spells can wave the cost of High Life Food and Living Maintenance. If it is an effect or a spell that is temporary and not on the character card an effect card must be presented to the Records team in place of the maintenance money. If it is a skill or effect that is on the character card, the character card must be presented.

If for some reason the normal cost is waived then the player is able to buy High Life for the difference between the two costs.

Example: if the cost was 10 Amps and the cost for High Life is 40 Amps then the player would only have to pay 30 Amps.

2.23.4 Effects of Starvation

The Maintenance cost is paid at the beginning of every event, adventure day, or tavern night. Those who fail to pay this cost will find themselves weaker by one Essence point to represent the effects of starvation and exposure to the elements, and they will gain the 'Starvation' trait till the effect is lifted. This reduction is cumulative for each event this cost is not paid. Recovering requires you to pay all previous costs. If your Essence is ever reduced to 0 because of Starvation you will perish and you must visit Death's Gate when you enter game on the event in which this has happened. After resurrecting you will no longer have the Starvation trait and will be back to normal.

There are some skills, effects, and spells that can remove this effect from you. At the next event you must present the removal effect card as well as any Maintenance cost owed (if any).



AFTERMATH

