Rules & Skills

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To the Lore!

Howdy y'all! A lot of the information in this rulebook will probably make more sense if you read the Lore & Setting book first. It'll give you an idea of the flavor of the game so that you can understand these rules in context. If you want to know more about the various playable races, head on over to the Bloodlines book. This book covers the expectations we have for players and staff, the general mechanics for the game and the non-Bloodline specific skills.

Rules

Expected standards of behavior & etiquette

Expected Standards of Behavior

The following guidelines define what we consider to be the 'social contract' of Conflux as a game. Each person on site - including players, guides, mod runners and staff - is expected to uphold the following standards of behavior. We want everyone playing and running our game to have a good time. After all: this is a hobby, not a job. To facilitate everyone having a good time and building a positive community to have it with, we expect everyone to adhere to the following standards of behavior.

- Treat everyone on site with respect. This includes other players, guides, mod runners and staff members. This includes people you don't necessarily like. You are not required to enjoy everyone's presence, and you're not required to fake it. However, you are required to be civil. If you don't want to be around someone, remove yourself from their presence. If you don't want to talk to someone - don't. However, you must comport yourself with a reasonable amount of dignity and maturity.
- Assume good intent. Everyone messes up sometimes - we're all human. When people mess up, give them the benefit of the doubt. This doesn't mean that you have to put up with someone who is clearly acting with poor intent. It just means that we want you to be forgiving of genuine mistakes and misunderstandings.
- Keep Out-of-Play drama Out of Play. People come to the game to play the game and experience the in-play drama. Please don't bring your out-of-play drama into in-play spaces or - frankly - on site at all. Just because you don't get along with another person does not mean that they are intrinsically a 'bad person'. Two people having a personality conflict - or even personal history - does not automatically mean that one or both of them has 'bad' morals or ethics.
- Take accountability for yourself. Know your limits: physical, mental and emotional. Keep track of your own well-being, and practice self-care. Our events take place in the middle of the woods, at all hours of the day and night, and in all kinds of weather. Make sure that you are coming prepared to take care of yourself. Make sure that you're willing to lose or break anything you bring to site - we're not liable for your stuff.
- As much as it pains me that this must be said at all - do not under any circumstances bring any Nazi or Confederate shit onto Conflux's site or game spaces. Doing so will

result in an immediate, permanent Refusal of Service (ROS aka getting banned). We are not fucking around with this rule. If you try to write any Confederate or Nazi shit into your backstory, we will ban you. If you reference Confederate or Nazi imagery in your costuming, we will ban you.

- No 'isms' in or out of play. That means no in- or out-of-play racism, sexism, homophobia or transphobia. Don't be a dick to anyone based on their race, ethnicity, identity, gender or sexuality. Note that there **may be** in-play content that might touch upon some of these topics. If that is the case, that content should come with trigger warnings so that you can opt out in advance. Additionally, if and when we run mods that feature evil people doing evil shit, it will be with the intent that the players can stop and/or punish the evil people doing the evil shit. We do guarantee that we will **never** run content with the intent to play-act oppression that we have never personally experienced, nor do we intend to make these biases a focal point of Conflux.
- We will never reference sexual assault, harm to human or Bound children, or slavery in play. We ask that you do not include these topics in your character backstory. We know that the history of chattel slavery in the US is an undeniable and indefensible part of our country's - and the Georgia region in particular's - heritage. However, because the effects of slavery and racism continue to actively affect the lives of Black Americans today, we do not think it is appropriate to actively reference in a game run by primarily white people. That is simply not our fucking lane. This is a game, and we want it to be fun. While the game can and will explore a variety of dark topics - these are off-limits.
- Follow the rules of the game to the best of your ability. Everyone fucks up sometimes, and we don't expect anyone to have a perfect recall of the rules (including staff). However, we do expect that everyone reads the rules and does their best to follow them. This also means not being a shitty rules lawyer and knowingly breaking the intent of a rule even if you're following it to the letter. This game fundamentally operates on the honor system. We expect that people are going to act right and do their best. If it becomes obvious that someone isn't acting with good intent, we'll ban them.
- Combat is a privilege. If someone is consistently breaking combat safety rules or general combat rules, we may ask that they be temporarily or permanently orange-headbanded.
- Stay in-game while in in-game areas. While Conflux is absolutely a modern-day setting and therefore you can have cellphones, cameras, etc. However, remember that magic and technology don't always work well together. Additionally, keep in mind that your character **is not human** and **does not care overmuch about the human world.** We're not here to roleplay through our feelings about real-world bullshit (and boy howdy, has there been a lot of it). LARPing is fundamentally an **escapist fantasy hobby.** Allow everyone their escapism. Please don't talk about real-world politics, religion or social issues while in in-play spaces.

As a general rule, we assume good intent. Typically, we're for restorative justice and will default to having a conversation (even a tough one) about most things before jumping straight to disciplinary action. However, repeated violations or extreme violations of the Expected Standards of Behavior may result in any of the following disciplinary actions:

- Formal Warning - If a player receives a formal warning, they can consider themselves on a 'watch list' for a period of 3 games. If that player breaks ANY of the Expected Standards of Behavior at ANY time during the next three games they attend, they will receive a **minimum** of a two-game ban up to a complete permanent Refusal of Service.
- Being Asked to Leave Site - If a player breaks the Expected Standards of Behavior, a staff member may ask them to leave site. If this happens, the player is expected to go out of play, pack up their gear, and leave the site of the game as soon as possible. After the game, staff will reach out to that player with next steps.
- 2-Game Suspension - If a player repeatedly breaks one or more of the Expected Standards of Behavior, staff may decide to ban them from Conflux for two games. The player may not attend the game for at least two games. After the 2-game suspension, staff will have a follow up conversation with the player to address the issue and any next-steps required before the player returns to game.
- Refusal of Service **-** If a player's behavior is bad enough, staff may add that player to the Refusal of Service (RoS) list. Players on the RoS list are public knowledge available on our website. If a player is on this list, they are not allowed to play Conflux. For any multitude of possible reasons, we have decided this is not the game for them.

You will note that in the above rules, we often say "a staff member" and not "all of staff" or even "the owner." That's because fundamentally if someone is a member of staff they are empowered to make almost any decision that's needed in a given moment. If you try to go to multiple different staff members because the first one you asked gave you an answer you didn't like, that's not going to go well for you. If - however - you have a genuine issue or concern with a member of staff (including the owner), you should report that to Jamie Whailen (who is our resident adultier adult). If you have an issue with Jamie, you ought to report that to Ashley.

We are not laboring under the delusion that any one member of staff is a perfect being incapable of mortal flaw. We fully expect that we're going to cock something up at some point and that a player is going to have a perfectly valid issue that they will need to bring to our attention. However, if you find that you absolutely hate a member of the staff team - like you just can't stand to be in their presence - then unfortunately this is probably not the game for you. The staff run the game, and the game doesn't exist without their efforts.

Community Fit and Community Management

At the end of the day, staff at Conflux is not in control of how our players treat one another out in the world. We can only manage the community spaces that we own. Our scope of control begins and ends at our social media, website, Discord channels and events. That being said, within these spaces we want to nurture a healthy, inclusive and positive community. In order to create and maintain a healthy community, we have to protect it.

We're conceptualizing our community through the lens of the 'social contract of tolerance.' What this means is that we value tolerance and encourage diversity. We expect our staff and players will all be tolerant of each other's differences. If you are not tolerant, then you have breached

the social contract, and we will no longer be tolerant of you. Another way to say this is - bluntly - don't be an asshole, or we will show you the door.

It's completely possible that someone can be a fundamentally good person and still be a bad fit for the Conflux community. Conflux is not going to be a game for everyone - no game is a game for everyone. Ultimately, we want our staff and players to find a community of peers where they can have fun, be challenged, learn, grow, and tell stories together. Being a "good fit" for the community means that your presence within the community is contributing to it positively and to the advancement of these goals for yourself and others. Being a "bad fit" for the community means that your presence is either **not** positively impacting the community or is somehow deleterious to yourself or others.

We want to build a space that is open to people of all backgrounds, races, religions, sexualities and genders. We are also committed to doing our part to make sure that the space we build is both physically and emotionally safe for the folks who occupy it.

Expectation Setting for Changes to Rules and Lore + Player Feedback

No one involved in the creation or execution of this game is a professional LARPer, entertainer or storyteller, though most of us each have over a decade of experience in the hobby. For this reason, we're not going to pretend that the rules or setting of this game are perfect and will never change. Moreover, there **are elements of the setting and mechanics that are intentionally missing from the public-facing materials.**

The reason for this is simple: there's shit we want you to find out in-play. It's part of the story we're telling. This is a **living rulebook** because the contents of it are going to change **based on in-play player action.** Additionally, there's always the possibility that we'll discover that we fucked something up, and we need to adjust it to fix it.

So here's the deal - if we change a rule that **directly impacts** a skill that you've already spent XP on and you no longer want that skill, send us an email at confluxlarp@gmail.com and we can talk about getting it removed from your card and refunding the XP so you can spend it on something else. If there is an **indirect impact** based on a change we've made, that might be something that we recommend taking care of in-play. In most cases, there will be ways to do that. A direct impact means that we have directly changed the rules-text of a skill or the pre-requisites for a skill that your character already has. An indirect impact means that we've changed something about the game (ex - added an additional skill) that interacts with a skill your character already has in a way you didn't anticipate.

If you think that a rule is confusing or stupid, let us know through the official feedback submission form on our website. If you're really passionate about something, you can send us an email and we will **try** to schedule some time to talk through your feedback. Unfortunately, we are all still shackled by the chains of Capitalism, so we can't guarantee availability for a live conversation.

Please be aware that ALL of the feedback submitted through the official form on our website will be publicly available and that there **is no option** for anonymous feedback. After we receive feedback, we will review & discuss it. Then, we will post the feedback along with our planned responses (minus any details that we think ought to be found out in play (FOIP)). That means that **if you submit abusive feedback, we will post it as written, along with how we feel about it. Don't be an asshole to us - the staff of this game are also people.** We arrived at this policy for a couple reasons:

1. We want to post the feedback as written along with our responses to that feedback because we think that transparency is deeply important. You may not always agree with the approach that we've taken to addressing feedback, but we want to prove to you that we **are definitely reading it.** We care about making the game fun and about building a safe, stable, engaging community.
2. We believe in accountability for staff members, content runners and players. If a staff member fucks up somehow - mention that person by name so that we can address the issue appropriately. Similarly, we've found that anonymous feedback lacks the necessary context clues to really figure out how to address it. It also - quite frankly - enables horrendously shitty behavior because people will be significantly meaner when they know you can't prove that they were mean to you (unfortunately, we know this from personal experience staffing other LARPs).
3. We want players to use the Feedback submission form for its intended purpose. **Feedback is the mechanism through which you can give us ideas for how we can help make the game better**. Feedback is not for punishing people who have wronged you or for taking out your post-event frustration. If it's not **constructive,** then it's not feedback - it's venting. And while venting to your friends when you're mad is **totally valid and healthy**, venting is not feedback. It's a mechanism for emotional release and regulation.

If you have feedback that you **absolutely do not think is appropriate** to be shared publicly - especially if it involves naming other players and/or sensitive personal content - please email us directly at confluxlarp@gmail.com and we will set up time to meet with you to discuss your feedback. We will then post an anonymized version of your feedback and our response (or planned response) to that feedback on our website. We understand that there are some situations that cannot be effectively handled without a degree of privacy, and we're sensitive to that. Even in these situations though, we need to know who is reporting the issue.

When providing feedback, please be explicit about why a mechanic is confusing to you and try to offer suggestions on how you'd improve it so that we can fully understand your perspective. If you just tell us, "I don't like this," without explaining why, it's hard for us to know what would be better. You can talk to us in-person at the event as well, but when we're at the event we're usually focused on running the event. Also over half of us have ADHD, so if it doesn't get written down, it may cease to exist in our brains.

Inevitably, someone will find that they don't like the way a specific mechanic works, but we've decided for various reasons that we're going to keep the mechanic working the way it is.

Sometimes people just have a difference of opinion on how something should work, and that's going to be what it is. In these cases, we will always try to explain **why** we've made the decision that we've made so that you don't feel like we're simply not listening.

Similarly, if something doesn't go quite right at game - which is inevitable and will happen - when providing feedback about it, please specify what went wrong and how you would fix it. When thinking about how you would fix it, try to consider reasonable constraints that you would face if you were in our shoes - we're all working adults with full-time jobs, families, partners and hobbies outside of running this LARP. If you really have no idea what you'd do to fix the issue, but you still think it's important that we know - that's fine! It's fair to say that you've thought through it and you're coming up blank.

We are open to conversation, discussion and feedback because we want the game to be fun and make sense. We're not open to someone trying to bully us to get exactly what they want. Unfortunately, that's a thing that we have seen happen at LARPs many times over the years. We are committed to remaining open to feedback and attempting to make decisions that will make the game fun for as many people as possible. We ask that players commit to providing **constructive, reasonable** feedback and not treat staff members like an enemy to defeat.

Physical Contact

Outside of combat, physical contact between players should only happen with explicit consent. This is a medium-touch combat-oriented game, so you should expect to be hit with boffers and packets in combat situations. By "medium-touch" combat, we mean that we are using physical touch with boffer weapons to simulate combat, but our focus is on roleplay and safety over realism. We're **simulating** combat. We're aiming for intense combat, but nothing that should cause injury. Similarly, it is acceptable for a player to use a fist boffer to touch another player for roleplay purposes (such as using a fist boffer to roleplay touch-casting a spell).

However, outside of combat, physical contact should only be initiated once verbal consent has been obtained. This means that before physically touching another player, **you should always ask for that player's permission.** To ask for physical contact, say something like, "Hey [insert player name here], permission for physical contact for [x reason]?" When asking for consent, you should explicitly state what you are asking the other player to consent to - you cannot assume that their consent is a blanket statement for all actions. Dragging someone by the shoulder or arm is very different from actually picking them up or slapping them across the face. Be specific, and remember that **only informed consent is consent**.

If that player says yes to your request, you can go ahead with the physical contact. If they say no, describe the action you were going to take, and then both players should roleplay as if that action were taken.

Non-Combat Rules (orange headband)

Sometimes shit happens and you still want to play the game even if it's not a great idea for you to participate in combat. Whether it's due to injury, illness or simply not feeling like getting hit, players can always choose to opt out of combat. However - note that opting out of physical combat **does not** mean that you opt out of potential damage to your character.

When you wish to opt out of combat - for whatever reason - please wear an orange headband easily visible on your head. At night, wear an orange glow stick or glowing orange band as well to ensure that others can see that you are orange headbanded.

Players who are orange headbanded **may not be hit** with any physical weapon. This includes boffers, packets or nerf darts. Furthermore, they **may not use, hold or brandish** any physical weapon. This includes ranged weapons and spell packets. If a player is orange headbanded, that means that they have opted out of combat entirely. Players who are orange headbanded **have a responsibility to remove themselves from combat situations** in a safe manner. If a player who is orange headbanded is wandering through the middle of a pitched field battle, they're not fulfilling their side of the "please don't hit me" social contract.

PCs, NPCs and monsters **can still target orange headbanded players** for damage and effects to their characters (though generally speaking, we encourage people not to target people who can't fight back because that's kind of a dick thing to do). If a PC, NPC or monster wishes to target an orange-headbanded player character, they would point at that character with their weapon and loudly state, "[Player X], [x amount of damage]."

So, for instance, if an orange headbanded player named "Player A" was foolish enough to run directly at a rampaging bear, the NPC playing that bear could state, "Player A, knockback 10 feet, 12 slashing normal."

Player A would then need to roleplay being knocked backwards 10 feet, and would take 12 Vitality damage (assuming they weren't wearing armor)."

If Player A had a skill that might let them avoid the damage - such as the Avoid skill - they could call that skill to avoid the knockback and the 12 damage. You **can use** non-combat skills while orange headbanded. You just can't use any skill that requires you to pick up any form of weapon.

Out-of-Play Rules (white headband)

We fully encourage our players to spend as much time in-play doing immersive roleplay as possible while on site. We encourage players to eat and sleep in play (unless you choose to sleep in the medical exception area - more on that later). However, there will always be times when you need to go out of play during the regular course of a game. For instance - when you're heading to or from your NPC shift, heading to or from a shower (please take showers), or heading to or from an out of play space like the Cool Down room.

When going out of play, please use a white headband. We recommend using a headband that is able to light up for use at night. You can put the headband on your head or around your neck - either area will signify that you are out of play. If it is at night, please ensure your headband is turned on. If your headband isn't charged and it's night time - no one will know you're out of play.

Do not use going out of play to escape the consequences of your actions or to avoid in-play dangerous combat. While we totally understand that everyone needs to go out of play sometimes, there's a difference between going out of play because you need to take a breather in the Quiet Room after a really intense scene that hit you in the feelings and ducking behind a building to go out of play because you don't want a giant monster to eat your character. The former is you taking care of your mental health, and we fully encourage that. The latter is you effectively using the out-of-play mechanic to try to shield your PC from damage and that's cheating.

When you are out of play, try to stay away from in-play spaces. Don't talk to other players or staff members who are roleplaying in-play. Doing so breaks immersion for other players and lowers the overall quality of the game. We will have an area at Ops for NPCs to chill together out of play while they're on their monster shift in between terrorizing other players on mods.

Out-of-Play Gestures

- **Stealth -** When someone is in Stealth or is invisible, they should put on their green headband. We recommend a glowing green headband for use at night. This signifies that other in-play characters and monsters cannot see the character in stealth (though they can still potentially hear or smell them). Characters in stealth are still technically in-play and can take damage should someone be able to break their stealth or fight them without seeing them. Additionally a player may cross their arms behind their head if they are only using stealth for a short time. Dropping an arm causes invisibility to drop.
- **Out-of-Play Question/Clarification -** Sometimes you just need to ask a quick question or make a quick clarification out of play, but don't want to break the flow of the game. When this happens, you can touch your fist or your boffer weapon to the top of your head and state, "Out of Play," before asking your question or making your comment. The Marshal or the player you are talking to should briefly answer your question while making the same gesture. This entire exchange is considered out of play.
- **Eyes down rule -** If at any point in the game you're uncomfortable or having an extreme emotional reaction to a roleplay scene or mod, you can cover your eyes with your hand and leave the vicinity of the scene or mod to go Out of Play to recover. This mechanic exists so that players can choose to leave scenes or mods that trigger them in some way. We ask that you not use this mechanic to escape the consequences of your character's actions. It's always an option, and no one will judge you for using it in good faith. However, using it as a way to avoid damage or a character death would be cheating.

- **Fate of the Party -** If you need to leave a scene or mod for an out-of-play reason (ex: you *really* need to pee), you can designate another player character on the mod and declare that you are 'fate of the party' with them before going out of play. Effectively, this means that in-play your character is with the designated character and whatever happens to them will also happen to your character. If they die, you die. You should try to return to play next to whoever you designated with 'fate of the party'.

Out-of-Play Items

Generally speaking, any items you see at Conflux are going to be in play or are going to represent something in play. If a light exists out of play, it exists in play (though it may be from a magical source in-play). If we are using a physrep to represent something other than its literal physical description, a Marshal, Zone of Mechanic, or item card will make that clear.

Any items that you do not want to be in-play (such as wallets, clothes, keys, etc.) you may store those items under a white sheet in your cabin. Generally, if something is under a white sheet it is considered to be out of play. Please note that the only time you can store tagged items under a white sheet is 1) if you are on your NPC shift and your character would be wearing those items or 2) If you are playing your alternate character, and your other character would be wearing those items.

Suggested items to bring

- Headbands (These are required)
    - Light up option
    - White (out of play)
    - Red (Dead)
    - Orange (medical)
    - Green (stealthed)
    - Purple (shifted)
- Packets, nerf gun and bullets, boffer weapons for your character
- Clothes
    - Character costuming and make up!
    - Also clothes to drive back in
    - Check the weather!
    - Always bring a jacket because GA weather is indecisive
    - Shoes you can walk 10 miles in because you're gonna get that step count
    - An extra pair of shoes you can walk in for **when** the first pair gets wet
    - At least one more pair of socks & underwear than you think is reasonable
- Rain jacket or poncho
    - Or an extreme willingness to get wet and waterproof bags
        - Ponchos: Amazon Not Amazon
- Bedding that is appropriate to the weather (there are twin beds at the campsites, but you'll want something between you and them) - sheets or sleeping bag
- Sleeping clothes/PJs

- Toiletries
    - Toothbrush/toothpaste
    - Hair stuffs
    - Makeup removal wipes (don't get dyed red!)
        - CVS Amazon
    - Toilet paper (we will provide some but seriously it sucks to run out mid-event)
    - Showering stuffs, including towel and soap
    - Flip flops/shower shoes
    - Baby wipes for when you're too tired and/or it's too damn cold to shower. Trust us. The wipedown is better than nothing.
- Food - meals, snacks
    - Kitchen will be available, but the pots/pans/spatulas situation isn't great
    - Bring quick and easy stuff if you're loathe to slow down / cook
    - Utensils (if you don't want to use what's at the camp)
- Hydration - tap water on site, but bring anything else you want
    - Electrolytes are good in hot weather
    - If you're like me and run on caffeine, bring some!
- Medication
    - Bring your prescriptions AND emergency meds like inhalers and epipens (please don't die!)
    - Over the counter allergy and pain meds
- Sunscreen
- Bug spray
- Cooling down/warming up supplies as appropriate for the weather and your temp tolerances
    - Misting fans, normal fans
    - Tiny space heaters, hot packets
- Flashlight
    - Other IP lights
- A trash bag (for your cabin)
- Paper towels

Non-Player Character (NPC) or Monster Shifts

For the game to function, players have to spend a certain amount of their time out of play roleplaying as NPCs or monsters for other players to interact with. To make this fair, we expect every player to sign up for **one three-hour NPC/Monster shift per event**. We will post the time slots for these shifts at least 1 week before each game so that everyone has a chance to sign up for an NPC shift of their choice on a first-come, first-served basis.

Players should sign in and out of their NPC shift at Ops. We get that shit happens - so if you forget to sign out or in, it'll be fine. Just try your best and don't make a habit of it.

We ask that you wear all black clothing to your NPC shift. A black t-shirt and black shorts (as an example) is fine. **Please dress appropriately for the weather.** Do not assume that we will give

you additional costuming or layers over the course of your NPC Shift. Make sure that you have your white out-of-play headband on you and a drink or snack. Please do not bring any in play items or costuming as it is easy for it to get lost. Additionally, remember that your NPC shift is **not a time for you to rest.** During your NPC shift, you may be asked to help set up mods, roleplay as a non-player character or engage in combat against other players as a monster. We expect that you show up to your NPC shift fed, hydrated and reasonably well-rested so that you can help make the game happen for your fellow players. Similarly, we ask you to be aware of your own limits when signing up for your NPC shift. If you know that you struggle to wake up early in the mornings - don't sign up for an 8am starting NPC shift. If you can't function in the cold late at night - don't sign up for a 12am NPC shift in January. We don't want to tell you what you can and cannot do. We want you to know what your own limits are and act accordingly so that everyone (including you!) has the best game they're capable of having.

On occasion, we may ask that you stay over a little bit on your assigned NPC shift. Shit happens, the schedule will get messed up, mods will run long and/or players will do something crazy that the staff team never predicted. In situations like this, we ask for your patience and for you to help us roll with it. We will never **force you** to stay over your assigned hours. If you've done your time, you're within your rights to get signed off and go. You can just inform the nearest staff member that you're done with your shift and you want to get signed off so you can get back in play.

That being said, making a LARP run is fundamentally an exercise in collaboration. We can't make the story happen without NPCs, and sometimes telling a collaborative story can get unpredictable. If you're ever in a situation where we ask you to stay on a little longer so that we can finish up a mod or a scene - we hope that you'll consider doing so to help everyone involved in the game have the best time they can possibly have. This is a 'pay it forward' kind of situation. Staying late is something that will probably happen to everyone eventually.

If you ever have extenuating circumstances that may prohibit you from completing your assigned NPC shift, just make sure to contact a member of staff during the event and we'll work it out with you. If you have specific scheduling needs for an NPC shift for a certain game, you can always email staff at confluxlarp@gmail.com to work it out in advance. We ask that you send us an email about any extenuating circumstances at least **one week before a given game** so that we have adequate time to respond.

We totally get that things happen, and it's ok if you wake up late one day or somehow write down the wrong time for your NPC shift. As long as everyone is acting in good faith, we'll do our best to work with you. However, repeated failures to show up for your NPC shift on-time or repeatedly missing your NPC shift will result in a formal warning. After that, if the behavior continues you'll get at least a 2-game suspension. If the behavior continues after the suspension, the player will be banned. NPC shifts are fundamentally what allows us to make the game run - we quite literally can't do it without you.

Out-of-Play Areas

All areas in this list are considered ‘out of play’. This means that while you are in these areas you should not be acting as your character or an NPC. Several of them have specialized purposes in addition to being out of play.

- Med Sleep
    - Players that stay in this area for one reason or another need uninterrupted sleep and space for medical reasons. Please email staff before an event to request Med Sleep. There will be a dedicated Med Sleep building at each site.
- Ops
    - Sometimes referred to as Monster Camp/Town, this is where you go to report for your Monster shift/NPC shift. If you are needing to talk with a member of staff, this is a good place to go. Announce yourself loudly by saying “player on deck” while approaching in case monsters are being prepped or there is a discussion happening. If you are not on shift or don’t have immediate business with a member of staff, it is not a place to hang out.
- The Cool Down Room
    - This will be a location announced at opening ceremony. It is an area that players that are needing some time to cool down after an intense scene or, depending on the season, enjoy some A/C. There will usually be some water and snacks to be used in emergencies along with a First-Aid kit. Once you are no longer needing time to decompress, please leave it. While in the room, please be quiet and respectful of others.

Non-Combat Areas

These are areas that are technically in-play but where combat is not allowed.

- Kitchen
    - Anyone may make use of the kitchen and store food there. Please clearly mark all your bags and food with your name. Please clean up after yourself while preparing food. Make sure to remove all your food before cleaning your personal space on Sunday.
- Safe Sleep (UNLESS you duck in there to get away from danger like a dumbass)
    - At least one cabin on every site will be designated as a ‘safe sleep’ cabin. If you stay in this cabin, we will not send threats to raid you in play. You will have uninterrupted sleep. However, you cannot duck into your cabin if you are actively running away from a threat to avoid consequences. If the threat has already engaged with you, you have to deal with it through in-play means.

What the Guide Says Goes

It is absolutely fucking impossible to write a rule book that can encompass every situation that might arise at a LARP. Additionally, we don’t expect for anyone to have Conflux’s rulebook perfectly memorized word-for-word. Sometimes, things may happen on a mod that will result in a guide, staff-member or mod-runner needing to make an ad-hoc rules clarification. When this

inevitably happens, the expectation is that the players will defer to the guide, staff-member or mod-runner's clarification. Even in a situation where a player thinks that the guide, staff member or mod-runner's clarification is 'wrong' or is not following 'rules as written,' we ask that the player keep it to themselves for the duration of the scene or mod so that we can keep the game moving.

Additionally, it's worth noting that there will be times where players enter areas in the world of Conflux where the physics of the world don't work as it usually does. In this case, the fact that the rules work differently might be an **intentional deviation** from the norm as a part of the storytelling. When this happens, the guide, mod runner or staff member running the mod or scene will let you know what the specific changes to the rules are. In these circumstances, you can assume that the changes or clarification are only effective for the specific mod or scene you're currently in.

The reason we ask that players not fight with guides, mod runners or staff members over ad-hoc rules calls is simply because we want to prioritize keeping the game moving and not breaking immersion. We have no expectation that everyone will be perfect about the rules at all times. We do expect that people try their best. If you notice that someone has made a bad rules call - especially if someone is consistently making a bad rules call - **please come tell a member of staff** so that we can address the issue with the person directly.

What to do if you see bad behavior

If you ever witness behavior from a player, staff member or guide that makes you uncomfortable, please inform a **staff member** as soon as possible. Generally speaking, we ask that you go to Ops and inform a staff member that is currently Out of Play over interrupting a staff member that is currently In Play. However, obviously if there is a true emergency you can interrupt any staff member to get help. We ask that you use your best judgment to determine what an 'emergency' is.

We will also accept reports of bad behavior through official feedback channels or through direct emails to confluxlarp@gmail.com **.** What we **won't do** is accept rumors as if they were official reports. It doesn't matter how many players know that someone might be acting foolishly. Please assume that unless you have personally told a staff member about an incident that the staff team **does not know** about it**.** We'd always rather have more information to work with than less.

When we say "bad behavior" we **don't mean** any negative interaction between two people who may or may not get along. Sometimes people won't get along, and sometimes people won't get along on site. As long as everyone acts like an adult about it, that's ok. What we mean by "bad behavior" is specifically the following:

- Someone breaks one of the Expected Standards of Behavior & Etiquette.
- Someone breaks a Georgia State or Federal law (this could get the game in trouble).

- Someone is repeatedly breaking a game rule (i.e. you notice that they're not taking damage, or they're dragging someone at a run when they shouldn't be able to do so, or they're not correctly expending components while crafting, etc.).
- Someone is engaging in combat in an unsafe manner.
- Someone is being weird and/or creepy in a way that is not perhaps explicitly against the rules, but that is nonetheless giving you extremely bad vibes. This is beyond just "I don't get along with this person." This is for situations like, "Technically, this person hasn't done anything to me, but I am genuinely afraid to be in the same room as them because of x behavior."

When you report concerning behavior - especially in cases where there's a question of physical safety - please provide as much detail as possible regarding the situation, why you think it happened and who else might have witnessed the concerning behavior. The more details we can get from you on the situation, the better and faster we can handle it.

When in doubt, we ask that you **tell a staff member**. Even if something doesn't rise to the level of a formal rules violation, we'd rather know about it sooner than later. If you need help to facilitate a difficult conversation, mediate a disagreement or process an emotionally complex scene - you can also come to staff for those issues. Please note that not every member of staff is equally gifted at handling emotionally charged situations. It may be that when you report it to one of us, we'll go off to find someone else who will be able to help you more effectively.

General World Mechanics

Need to Feed and Consuming Ambrosia

Multiple Bloodlines of the bound need to consume one or two of the Unbound at regular intervals in order to sustain themselves. If a member of one of these bloodlines goes too long without feeding they will lose control and black out. They will seek out an Unbound and consume them.

Each bloodline has their own specific method of consuming an unbound. Some will drain the blood while others will consume the flesh. Regardless, only one Bound can fulfill their Need to Feed from a single Unbound and they will be killed during feeding.

Fae do not have a Need to Feed on the Unbound but they do require regular doses of Ambrosia without which they will suffer from Iron Poisoning and slowly die. Need to Feed blood lines can use Ambrosia to satisfy their requirement to consume an Unbound as well. Undead are the only ones that require two doses of Ambrosia and have a side effect of muted emotions and appearing differently depending on the kin group.

It is a well known fact in the Bound communities that rampant feeding on the Unbound will cause notice from Hunter groups to retaliate. Using Ambrosia or other attempts to mitigate the

‘Heat’ caused by feeding can be done. Any such attempts should be marked on the Soul Record of Bound that is feeding during the Conflux that this takes place at.

In-Play Contracts

Because The Bound are closer in alignment with The Lady Death, they are much more bound to her rules and laws. As one of The Lady Death’s aspects is Law and Order, among The Bound keeping your promises is sacrosanct...for more than one reason. While The Bound can absolutely lie, cheat and steal, what they cannot do - at least without consequences - is break a signed contract.

And that’s important, because everything is contracts in Bound culture. Marriages tend to be 50-year contracts with optional renewal clauses. People promise to trade goods of equivalent value based on contracts. People will go into deadly situations fully believing that the people they signed a contract with will save them even if they’ve only known each other for an hour. And the reason for this is simple - failing to fulfill the terms of a contract will **literally kill you**.

Creating a Contract

At any time in-play at game, any two or more members of The Bound can choose to sign a Contract. To Sign a Contract, the characters involved should take the following steps:

1. **Literally draft up a contract that they all agree to on paper.** Upon drafting the contract, each character should roleplay signing the contract in their own blood (preferably use red ink to be extra, but this is not strictly required).
2. Each player should sign the contract with their character name, player name and player number. They should also make a note on their character sheets that they entered into a new contract and with whom.
3. At least one of the signatories should report to Ops with the physical contract in hand. Tell a staff member or guide that you’re there to register a new contract.
4. A guide or staff member will read over the contract (to ensure it is legible) and ask any clarifying questions. Then, they will take a photo of the contract which we will store out of game for future reference.
5. We strongly recommend nominating one of the signatories of a contract to become a “keeper of the contract” and have that person be responsible in- and out-of-play for the contract’s whereabouts. We will do our best to keep the photo copies for reference, but shit happens sometimes. In play, Reapers have perfect recall, but people don’t. Knowing the exact details of a contract you’ve signed is literally the difference between life and death.
6. Once the photo evidence of the contract has been verified by a staff member, that staff member will sign off on the contract and on the character card that reported it to Ops. Congratulations! You have officially entered a contract.

Closing or Annulling a Contract (i.e. You Were Smart Enough to Add an Exit Clause)

Most contracts written by people who can live forever will have various clauses in them that enable them to close the contract and fulfill the terms therein in multiple ways. If a contract doesn't have an end-date on it, then it will be active until the terms are fulfilled. Furthermore, if the terms of the contract aren't specific enough, it could be that you wind up having to do something for someone else indefinitely because your contract didn't specify an exact number of times you'd complete an action. However, contracts are serious business, and it is considered generally poor taste to intentionally trap someone in a contract forever. After all - when you're an immortal being in a tightly knit community where everyone knows everyone…what goes around comes around…eventually. But you'll have that eventually.

There are two ways to close out a contract without suffering any negative consequences:

1. **Close the Contract** - if everyone involved in signing the contract agrees that the terms of the contract have been met, they can all choose to report to Ops and close a contract. This means that the contract is considered 'completed' and that none of the signatories have any more responsibilities per that contract. It cannot be reopened.
2. **Modify the Contract** - If everyone involved in signing the contract agrees that the terms of the contract are unfair or need adjustment, **once per contract** the involved parties may report to Ops to modify the contract. You cannot materially change the purpose of a contract through modification, i.e. you could not change a contract where you were required to Life someone to being required to Death someone. However, you can change the specifics of the contract to make it easier to fulfill. For example, you could change a contract that implied you always had to Life someone every time you see them in Dead status to only being required to Life them the next time you see them in Dead status, if you have the skill to do so.

Breaking a Contract (You Were Not Smart)

Let's say that you (well, your character) signed a contract with your friend (well, their character) during the first Conflux you ever attended. And in this contract, you (your character) promised your friend (well, your friend's character) that if you had healing supplies on hand that you would always heal them first. Because love or some shit.

But it's been two years since then, and you (well, your character) and your friend (well, your friend's character) have ended up on opposite sides of a pitched field battle. As you see your friend struck down by your ally's ax, you think to yourself, "I am not going to waste my healing supplies on that asshole." (You don't actually think your friend is an asshole. Y'all are actually totally cool OOP and you'll probably talk about *how cool of a moment* this was over steak and beer after the game.) You dramatically turn away and heal someone else. And at that moment, a Reaper (who happens to look just like the staff member who took the photo of that contract you made with your friend the day the two of you created it), taps you on the shoulder and holds out their hand, waiting for you to put your character card in it.

That's right y'all - **the penalty for breaking the terms of a contract is Death**. If and when you break a contract, you immediately hit Dead status. You should collapse to the ground and wait for a Reaper to find you, per the rules in the Death section. Or wait 5 minutes and then get up and go to Ops.

The good news is that each contract can only be broken once. Once you've broken the contract and suffered the consequences, you can't die from it again. When the Reaper comes for you, you should inform them that you are dead because you broke a contract. They'll need to write this on your character card. As a courtesy, it would also be great if you would tell Ops after the fact as well (when you have a moment - it doesn't have to be immediately, just sometime over the course of the event). Ops will then record that you've broken the contract in the event notes so that we can drag the folder with the pictures of that contract in it into the right section of the Conflux drive.

Contract Disputes

If the various signatories of a given contract ever have a dispute over whether a contract has broken or whether it can be closed, they can report to Ops for Contract Mediation. To be clear - you cannot use contract mediation to force a contract to be modified if someone does not agree to modify it. You can only use Contract Mediation to determine whether a contract is Closed or Broken.

Out of Play, the signatories of the contract engaging in the dispute should go to Ops and ask for a staff member or guide to help with a Contract Dispute. That staff member or guide will consult with the players to get all sides of the story and will review the **original photo of the contract being disputed** to determine whether the contract has been Closed or whether it has been Broken. Then, the staff member will record their decision both in the event notes and in the file with the contract picture directly.

In Play, what's happening is that the characters do indeed go to the Ops building to speak to one of the Common Goods who do all the organizing for The Bound (check out the Organizations section of Lore & Settings for more details). Then, the Common Goods representative goes into the back and works with a friend to do a high-level Ritual to summon a Reaper for the Contract Dispute. The Reaper then decides who's in the right. And uh…arguing with a Reaper is not clever. This is one of the only times a member of The Bound will ever hear a Reaper talk, outside of being Dead.

If for any reason a signatory of the contract decides to break the contract, they can report to Ops directly and simply report that they are choosing to break the contract and will suffer the consequences. They can then roll their die and get on with their day (or not - as luck may have it). The guide or staff member will record that the contract in question has been broken. We will reach out to any other players involved in the contract by the beginning of the following event to let them know that the contract has been broken - though we will not tell them by who or how.

Magic & Technology

The Unbound have made vast technological leaps over the course of history, and The Bound have made use of them. The Bound use laptops, cars, cell phones and all other forms of modern convenience in their day-to-day lives. However, the unfortunate truth is that magic and technology don't really get along. The more advanced the technology is, the more sensitive it is to magical energies. The more powerful the magic is, the more likely it is to completely fry nearby technology. Members of The Bound who regularly practice magic tend to live simpler lives…or go through a lot of cellphones.

Technology in the Fae Wilds

For this reason, while The Bound use technology regularly, they don't bring it with them into the Fae Wilds. The ambient magical energy of the Fae Wilds will fry pretty much any powered-on technology as or more complex than a flashlight. Sometimes more simple technologies will work - but it's always a risky bet. Usually if The Bound go into the Fae Wilds, they go prepared with magical sources of light and means of finding their location.

Blackouts

When an abundance of magical energy happens in a short period of time on the Material Plane, it can trigger a phenomenon known as a 'Blackout'. Effectively, very powerful magic releases a pulse of energy that will knock out any powered-on technology for up to a mile away. Blackouts are one reason of many that The Bound will often wait to participate in powerful Rituals until they are at a Conflux.

When a Blackout occurs, staff and/or guides will loudly announce "BLACKOUT" in the impacted areas. These areas will be required to turn off all lights and any powered-on in-play technologies (including cell phones, cameras, and any flashlights). Anything that was **turned on** at the beginning of the Blackout cannot be turned back on until the end of the game. That's because it was fried by a magical EMP. Any technology that was **turned off** at the beginning of the Blackout can be turned on after one hour, or once it is out of the impacted zone.

Soul Records

When a member of The Bound reaches maturity, upon awakening they find a document in their possession. This document is referred to as their Soul Record. It contains everything that The Bound has accomplished so far in their lives including their Skills, Traits, current dice type, Vitality, Strength, Mind and Willpower. These records remain up to date over the course of their lives. If lost or destroyed, the soul record will reappear with them. However, this process can take time and can cause danger if they are unable to present it to a Reaper if they happen to die. Any member of The Bound can see and read another's Soul Record, but it is considered rude to look at someone else's without permission. This document can not be taken from a Bound against their will.

Keeping Your Soul Record Updated

In Conflux the Soul Record is your character sheet. Keeping your character card up to date is an important part of the game because it both helps you to keep track of your current stats and gives staff vital information both during and after events regarding what characters are taking different actions. We expect you to keep your character card for each character updated throughout the event, so please make sure to keep a pen on you (honestly we recommend keeping a few pens on you, because they have a shocking tendency to vanish). We will also provide plastic bags for you to keep your character cards in so that they don't get absolutely disgusting and unreadable during games. Please, please use the baggies.

For any characters that you play during an event, please keep track of changes to your base stats, any XP expenditures (such as learning a new skill or improving a base stat), any in-play organizations, bonding with a familiar, and/or writing down any permanent or semi-permanent effects that your character may be under. When in doubt, write it on your card. You will need to turn this card in at the end of the event. Please only turn in your character card and any ambrosia consumed.

Any time a character dies and is reaped, the Reaper who did the reaping should ask for your sheet and should update it appropriately afterwards. However, if they forget to do so, please update your own card. A lapse of memory on the part of a staff member or guide does not constitute a consequences-free death for a player.

To be clear - we don't expect you to make changes to your card in the middle of combat or in the middle of a mod. Feel free to wait until it is convenient and safe for you to make changes to your card. In-play, we may periodically remind you to update your card by asking you about whether or not you've "done your paperwork." Your character card is an in-play object. So, you can reference a need to do your paperwork to other PCs and NPCs if it becomes relevant.

Physics in Conflux

Generally speaking, physics in Conflux will match the 'real' world. When on the Material Plane, unless there's a magical effect going on you can basically assume that physical science will work the way that you expect. However, when you're in the Fae Wilds, on the Angelic, Demonic or Draconic planes, or *especially* in the Lands of Dream or Nightmare…all bets are off. These areas are either completely inundated with magical energy or are quite simply completely separate planes of existence. You can't - and shouldn't - assume that reality will work the same way as it does on the material planes. Generally speaking, if there are core differences that will have a mechanical impact on you, the guide will let you know at the beginning of a mod via a description or through a Zone of Mechanic.

Base Character Stats

This section describes the base stats for every Bound Player or Non-Player Character. The starting and maximum stats are determined by the character's bloodline. This section serves to describe what the stats fundamentally represent, how they can be increased and decreased both temporarily and permanently, and what your character should know about them in-play. All Stats are assumed to be in-play knowledge (as your character sheet is an in-play item). Additionally, all stats refresh automatically between games.

Vitality

The Vitality score represents how much damage a member of The Bound can heal before they begin to bleed out. When The Bound (and most magical creatures) are injured, their bodies immediately use their latent magical energy to heal themselves. So, if you were to stab a sword through a Zombie's heart - for instance - upon removing the weapon you would see the wound heal itself almost instantly (though the hole in their shirt would remain). Vitality measures how many times a member of The Bound can continue to heal before they have exhausted this latent magical potential.

Vitality is represented by any whole number greater or equal to 0. If damage would reduce Vitality beyond 0, it reduces Vitality to 0 instead. At a Vitality of 0, a member of The Bound will begin bleeding out. Unless the character has a skill or in-game item that specifies otherwise, while in Bleed Out the character cannot physically move or activate any abilities, skills or items. Characters in Bleed Out should immediately fall to the ground (or take a knee) to physically represent that they are bleeding out. The character can still speak and is conscious all the way through Bleed Out. Bleeding out takes 5 minutes (unless otherwise specified). After 5 minutes, the character is in Dead status. The main exception to this is the undead bloodline who will enter bleed out at 0 as normal but are still able to take damage into negative Vitality. See Conflux Bloodlines for more information on the Running Dead.

Characters can gain temporary Vitality during the course of an event. When under an effect that increases a Characters Base Vitality this vitality can be healed as normal. When the effect ends the character will lose the amount of Vitality that their base vitality was increased by. If this causes them to hit 0 vitality they will immediately enter bleed out. Effects that cause a character's vitality to increase over their max value but not their Base Vitality can not be healed once it is lost. Vitality from this kind of increase can not be used to Attune to Enchantments.

Characters can increase their Vitality by investing experience points up to the max level as defined by their Bloodline. The amount of experience points it takes to increase Vitality grows as the character increases their Vitality (see chart below). Characters may spend experience points to grow their Vitality at any time during a game. The increase to their Vitality takes effect immediately. They should record their XP expenditure and Vitality gain on their character sheets.

Amount of XP Spent	Per points of Vitality	Ending Total Vitality
1	Per 5 Vitality	10 - 30
1	Per 2 Vitality	32 - 50
1	Per 1 Vitality	51 - 70
2	Per 1 Vitality	71 - 100
3	Per 1 Vitality	101 - 200

Mind

Mind represents how many ‘give-a-fucks’ a member of The Bound has to perform everyday magical and non-magical skills and tasks. Mind is effectively measuring how much concentration a magical or non-magical skill takes to complete and/or how much concentrating power a member of The Bound has remaining. Many skills and abilities can be activated with Mind alone. However, some require Willpower or both Mind and Willpower.

Mind can be any whole number equal to or greater than 0. The starting and maximum amount of Mind is determined by a character’s Bloodline. Characters may refresh their Mind at any point by taking a **10 minute break from using any active skills or engaging in combat** and **spending one Willpower.** For instance, let’s take the following as an example:

Our beloved Character A has been engaging in a truly harrowing combat against a giant cheetah-insectoid nightmare creature. Character A has a maximum Mind of 20. They started the combat with 20/20 Mind remaining. Through the combat, they use a number of abilities that cost Mind to activate, and now they only have 6/20 Mind remaining. The horrifying cheetah-insectoid nightmare creature spits a glob of acid at them (throws a packet) and calls, “20 Flaming Acid.” Unfortunately for our intrepid hero, this hits them directly in the chest. In a panic, they call “Avoid,” which is an active skill that they have that costs them 5 Mind to activate. Now, Character A has only 1/20 Mind left. Since none of their active abilities or skills can be activated for only 1 Mind, they decide to take a 10 minute break from the front line to rest. However, they still want to be able to spend Mind, so they decide to spend 1 Willpower while they rest to regain their Mind. So, if Character A has 4 maximum Willpower, after 10 minutes they can spend one, which will leave them with 3/4 remaining Willpower for the game.

Characters cannot spend more Mind total than they have in their Mind pool. For example - if a character has a maximum Mind pool of 20 and has 20 remaining Mind, they **cannot** spend 20 Mind and then spend a Willpower and then spend an additional 10 Mind for a skill that costs a total of 30 Mind. Similarly, if a character has 5/30 Mind left, they cannot spend the 5 Mind, refresh their Mind pool, and then spend an additional 5 Mind to activate a skill that costs a total of 10 mind. There are no roleplay requirements around going to 0 Mind - you simply cannot activate any skills or abilities that require Mind until you refresh your Mind pool.

Returning to the prior example - let's say that Character A has a skill that would let them kill the terrible cheetah-insectoid nightmare creature once and for all. However, that skill costs them 12 Mind to activate. If Character A only has 11/20 Mind remaining, they cannot use the skill, spend 11 Mind, then rest and spend a Willpower to regain the Mind, and then spend the additional 1 Mind. You must **currently have** enough Mind in your Mind pool to activate any skill you want to use.

Characters can increase their total Mind by investing experience points up to the max level as defined by their Bloodline. The amount of experience points it takes to increase Mind grows as the character increases their Mind (see chart below). Characters may spend experience points to grow their Mind at any time during a game. The increase to their Mind takes effect immediately. They should record their XP expenditure and Mind gain on their character sheets.

Amount of XP Spent	Per Point of Mind	Ending Total Mind
1	Per 5 Mind	10 - 30
1	Per 2 Mind	32 - 50
1	Per 1 Mind	51 - 70
2	Per 1 Mind	71 - 100
3	Per 1 Mind	101 - 200

Willpower

Willpower is the measure of how often a member of The Bound can perform a difficult magical or non-magical skill or task. Willpower also represents how often a member of The Bound can "push through" their own mental limits in order to find more Mind within themselves. Most common skills and abilities do not take Willpower to activate. However, some skills and abilities are very powerful and require an effort of Willpower to manifest. Each character may expend a Willpower to refresh their Mind pool at any point during the game. Characters can refresh their Mind pool using their Willpower as often as they want - provided that they take the required 10 minute break. However, characters can only expend their Willpower up to their Maximum, and there are (almost) no ways to refresh Willpower over the course of a given game.

Willpower can be any number between 0-10. There is no possible way to increase your Willpower beyond 10. The starting and maximum Willpower for a given member of The Bound is determined by their Bloodline.

Characters can increase their Willpower by investing experience points up to the max level as defined by their Bloodline. The amount of experience points it takes to increase Willpower grows as the character increases their Willpower (see chart below). Characters may spend experience points to grow their Willpower at any time during a game. The increase to their Willpower takes effect immediately. They should record their XP expenditure and Willpower gain on their character sheets.

Amount of XP Spent	Per point of Willpower	Ending Total Willpower
5	1	2 - 4
10	1	5 - 7
15	1	8 - 10

Strength

Strength is the measure of how physically capable a member of The Bound has become. Strength can be any whole number between 1-10. A Strength score of 1 is the Unbound (human) average. A Strength score of 2-3 is considered athletic by Unbound standards. A Strength score of 4 is considered Olympian by Unbound standards. A Strength score of 5 may be technically possible by Unbound standards with hysterical strength, but is not sustainable and would cause muscle damage to an Unbound long-term. Any Strength score over 5 is only achievable through magically-enhanced means.

A character's Strength score determines how much armor they can wear, how many items they can equip, and their base melee weapon damage. For instance, any member of The Bound can pick up and use any base melee weapon. You calculate your total damage by adding the amount of damage the weapon deals, plus your Strength score, plus any bonuses from skills, abilities or enchantments. More details will be provided regarding how Strength impacts these game elements in future sections.

A Bound character's starting and maximum Strength score is determined by their Bloodline. Characters can increase their Strength by investing experience points up to the max level as defined by their Bloodline. The amount of experience points it takes to increase Strength grows as the character increases their Strength (see chart below). Characters may spend experience points to grow their Strength at any time during a game. The increase to their Strength takes effect immediately. They should record their XP expenditure and Strength gain on their character sheets.

Amount of XP Spent	Per Point of Strength	Ending Total Strength
5	1	1 - 4
10	1	5 - 7
15	1	8 - 10

Armor

Your armor score defines how much armor you are currently wearing. Every member of The Bound starts at 0 armor by base. Regular clothes do not count as armor. Members of The Bound can equip one piece of armor per area of their body. The total armor score is calculated by adding up all of the armor points of the various pieces the character is currently wearing. You can only equip up to the max armor score as defined by your Strength. To calculate max armor score, follow this table:

Strength Score	Max Armor Score
1-2	20
3-4	30
5-6	50
7-8	60
9-10	70

There are three levels of mundane armor, which are rated based on appearance of materials:

- **Low -** padded cloth, soft leather, plateless tactical vests & guards. Any thing that is bulker than normal clothing will fit into this.
- **Medium -** hard leather, leather brig, chainmaille, Kevlar, cloth brig, motorcycle gear (jackets, pants, helmets). Thicker/stiffer materials, Smaller bits of metal that do not make up more than 50% of the surface area, hard plastics.
- **High -** plate armor, scale maille, plated tactical vests. Materials can substitute for metal but should look as if they are metallic and be ¼” thick. Any plate carrier that has a foam insert of ½” falls under this category.

Area of the Body	**Low**	**Medium**	**High**
Head & Neck	2	6	10
Upper Arm	1	3	5
Lower Arm	1	3	5
Leg Above Knee	1	3	5
Leg Below Knee	1	3	5
Hand	1	3	5
Foot	1	3	5

Front of torso	2	6	10
Back of torso	2	6	10

All characters can come into play with any mundane armor that they prefer. Note that there are **types of armor that can be created in game that have special effects, and must be specifically tagged.** These tagged items must be acquired in-play and are not available by default. Bear in mind that mundane armor cannot be enchanted. Additionally, we ask that you not share armor pieces between characters.

Given that this game is based in the state of Georgia and we don't want to give our players heat stroke, we have heat-based armor rules. When the weather is cooperating (i.e. it is no warmer than 80 degrees Fahrenheit), we expect all characters with equipped armor to wear that armor both in and out of play. If you're not actually wearing the armor - your character isn't either. However, if the weather is not cooperating (i.e. it is warmer than 80 degrees Fahrenheit), you can instead have your base armor tagged at check-in. As long as it is greater than 80 degrees out and you have your tagged armor card on you, it's assumed that your character has that armor equipped. Note that if you happen to have more than one type of tagged armor on you at a time that you cannot wear together (i.e. a tag for base plate maille torso and a tag for an enchanted scale maille torso), you are assumed to only be wearing one of the armors. It takes at least 10 minutes to change your armor out. You can't hot-switch armor in the middle of combat.

Unless otherwise specified by a particular tagline (Ex: piercing damage), if your character has armor equipped, that armor will take damage before the character begins counting damage against their Vitality score. For example, let's assume a character has a Vitality score of 15 and they are also wearing 20 points of armor. If that character is hit with a sword that delivered '10 normal slashing,' their armor would soak up the 10 damage. At that point, the character would have 15/15 Vitality and 10/20 points of armor.

When armor is reduced to 0 points, it breaks. Additionally, some spells and abilities can break armor immediately. All broken armor is immediately reduced to 0 armor points and cannot provide any material benefits to the user. There are skills in the game that enable players to fix their armor during the course of a game. Mundane armor is assumed to be fixed in between events. Tagged items (including armor) must be fixed by a character with an appropriate skill at an event.

Dragging, Moving or Pushing a Character with Resistance

In a situation where a character is attempting to drag, move, or push past another character who might be resisting, if permission for physical contact is not given, characters should compare Strength scores to see who should prevail.The character with the highest Strength wins. Should the characters have equal Strength scores, characters should compare Willpower scores. In that case, the character with the highest Willpower will win. Should the characters have an even tie for both Strength and Willpower, characters should compare their **current**

Vitality score. In that case, whoever has the highest Vitality **currently** (i.e. not max Vitality - but what your Vitality is at given whatever damage you may have taken will win. If - somehow and impressively - all of those stats are exactly equal, the player who is defending against the action is assumed to win.

When dragging, moving, or pushing past a resisting character they are unable to prevent the pushed or dragged character from reacting, attacking or using skills. Only movement may be hampered in this way. Regardless of Strength a Character can only move at a slow walk while another character is resisting being dragged. A character can not throw or force a resisting character to move away from them.

For instance, let's say that Character A is blocking a door and Character B wants to push past them. If Character A does not give permission for character B to physically push past them, then the character can resolve this conflict through the following dialog:

Character A: "I do not give consent for physical roleplay."

Character B: "Ok. I try to push past you out the door. I have 5 Strength."

Character A: "Ah beans, I only have 3 Strength. You're able to push past me out the door."

Character A would then allow Character B to exit the doorway, and they could resume roleplaying from there.

We strongly encourage our players to be as immersive as possible in their roleplay, but first and foremost we want our players to be safe and respectful of others boundaries. Make a habit of asking others for permission for physical roleplay outside of combat situations - even when the person you're asking is a long-time friend or partner.

Dragging or Moving a Character without Resistance

In a situation where a player wishes to drag or move a character that **cannot** resist (for example - if the player character is in bleed out, dead or unconscious) the character who wishes to do the dragging may **initiate** the dragging in one of three ways:

1. Pointing at the character who is incapacitated and saying "I drag you." The Incapacitated character is then considered to be with the character who is moving or dragging them.
2. Ask permission for physical roleplay, and if consent is given, grab onto the character who is being dragged. You should say something like, "Permission for physical roleplay to drag you?" **Do not begin dragging until permission for physical roleplay is given.**
3. The player doing the dragging may touch the other player with a fist boffer and say "I am dragging you."

When a character without resistance is being dragged or moved, the character doing the dragging is considered to define 'where' both characters are in-play. This means that in a

situation where the two players are briefly separated (like what might happen in cases where physical consent isn't given) the player who initiated the dragging determines where both characters should end up. This is true for both player and non-player characters. Additionally - you can't use a body as a shield. So - if you're dragging someone and they take damage - you both take that damage.

Bodies - as it turns out - are heavy. So, having extra Strength helps you to drag faster. The speed at which you can drag a body given your Strength score is as follows:

- Strength 1 - You can drag or carry a body at half your normal walking speed.
- Strength 2 - You can drag or carry a body at your normal walking speed.
- Strength 3 - You can drag or carry a body at a light jog (1.5 times normal walking speed)
- Strength 4 - You can drag or carry a body at a full run.
- Strength 5+ - You can drag or carry a body at a sprint. Frankly, you can throw a body about 10 feet.

Searching PCs & NPCs

Any character can search any other incapacitated character by simply pointing at that character, declaring "Searching," and counting down from 10. At the end of the 10 count, the character that has been searched must hand over all item cards and physreps to the character that did the searching. Keep in mind that characters who are not incapacitated can resist being searched.

A character who is being searched can respond with the phrase "do it." If this is the response, then that person **is actively consenting to a physical search** and expects that the player searching them **will physically search their pockets** for items. If the searcher does not want to physically touch the person while searching them they can respond "I do not consent to physical contact." and proceed with the searching count. Keep in mind that the phrase "do it" **does not mean** that the person who is being searched has consented to any other physical interaction, nor should it be used as a way to 'get out of' being searched. It's a way to make the game more immersive and interactive.

Death Mechanics

This section describes the mechanics for death, resurrection and perming. Unless otherwise noted, the details of this section of the rulebook is considered in-play knowledge.

Death & Reapers

Death is an ever present part of life for members of The Bound. Though they are immortal, they are not invulnerable. And while they're not at the bottom of the food chain, they also are painfully aware that they are not at the top. A strong desire to live is a universally shared trait among The Bound, and with it comes a persistent awareness of death.

The Bound by-and-large believe that they and their ancestors were blessed by The Lady Death with magic, strength and immortality as gifts to enable them to survive The Fall. As a result, The Lady Death and her Reapers are both feared and revered. A Reaper is a servant of The Lady Death who collects the souls of The Bound and Unbound alike to transport them to the afterlife (if indeed there is an afterlife). While the Unbound can't see or interact with Reapers, The Bound can see them. However, unless a Bound is dead, Reapers do not speak or interact with The Bound. They tend to be silent onlookers: always watching, always waiting.

It's not unusual to see a single Reaper in any given location. However, they do seem to know when danger is coming, and will congregate at locations where violence is imminent. Reapers can appear to be any size, shape or color within the Unbound diaspora. Each Reaper will wear all black clothing and will have a skull mask or makeup covering at least the top half of their face. All Reapers carry a dice bag full of dice and some kind of container to roll dice in.

The Lady Death - as the avatar of Death itself - has only very rarely been seen in-person. It's well-known that each of the Ancients has been personally visited by The Lady Death, but beyond that seeing a glimpse of The Lady Death is widely considered to be a once-in-a-lifetime experience, even for the Immortals of The Bound. Reportedly, the Lady Death tends to appear wearing a white lace dress and wears a golden skull mask, similar to the one worn by her Reapers.

Dying

There are several ways for a member of The Bound to die. Most commonly, a member of The Bound will die when, after their Vitality has dropped to 0 and they have been in the Bleed Out state for 5 minutes, they will transition to the Dead state. There are some effects in the game that can cause a character to skip Bleed Out and go directly to Dead status. There are also some effects in the game that can cause the Bleed Out timer to become shorter than 5 minutes.

Additionally, any member of The Bound (and some NPCs) can immediately end a Bleed Out timer and cause someone to enter the Death state by performing a Killing Blow. To perform a killing blow, a player should call, "Killing Blow 3, Killing Blow 2, Killing Blow 1 - Killing Blow!" and should roleplay killing their target with their weapon. This call should take at least three solid seconds - don't cheese it or rush it. Only Bound and creatures that are in active bleed out can be a target of killing blow due to their regeneration from vitality. Unbound and some creatures who are currently in Bleed Out or who are entirely incapacitated can be targeted by a Killing Blow. Characters that are partially mobile and capable of putting up any resistance - even if they are tied up - cannot be the target of a Killing Blow.

When a member of The Bound has entered Dead status, they should **immediately stand** at the site of their death. They should then **pull their dead rag** (their red bandanna) and put it on their head. If it is at night and dark out, we ask that players put on their white out-of-play headband and then put the dead rag over the headband so that it glows red. This action represents the soul of The Bound breaking free of their body. When hitting Dead status, the player will need to drop any in-play items and gear that they are comfortable dropping (i.e. we don't expect you to

strip naked - just drop anything of mechanical value). Any item that the character is attuned to is the exception to this. Any attuned item will stay with the Bounds soul. This is because when a Bound dies, their body will rapidly turn to dust. At this point, the player should wait at the site of their death for up to 5 minutes to be collected by a Reaper. If, for whatever reason, the player died in an area and a Reaper/Marshal is not around, they can instead report their death to Ops.

Members of The Bound stay conscious and aware through their deaths. All Bound (and some magical creatures) can see the souls of other Bound. Anything that a soul witnesses, they will remember upon resurrection. They can speak to other members of The Bound, but only at a whisper-volume. They cannot physically interact with their surroundings, and they cannot go more than 5 feet away from where they died.

Resurrecting, Life Spells and Perming

So, you died. You're standing there, staring at your own body. Your friends are still fighting the giant monster that squashed you like a very unlucky bug. Across the field, you see a Reaper. You see the Reaper spot you. The Reaper starts making their way towards you. Suddenly - your friend turns and sees your soul standing there, body dead on the ground. Your friend sees the Reaper headed towards you. And your friend - blessed sweet friend - pulls out a Life Stone and starts sprinting to your very dead corpse. You hope that they make it first - because they're Racing the Reaper, and whoever makes it to you first determines your fate.

This is all to say - in Conflux, there's not a specific Death count. If you die and you wait in a spot for more than 5 minutes, you can go to Ops to resurrect because we don't want you to get stuck in a field alone forever. However, generally speaking, the Marshal on any given mod will also be a Reaper.

When you die, if a Reaper gets to you before someone who has a way to Life you does, you have **10 seconds** to put your character sheet into the Reaper's outstretched hand. If you fail to produce your character card within 10 seconds, the Reaper will hand you a coin to flip instead of your die type. You can't cheat Death. Once you put your character sheet into the Reaper's hand, they'll check your current die type. Then, they'll hand you a die and something to roll it in. You roll your die. All you have to do is not roll a 1.

If you roll a 1, you perm. That's it. The Reaper takes you away - you fade into mist…unless… (see the Double or Nothing rules)

Out of play, if and when one of your characters perms, we strongly recommend taking some time to decomp and talk to someone (whether a friend or a staff member) to process your feelings. Then, you can either monster the remainder of the event or switch into your secondary character. Conflux is *an intentionally dangerous world* and we expect that player characters will perm occasionally. However, losing a character can be very hard and can definitely cause emotional bleed. If your character perms, you're allowed to feel some kind of way about it. Make sure to take care of yourself and use the resources available to you before jumping back into play.

However, let's assume for the time being that you don't roll a 1. Let's assume luck is with you today and The Lady Death smiled in your direction. You'll hand the Reaper back their die and they will hand you back your character sheet. They should mark off one die type (i.e. you go down to a smaller die type) and they should sign off on your death. Then, your dead body would fade into dust and your soul would remanifest in its exact location. This process is painful. Also…your soul didn't have all your shit. Your dead body had all your shit. So, you'll need to get your shit and then reequip it. This does mean that people can steal your shit while you're dead. However, you can see them do it and can act accordingly when you resurrect. Upon resurrecting, you come back at full Vitality. However, your Mind, Strength and Willpower will be at whatever level they were at before you died.

There is a tagged item in the game called a Rune Stone that is on the new player buylist. We HEAVILY recommend that everyone grab a Rune Stone. If you have a Rune Stone, you have a choice between resurrecting at the location of your death or choosing to resurrect at the location of your RuneStone. This can be especially handy in situations that would have you…for example…resurrecting and immediately dying again. Sometimes your shit isn't worth your life.

Going back even farther in time…let's assume for a moment that your friend did indeed win their Race with the Reaper and got to you first. IF your friend has access to some form of Life spell - and that is a BIG if - then they have 10 seconds to initiate the Life spell. If they fail to initiate it in 10 seconds, the Reaper can claim you anyway. However, as soon as they begin the Life spell, the Reaper must accept defeat (unless of course the spell is interrupted mid-working, and then the 10-second countdown begins again). No matter what version of the Life spell your friend performs - when the spell completes, being Lifed will return a character to 0 Vitality. At 0 Vitality, the character will be back in bleed out and will need to be healed. If an ally wishes to cast a Life effect on a loitering soul before a Reaper comes to call, the living ally would target the dead Bound's soul. The soul would then effectively grow a new body, which would immediately collapse to the ground again, since the Life spell would return them to a state of bleed out.

Die Types

Instead of having a set number of lives, The Bound instead play a game of chance with a Reaper every time they die. Each member of The Bound starts off by rolling a D20. After each time they die, their Die Type is reduced. In other words: even if they resurrect, every time they die, their odds get progressively worse.

The Die Type progression in the game is as follows:

Number of Deaths	**Die Type**
0	D 20

1	D 12
2	D 10
3	D 8
4	D 6
5	D 4
6 +	Flip a Coin. Heads you live. Tails you perm.

Double or Nothing

So, y'all remember when we very cryptically were like, "The Reaper takes you away - you fade into mist…unless…"? This is the "unless" part of that statement.

So, you're dead. Again. Maybe you got gored by a Winter Unicorn in the Fae Wilds and then it ran off with your spleen still attached to its horn. We don't know, use your imagination. The important part is that you're dead. Unfortunately, your friends do not have the capacity to Life you. So y'all are all stuck waiting for the Reaper. It's okay though. Surely your luck can't be that bad - you're only rolling a D12 now!

Except we need your luck to be that bad so that we can explain these mechanics, so you are in fact rolling a 1 in this thought exercise. Sorry about it. As you stand there, aghast at your consistent misfortune, one of your friends can look at the Reaper and loudly state, "Double or Nothing." This…will get interesting.

Once per game, each **player** (not character - player) can call "Double or Nothing" after someone has rolled a 1. They have 10 seconds from the time the Reaper announces the 1 to call "Double or Nothing". When they call "Double or Nothing," the Reaper will hold out their hand. They will have 10 seconds to put their card in the Reaper's hand. If they do not put their card in the Reaper's hand within 10 seconds, the Reaper will hand them a coin to flip instead of their die type.

Your friend will roll their die. As long as they don't roll a 1, both of you get to live. On a 2+, you resurrect following the typical resurrection rules. If your friend rolls a 1, you both perm. No "Unless." Nobody can call a "Double or Nothing" on a "Double or Nothing." You get one shot to save your friends.

Calling a "Double or Nothing" does not reduce your die type. If you call a Double or Nothing, the Reaper should record this on BOTH character cards, as you will not be able to do it again over the course of the event.

On the House

We understand that attending Conflux for the first time can be a daunting prospect, especially if you're new to LARPing generally. That's why we have the On the House rule. For a given player's **first game** they get one Death "On the House." This means that if you are at your first event and one of your characters dies, we will not make you roll to resurrect and you will not go down a die type. However, you should still wait for the Reaper to come to you, as someone may always try to Life you. Additionally, you'll still need to record your death on your character card. After all, only the first death is On the House. After that, you play by the same rules. And the House always wins, in the end.

Combat Mechanics

Combat at Conflux is a privilege, not a right. We will always prioritize player safety and discourage unsafe combat practices. While we wouldn't describe Conflux as a 'lightest touch' game, we are also certainly **not** full-contact. We expect players to pull their swings (i.e. don't swing at full power). While injuries are inevitable given that this game is fundamentally an outdoor sport where people are swinging foam-covered sticks at each other in the woods, we expect that people use reasonable caution and try not to harm others. If you're swinging hard enough to leave bruises, you're swinging too hard.

Legal vs. Not Legal Targets

The following locations are **not legal targets** to swing at during combat. If someone hits someone else in these areas, we do not expect them to take the damage. Do not intentionally move an illegal target into the path of a strike so that you do not take an effect.

- Head
- Hands
- Groin
- Neck

While not an illegal target, any swing or packet to the chest or joints should have more care taken and pull swings due to the sensitive nature of those locations.

You should not aim for non combat safe items that a person is carrying and non combat safe items should not be used to block strikes. If a non combat safe item is hit you will take the effect.

Otherwise, if they hit you and you don't have an in-game defense, take the damage or effect.

'Check Your Swings' and 'Clarify'

In combat, people can get heated. However, if at any point you hear another player or Marshal call the phrase "Check your swings," take a minute to step back and reassess how hard you're swinging your weapon. Make sure that you're only delivering a light tap when you hit someone with a weapon. Weapon swings should be hard enough to be felt - but (barring some kind of existing medical condition) they should never leave a bruise.

Anyone can use the phrase “Check your swings” at any time in a combat situation. This phrase always serves as a quick out-of-play reminder to make sure that you’re not swinging too hard and accidentally hurting other players in your zeal to kill the characters they portray.

Similarly, sometimes you’ll have a quick out-of-play question that you need answered. If this happens, you can feel free to put your closed fist directly on the top of your head and say, “Clarify -*insert question here.*” Either the person you are talking to or the Marshal should also put their closed fist on the top of their head and respond with the out-of-play answer to the question. These kinds of exchanges are intended to be for quick clarifications only. For example - if you don’t know or forgot the effect of a specific tagline, or if you know that you hit someone with a tagline that they should take but their back was to you and so maybe they didn’t hear you.

Additionally, if you ever hear someone say the word, “Clarify!” followed by a description or rules clarification, you can take what follows as an out-of-play fact of reality. Typically, the phrase “Clarify” will most commonly be followed by a Marshal giving a rules, safety or game-mechanics clarification. Only Marshals and staff members should use the phrase “clarify” in this way. Players can use it to ask out-of-play questions, but should not use this term to interject in the way that Marshals and staff can.

An example of “Clarify” being used in this way might be as follows: A Marshal sees Player A physically grab Player B to drag them without first asking for consent for physical roleplay. The Marshal shouts, “Clarify! Please ask for physical consent before initiating physical contact.” This is just a way to remind Player A that they need to stop touching Player B until they get consent for physical roleplay.

Taglines

All melee combat taglines in Conflux are three-part taglines that describe the **damage amount**, **damage type**, and **damage source.** We expect you to **clearly enunciate** all three parts of a given tagline. If someone can’t understand what you’re saying because you’re rushing the tagline, then they’re not going to take your damage. We use a three-part tagline in part to intentionally slow combat and avoid behaviors like machine-gunning (i.e. hitting the same area over and over again in rapid succession). It doesn’t really matter what order you say the tagline in - as long as it contains all three parts. When you are delivering a status effect with a melee weapon or physical weapon you will simply state the tag itself while stating the tagline. Any tagline that does not have magic, Unavoidable, or Radius attached to it can be physically blocked by a melee weapon or shield.

Non-melee combat taglines or taglines that originate from specific skills and abilities may not contain all three parts or may contain more than 3 parts. Spells may have specific verbal components and a two-part tagline. Damage from guns and piercing weapons also may have a two-part tagline. The required taglines for specific spells and abilities will be detailed as part of the description for those spells and abilities.

If you are able to resist any part of a given tagline through a skill or trait, you are able to resist the effects of the entire tagline.

Guides may introduce one-off or custom taglines as part of a mod or plotline. If that happens, the tagline will be described at either opening announcements or during the mod. If these new taglines persist across multiple games, we will endeavor to add them to the descriptions below.

Damage Amount

Any time you attempt to do damage to another character, NPC or monster, you should include how much damage you are doing as part of your tagline. You are responsible for calculating and knowing this number based on your weapon, Strength stat, and any applicable skills and abilities. This will always be a whole number equal or greater than one. In a case where an skill or talent may cause you to have something other than a whole number, round to the nearest whole number (i.e. round down at a .4 and round up at a .5).

For example: You have a Strength score of 5. You have a magic sword that has a base damage of 5. You also are triggering a skill that allows you to do an extra 5 damage on your swing. In this case, your tagline would be, “Fifteen, Slashing, Normal,” and the damage would be “Fifteen.”

Damage Type

The damage type describes what kind of damage you are delivering to whatever or whomever you’re trying to damage. The most common damage type you’ll hear is “normal,” because most damage is…well…mundane. There’s nothing intrinsically magical about taking a baseball bat to the sternum or getting shot in the leg, but it still hurts.

However, certain magical creatures - and Bloodlines - are especially weak to certain materials and/or magics. Saying the damage type enables the person you’re fighting against to know whether they ought to take the damage amount as given, or with certain modifiers. It’s not your job to know what impact the damage type will have on whoever or whatever you’re fighting - it’s the job of the person receiving the damage to calculate how much extra damage they ought to take (or not take) based on the damage type.

For example: You have a Strength score of 5. You have a magic sword that has a base damage of 5. You also are triggering a skill that allows you to do an extra 5 **Fire** damage on your swing. In this case, your tagline would be, “Fifteen, Slashing, Fire,” and the damage type would be “Fire.”

Now, most opponents would continue to take this as 15 Vitality damage. However, let's say for the sake of the example that you’re specifically fighting an Ice Elemental. Well, the Ice Elemental takes double damage from Fire. That means that while you only swung for 15 damage, the Elemental you were fighting actually went down 30 Vitality due to their weakness.

Below are the Damage Type Taglines and what they mean:

Damage Type	Description & Effects
Normal	The most basic of the damage-type taglines. Most weapons do “Normal” damage unless they are enchanted or made of a special material.
Fire	Does 2x damage against entities weak to this damage type.
Water	Does 2x damage against entities weak to this damage type.
Air	Does 2x damage against entities weak to this damage type.
Earth	Does 2x damage against entities weak to this damage type.
Silver	Does 2x damage against entities weak to this damage type.
Iron	Does 2x damage against entities weak to this damage type.
Lead	Does 2x damage against entities weak to this damage type.
Uranium	Does 2x damage against entities weak to this damage type.
Wood	Does 2x damage against entities weak to this damage type.
Blood	Does 2x damage against entities weak to this damage type.
Draconic	Typically, only dragons, enchanted items and dragonborn can do this type of damage. Does 2x damage against entities weak to this damage type.
Holy	Typically, items that do Holy damage are enchanted in some way. This damage type is aligned with the Angelic realm. Does 2x damage against entities weak to this damage type.
Unholy	Typically, items that do Unholy damage are enchanted in some way. This damage type is aligned with the Demonic realm. Does 2x damage against entities weak to this damage type.

Damage Source

The damage source describes the delivery method of the damage and how the damage impacts the victim’s body physically. Bullets and swords do different kinds of damage, after all. And the things that will help defend you against slashing weapons may not do as much for piercing or magic damage.

Similarly to Damage Type, saying the Damage Source enables the person you’re fighting against to know whether they ought to take the damage amount as given, or with certain modifiers. It’s not your job to know what impact the Damage Source will have on whoever or whatever you’re fighting. It's the job of the person receiving the damage to calculate how much extra damage they ought to take (or not take) based on the Damage Source.

For example: You have a Strength score of 5. This time you have a magic sword that has a base damage of 5 and is enchanted so that it can pierce armor. You are also triggering a skill that allows you to do an extra 5 Fire damage on your swing. In this case, your tagline would be, “Fifteen, Pierce, Fire,” and the Damage Source would be “Pierce.”

Now, most opponents would continue to take this as 15 Vitality damage. However, let's say for the sake of the example that you’re specifically fighting a giant armored beetle. Like, this thing is the size of a bus and its shell is hard like steel. The giant beetle has 100 points of natural armor. But, because you’re calling pierce, your damage bypasses the armor and goes directly to the beetle’s Vitality anyway. So, instead of having to beat all the way through its armor, you can instead kill it by stabbing it to death directly.

Below are the Damage Source Taglines and what they mean:

Damage Source	Description & Effects
Slash	This tagline indicates that the source of the damage is a bladed weapon.
Pierce	This tagline indicated that the source of the damage is a piercing weapon. Pierce goes through armor but does not go through shields.
Blunt	This tagline indicates that the source of the damage is a weapon without a blade.
Punch	This tagline indicates that the source of the damage is from a creature's fist. Hitting the boffers will damage the creature.
Claw	This tagline indicates that the source of the damage is from a creature's slashing claw. Hitting the boffers will damage it.
Bite	This tagline indicated that the source of the damage is from teeth. Note that bite damage will still be phys repped by boffers held in the hands. Hitting the boffers will damage it. Additionally, bite damage pierces armor.
Magic	This tagline indicates that the source of the damage is coming from a spell or enchanted source. Magic damage goes through shields, armor and weapons.
Chemical	Indicates that the damage is coming from a non-magical or mundane chemical source.
Explosive	In addition to damaging Vitality, being hit with explosive damage will Break any items a target is currently carrying unless they are resistant to Explosives or the item has a way to resist Break. If this damage source is blocked by a weapon or shield it will block the vitality damage but the

	weapon will take the break.
(X-foot) Radius	The radius damage type will always be called with an amount of feet included and will hit all targets within that number of feet from the center of the radius call. Radius damage cannot be avoided, but does not go through armor.
Unavoidable	This effect can not be defended against with Avoid.

Effect-Based Taglines

Outside of direct damage, there are some effect-based taglines that will come up fairly frequently. Typically, an effect-based tagline will be pretty self-explanatory. Generally, you can assume that any non-permanent effect will last 60, 30, 10 or 5 seconds unless otherwise stated (either in the tagline or by a Marshal at the beginning of a mod). The following is **not** a comprehensive list of every tag line in the game. It is the responsibility of the target to count the duration of an effect on their character.

When calling an effect-based tagline, the effect should replace the damage amount and the damage type that you would otherwise call. Some effects may not replace damage but will be called with damage. In these cases you would only take the effect if you take Vitality damage. The only Source taglines that need to be added to effects are Magic, Unavoidable or Radius as these can not be blocked by melee weapons or shields.

Taglines with a duration must state the duration.

As an example, if a melee fighter would normally call, “12, normal, blunt,” instead when they wanted to use a skill that would allow them to call an effect they might say, “5 Second Stun.” Similarly, if a spell caster was calling an effect as part of a spell, they would call, “Break, Magic.”

Effect-Based Tagline	Description & Effects
Agony	During the duration of Agony the character can only defend and is unable to use any Skills, talents or move. They must audibly roleplay as if they are in pain. This counts as a Mental Effect.
Attract	This effect causes the target to move 10 feet towards the user of this effect. If they reach within arms length of the user before moving 10 feet, the effect ends. Targets that have been affected by Attract can activate skills and Talents, as well as attack and defend, while they are moving the 10 feet. This effect is considered a Mental effect.

Berserk	This effect causes the target to immediately attack the nearest other valid target with the intent to kill. They are unable to communicate while they are attacking and will try to kill their target to the best of their ability. This effect is considered a Mental Effect.
Blind	During the duration of Blind the character can only defend and is unable to use any Skills or Talents and must walk with heel-toe steps. Additionally, they must RP as though they cannot see (though in an active combat please don't actually close your eyes).
Break	An Item that is affected by Break can not be used anymore and does not provide any benefit to the user. An item that is broken can be repaired by a crafter. A resist Destroy can also be used to resist Break.
Command	This effect will be followed by a command that is no longer than five words. The target must follow the command to the best of their ability for one hour or until the command has been completed. The target is aware that they are not in control of their actions. This effect is considered a Mental effect.
Confine	By some method the target has had their arms bound. They can not use their arms to do much of anything.
Death	Takes the target directly to Dead status.
Destroy	An item that is affected by Destroy can not be used anymore and does not provide any benefit to the user. An item that is destroyed can not be repaired. A resist Destroy can also be used to resist Break.
Disable (Limb)	Targets hit with the Disable effect will lose function of the declared limb. They do not have to drop the item held in their hand but are unable to use any items with the limb. If a leg is targeted they are unable to run and must walk with heel-toe steps.
Fear	Targets who take the effect cannot attack the caster and will attempt to stay at least 5 feet away from the caster. This effect is considered a mental effect
Forget	Causes the target to lose the last one hour of their memory. Memory lost this way does not come back unless restored by another effect. This effect is considered a mental effect.
Frenzy	This effect causes the target to immediately attack the nearest valid target. They are unable to communicate while

	they are attacking and the attack does not need to be to the best of their ability. The target of Frenzy does not have to killing blow any other creatures. This effect is considered a Mental Effect.
Friendship	This effect will last for 1 hour. While under the influence of this effect, the target will believe that the Caster is a friend and will act according to the target's nature. If their new "Friend" attacks them or starts to attack the targets friend the user will need to justify these actions or the effect ends. This effect can not be used after combat has started to end it. While this effect is active the target is not aware of being under this effect. Once this effect drops the target may Role Play as appropriate. This effect is considered a mental effect
Full Restore	The target will heal all Vitality damage and fix all limbs. This will not bring a target back from Dead status or heal any diseases.
Implant Memory	The target will accept that this description is true and can use any mental gymnastics needed to accept this fact. This effect will remain active until it is fixed unless otherwise stated in the tagline. This is a mental effect.
Infect [Disease]	If the target takes damage from a tagline that includes the 'Infect' effect, the target will become infected with the specified disease.
Irreversible	The addition of this phrase to a tagline indicated that the effect cannot be reversed by normal means. If there is no time limit given, then the effect cannot be reversed until the character dies and is resurrected. So, a tagline might be “irreversible, 5 minutes” which would mean that the effect cannot be countered for five minutes. If the tagline is simply, “irreversible” then that would mean that the effect cannot be reversed until a character dies and is resurrected. If - for example - someone were to call “Irreversible Death” - that would mean that the character who took the Death effect could not be the target of a Life spell again until after resurrection.
Knockdown	Targets hit with the Knockdown effect must fall to the ground or take a knee. Targets that have been knocked down can still activate skills, as well as attack and defend.
Life	Returns the target from Dead status to **bleeding out (0 Vitality)**.

Maim	Takes the target directly to bleed out (0 Vitality).
Permanent	The addition of this phrase to a tagline means that the effect is truly permanent. It cannot be reversed under any circumstances and will persist after death and resurrection.
Push	Targets hit with the Push effect must immediately move away from the person who delivered the effect 10 feet. Targets that have been affected by Push can activate Skills and Talents, as well as attack and defend, while they are moving back the 10 feet. This effect ends once they have moved the 10 feet.
Pull	Targets hit with the Pull effect must immediately move towards from the person who delivered the effect 10 feet. Targets that have been affected by Push can activate Skills and Talents, as well as attack and defend, while they are moving back the 10 feet. This effect ends once they have moved the 10 feet.
Repulse	A sustained effect that lasts until dropped. The target cannot approach within 10 feet of the caster. The caster must hold their palm out towards the target after casting and must maintain line of sight. The effect ends whenever line of sight is lost or when the caster lowers their arm. This effect is considered a mental effect.
Sap (X Vitality, Mind, Willpower, Strength)	The Sap effect reduces the target's Vitality, Mind, Willpower or Strength by the amount called and restores ½ of the amount called to the wielder of the effect.
Sever Limb	Limb must actually be hit in order for them to take the effect on that limb. When the limb is severed, it cannot be used until it is reattached or regrown through magical means.
Shock	Targets hit with the Shock effect cannot activate any skills, or talents.
Silence	Causes the target to be unable to create sounds from their throat for the duration of the tag. This means that any skill which requires speech in play to use cannot be used under this effect. However, it does not stop characters or NPCs from saying taglines or using Skills that do not require in-play speech. So - this tagline might stop the use of items or rituals that require speaking. However, it would not stop someone with a sword from stabbing you, because in play that does not actually require talking even though the damage tagline must be spoken aloud.
Sleep	While under the Sleep affect the character is unaware of

	what is happening around them. The first effect or damage that they take will remove this effect but they are unable to defend against it in any way. This effect is considered a Mental effect.
Slow	Targets that are affected by Slow can move at a slow walking speed only.
Snare	For the duration of the effect, the target cannot move their left foot & must act as though it is stuck to the ground.
Stun	Targets hit with the stun effect cannot activate any skills or take any actions or move beyond preventing killing blows.
Take It	The ‘take it’ tagline will only ever be used by staff or specific NPCs in rare circumstances. This effect indicates that there is absolutely no defense against the tagline, regardless of any skills or talents the target character may have.
Waylay	The waylay effect must be delivered from behind a target. Targets that take the Waylay effect are knocked out and they are unaware of anything that happens around them. Any effects or damage taken does not awaken them. Only 30 seconds of constant effort will awaken them.

Retorts in Combat

Sometimes in combat you need to respond to an effect that someone hits you. Doing so will help clarity in combat. You have three seconds after being hit with an effect to use a defense or retort. Combat can be fast paced and often both combatants are trying to kill each other. We ask that you try your best when using both offensive and defensive skills. If in doubt, slow down.

Retort	Description & Effects
Avoid	Prevents any non-radius damage or effect that is delivered from the front 180°.
Critical Parry	Prevents the following effects if delivered from a melee source in a 180° arc from the front: Blind, Break, Sever Limb, Maim, Shock. To use this skill, you must have at least one hand on a melee weapon. This skill also allows you to block Stun, Disarm, Knockdown in a 360° arc. Requires Parry.
Danger Sense	The user will call "Danger Sense" out loud. If there is any immediate danger (ex: a hostile NPC, a trap, or a hostile environmental effect) within 10 feet of the caster, a Marshal or NPC must respond "You sense danger nearby." If there is no danger within 10 feet, there will not be a response. This spell does not tell the caster where the danger is or what direction it is in - only that it is within 10 feet of them.
Dodge	Once per combat, you can call “Dodge” to avoid any damage tagline or effect. This includes radius damage, radius effects, and damage or effects delivered from behind.
Doubled	Stated once every 10 seconds when a target takes a damage type that they are weak to
Expert Parry	This skill allows you to block melee-weapon delivered damage up to 200 Vitality. It also allows you to prevent taking the following effects if delivered from a melee source: Destroy, Death, Waylay, Shock. To use this skill, you must have at least one hand on a melee weapon. When you are targeted by melee damage or an applicable effect, your response upon activating the skill should be “Expert Parry”. This skill can be used to block any melee attack in a 360° arch around the character.
Halved	Stated once every 10 seconds when a target takes a damage type that they reduce the amount of damage they

	take.
Parry	The response when using the parry skill.Prevents the following effects if delivered from a melee source in a 180° arc from the front: Stun, Disarm, Knockdown, Snare, Push, Pull.
Resist	A response when the target would have taken the effect or damage but had to activate an ability to prevent taking the effect. May be Resist or Resist "Effect Type"
Sentinel	A tagline used by another character to negate a single target effect or damage taken by a character. The character using Sentinel, the attacker and the target must be within 5 feet of each other. This effect negates the attack from happening.
Taken as Damage	Means that the Target took a bulk amount of damage instead of the effect. Retort that Taken on the chin, What Doesn't Kill You and, Made me stronger will use.
Immune	Must be stated once every 10 seconds when a target takes effect, damage or something else that flat out does not work on a target. This requires no effect on behalf of the target and is obvious that what was just used had no effect.

Melee Combat

How to Swing a Weapon

When describing the combat at a LARP, you often hear phrases like Lightest Touch, meaning you only hit someone with the lightest force possible, and full-contact LARPs that have no minimum force and allow varying degrees of body-to-body contact. Here at Conflux, we describe ourselves as a medium-contact LARP. What this means is that while swings can be harder than the lightest touch, you are not swinging as hard as you can and are not physically colliding with people. You should only use sufficient force when swinging your weapon to ensure that the player you are striking is aware that they have been struck. While the objective is to simulate combat, safety is the most important factor. We expect everyone to place others' safety first in the sense that no action you take should ever place another at risk of injury. Players are allowed to play at their own level of physical exertion and are expected to know their own limits. The following are **hard limits** that we place to minimize risk of injury.

- Never physically touch someone else without their explicit consent each time.
- While in combat, try to maintain the distance of the length of your outstretched hand.
- At minimum during a swing in melee, the tip of the weapon should travel at least 90 degrees to simulate combat.

- Your arm should not be pulled back more than 90 degrees during a swing. Do not swing like a baseball bat.
- All swings should have sufficient force to be felt. While our target needs to know that they were hit, this does not mean to beat them to a pulp or hurt them. If someone says check your swings, swing softer. They are the one being hit, they know best about how hard your swings are being felt. If you find that you hear this a lot, we encourage you to change your fighting style and/or get a new boffer.
- Even if you are aiming at someone's weapon or shield, do not swing harder than necessary to make contact.
- If staff receives feedback about a player in combat, we will ask them to change how they fight as well as watch them.
- Any swing that the defender is able to block in any way is immediately stopped. There is no blowing through of blocks. This is to prevent excessive force swings.
- The face,neck, groin, feet and hands are not valid targets and should never be aimed for. Be aware of where you are aiming for, joints and the chest area are sensitive and strikes to these areas should be pulled.
- Weapon pinning and manipulation are allowed if done with your own weapon. Do not grab another's weapon with your hand or pin it against your body. Be careful with other players' props.

Weapon Construction Rules & Regulations

All weapons will need to be inspected and tagged with a safety tag before they are used at Conflux. All weapons should be inspected by the user regularly during an event as failure can happen during an event.
A minimum of ⅔ of any melee weapon must be padded, which means that only ⅓ of a given melee weapon can be a handle.
Weapons require a padded pommel on the bottom of the handle.
All padding needs to be a minimum of ⅝” foam of a closed-cell style with a firmness of 4# or less on the core.
Foam for stabbing tips should be softer and at least 1” thick to give additional padding for thrusting.
Acceptable weapon cores are Fiberglass, Carbon fiber, PVC, and graphite.
Weapons should not have excessive flex in them when swinging.
Players are allowed to trap or snare other’s weapons with their own weapons, but cannot use clothing or their hands to grab or trap weapons.

Weapon Size & Base Damage

Two handed Weapons must have both hands on the weapon in order to attack.

Any Bound may use a one handed weapon in their off hand and main hand at the same time. Damage must be called for each weapon separately for each swing.

The Bound can not block damage with fist or claw weapons unless stated otherwise in a skill, or talent. Fist and claw boffers are able to be phys repped with the same boffer if a character has a skill to utilise claws.

To calculate your total damage from a melee source, add your weapon's base damage to your character's Strength score, then add any modifiers from other sources as well.

All sizes are in inches.

Weapon Type	**Dimensions**	**Base Damage**	**Damage Type**	**Hands Requirement**
Fist or Hand	15 - 17	Str	Punch	One handed (Small)
Claw	15 - 17	3	Claw	One Handed (Small)
Long Claw	17 - 25	5	Slashing	One Handed (Small)
Dagger	15 - 25	1	Slashing	One Handed (Small)
Short Sword	25 - 33	2	Slashing	One handed (Small)
Long Sword	33 - 42	3	Slashing	One Handed (Large)
Bastard Sword	42 - 54	3/4	Slashing	One or Two handed
Great Sword	54 - 60	4	Slashing	Two handed
Club	20 - 30	2	Blunt	One handed (Small)
Mace	25 - 42	3	Blunt	One handed (Large)
Warhammer	42 - 60	4	Blunt	Two Handed
Hatchet or Axe	17 - 33	2	Slashing	One Handed (Small)
Battle Axe	33-54	3/4	Slashing	One Handed or Two Handed
Great Axe	54-60	4	Slashing	Two Handed

Spear	48 - 60	3	Slashing & Pierce	One Handed
Polearm	48-72	4	Slashing & Pierce	Two Handed
Quarterstaff	60-72	3	Blunt	Two Handed

Shield Mechanics

Having some-thing between you and whatever is trying to kill you is useful in combat. Anyone can pick up and use a shield to block melee attacks. Shields also are able to block arrows from bows, thrown weapons and non-magic attacks. Any attack with the Magic tagline or gun based attacks can not be blocked by shields unless a specifically crafted or enchanted shield says otherwise.

Using a Shield

- Shields are mainly defensive in nature and may not be used to strike, bash, hit or force back anyone.
- You may extend or hold your arm out while using a shield to create space as long as you do not push someone or touch them.
- If you are using your shield to block an attack meant for someone else, extend extra care as doing so may cause you to hit that person with your shield.
- Shields must be actively used by a functional in-play limb.

Able To Block	**By Passes Shields**
Non-Magic melee Attacks	Bullets/Nerf Darts/Rival Balls
Non-Magic Packets	Magic Tagline
Non-Magic Break targeting anything besides Shield	“Break Shield” magic or non-magic.

Shield Construction Guidelines

- All shields must be padded on the face of the shield and edge with at least ⅝’ foam.
- Shield may have a core of plastic, foam, or light weight wood.
- You may use a punch or strap style of holding a shield.
- Your shield may not be longer than the length from your fingertips to armpit.

Ranged Combat

There are three different kinds of Ranged Weapons: Thrown, Bows, Guns. Thrown and bow weapons damage is based on The Bound using its Strength. Guns have their own base damage and damage is affected by skills and items.

Thrown Weapons

All thrown weapons must be coreless and no longer than 12”.

Bows & Arrows

At Conflux, there is **no live archery**. All archery is represented using packets. All bows will need to be unstrung. Bow physreps will need to have their arms padded. If a bow physrep is built to a contact-safe design, it can be used in melee as a quarterstaff.

Guns

Guns in Conflux represent any kind of weapon that is able to accelerate a projectile rapidly using a force not supplied by the user. If an item has a higher base damage it will be listed but they all start at 5. All guns in Conflux are represented with foam blasters. No full auto blasters are allowed as it is harder to call a tagline per shot and harder to keep track of the many darts that may be hitting you. Modifications are allowed to blasters but they are not allowed to exceed 120 FPS. If a blaster is stock over 120 FPS it will need to be modified to fire below this. All blasters should be painted with the exception of an orange tip. All darts should be marked with your player Number.

Weapon Type	Physrep requirement	Base Damage	Damage Type	Hands Requirement
Thrown Weapon	Coreless, 12” Max	Str	Blunt or Pierce (depending on physrep)	One
Bow	24” to 63”	Str	Pierce	Two
Guns	120 FPS Max	5	Pierce	One/Two

Spells

All spells are represented by spell packets. A spell packet is a small piece of fabric filled with Bird Seed. Use a smaller type of bird seed with no sunflower seeds or large pieces. **Finch seed is recommended.**

- A 6”x6” square of fabric of any color.
- 1/5th cup of bird seed
- Tied off with a rubber band

When delivering a spell the verbial is listed in the ability. Most will have ‘Magic’ as the source of the damage or effect and the effect will be considered a hit regardless of if it hits costuming,

weapons or shields. When throwing a spell packet a dart throwing motion should be used instead of a base ball type of throw.

Skill Types & Zones of Mechanics

At a high level, there are two different types of skills in Conflux: Active and Latent. Active skills require an expenditure of either Mind or Willpower to use at all, whereas Latent skills provide a permanent advantage to your character. It's worth noting that there will be some mods where the cost to use a skill may be augmented by additional requirements. We call these additional requirements Zones of Mechanics (aka 'ZOMs').

If a Zone of Mechanic is active on a mod, the Marshal running the mod will either let the player know in advance of beginning the mod, there will be a physically posted ZOM on paper for players to read at various points in the mod, or both. Unless otherwise specified at the start of a game during opening announcements, each ZOM is specific to a given mod and will not impact the mechanics for the game outside of the mod. ZOMs aren't a way for us to cheapen your skills or make them useless. Instead, ZOMs are intended to present additional challenges and to make the game more interesting to play.

An example of how we'll use a ZOM might be as follows:

You and five friends have made the questionable decision to try to break into a Hunter's stronghouse to find out some valuable information. It's important to get the information, but it would be even better if you could get it without alerting them that you're in their house (to avoid getting shot at) and to get the info without them knowing you were ever there (so that they don't realize anyone has it). Luckily, one of your friends is a master lockpick. You get into the Hunter's inner sanctum, and see a door with a ZOM on it and a physical puzzle next to it. The ZOM indicates that in order for you to get through the door without triggering an alarm, the lockpick in your party must spend the Mind cost to pick the lock…and must actually solve the puzzle. In this way, the Marshal has chosen to physically challenge the player picking the lock so that it's not simply a matter of saying "Yeah I spend the Mind Points."

We may also use ZOMs to present challenges in the game for which no specific skill exists. This gives us the skill to get creative with the challenges that we present players without having to write an absurd amount of rules that - frankly - no one wants to read. We're trying to keep the rulebook reasonable for all involved and still give ourselves the flexibility to do cool shit.

Familiars

Familiars are created when a Ritualist forges a permanent bond between a non-sentient living creature and a member of The Bound. Each member of The Bound can only ever have one Familiar in their lifetime, and that familiar will live for as long as they do. Familiars are a core component of Bound culture. While almost every Wright has a familiar, any member of The Bound of any Bloodline can undergo the ritual to bind themselves to a Familiar.

Soul-Bonding to a Familiar

Choosing to soul-bond to a Familiar is not a decision that is undertaken lightly, as it can only ever be done once. Bonding to a Familiar provides the creature with limited sentience and gives it the skill to communicate with the person it is bonded to psychically. By 'limited sentience' we mean that the familiar is capable of thinking and reasoning, but is not as 'smart' as a human. The familiar is still fundamentally whatever animal they are - they're not a person trapped in an animal's body. Familiars cannot speak - though they can sometimes pantomime to other members of The Bound.

The Ritual to bind a Familiar is well known and relatively easy to access.

Familiar Benefits & Consequences

Familiars can be any non-sentient animal, magic or mundane. However, the ritual to bind the familiar to their bondee causes all familiars to be between 4"x4" and 12"x12". Familiars must be physrepped at all times. Familiars cannot go more than 100 feet from their bondee of their own volition - doing so causes them pain and discomfort. Familiars gain limited sentience and can engage in mind-to-mind communication with their bonded person, but cannot speak directly to others. Familiars do not have a separate pool of Vitality or Mind. Instead - the Familiar dies and resurrects with their bondee.

Once per game, the Familiar can restore either 5 Vitality or 5 Mind to their bondee at the bondee's choice. To use this effect, the bondee should call, "Familiar Restore 5 'X'." This effect can be used during Bleed Out.

Research Mechanics

The Bound will have the chance to complete Research Projects during events. Research Projects will allow a Bound character to achieve many things such as learning about the world lore or an on-going plot line; create new items or self teach existing skills; discover new spells, Talents or Skills. Bound will be able to start these Research Projects on their own by filling out a sheet provided at Ops or complete ones that staff may put into play.

Research Projects comprise a number of Chapters depending on what the project covers. Projects will have a difficulty rating assigned to them that will impact the progress of The Bound. To complete a Chapter, multiple actions will need to be completed. These actions are completed by performing role play of researching. An uninterrupted session of 5 Minutes of role play and 5 Mind spent at the start counts as a single Research Action.

At the end of each Action, a d10 is rolled; adding the current number of clues and The Bound's Research Skill as well as any bonuses and subtracting the chapter's difficulty gives the total result, as in the following formula:

Result = Dice Roll + Research Skill/Social Skill + Bonus + Clues - Difficulty

Clues are cumulative for the current chapter. If it is a multiple chapter project they reset between chapters. Clues can be found during a mod and applied to the Research Project that they name.

Some Research Projects will list bonuses that Lores, Skills or other appropriate things that will give positives to your roll if you meet them.

Result Total	Outcome
≥ 14	Completes the Current Chapter
11 - 13	Adds 2 Clues for the current Chapter
6 - 10	Adds 1 Clue for the current Chapter
5 ≤	May Trigger an event, or no effect

This role play will be different and unique based on the project and The Bound that is conducting it. Multiple Bound may complete Research Actions that count toward the same Chapter at the same time. If the current Chapter is completed, any Research Actions yet to be turned in for that chapter do not roll over to the next Chapter if there is one. To complete a Research Project, players must take multiple actions potentially over multiple events. As these research actions are completed, players will uncover Chapters of their Research Projects. Each Chapter will uncover part of a project's story. The completed chapter will be added to the project sheet by staple which **Must** be present when turning in a research action and rolling the results.

To create a Research Project, a character will go to Ops and get a Project Proposal Sheet. On this sheet, they will need to outline **what** they are wanting to learn, **how** they will learn it, **what life experience** they have that relates to it, and **what skills will help** them complete it. If it is an item, spell or ritual, some rough ideas and design intent along with the proposal. Depending on what is being asked, it will likely not be ready until the next event. Some information-related Projects might have the same event turn around. Some Projects will only allow a single Chapter to be completed per event due to the complex nature of it. Some research project proposals may end in dead ends or may be altered depending on whether or not what a character wants to learn is possible in the game's setting.

As an example a Research Project may go something like the following:

A very Curious Bound decides they want to know what Linus's favorite color is. They head over to Ops, take a proposal sheet and fill it out. On the sheet, they list that they have observed Linus around town, they have alchemy and lore skills that can help with color, and have often acquired the newest fashion from the fae cities. They then turn it into Ops.

After a collective brainstorming session, the staff comes up with the Research Project Sheet. It will list that it is a Single Chapter Project with a difficulty of 2 and the Project Name is “Linus, shades of Gray.”

The Bound will gather some of their fellow town members and each starts a Research Action. They split up some: debating what color it could be, one finding a Son of Linus to ask, and another hits the books. After 5 minutes, they meet back at Ops and take turns rolling. Luckily, the first Bound gets a 10 and even with the minus 2 gets a Clue.

The next Bound has the research skill and along with the Clue gets a +3 to their roll of 7 adding another Clue.

The third Bound rolls a 4 but due to the Clues giving a +2, they avoid a potential negative event.

The fourth Bound gets lucky and rolls a 9. With their research skill and the +3 from Clues gets exactly a 14. They complete the chapter and get the results. Unfortunately the fifth Bound that had done a research action as well does not get a roll and it doesn't roll over. The Chapter results declare “That while Linus is most often seen wearing blacks you do not think that this is in fact his favorite color. The black and silvers he wears is a reflection of his serious attitude and disdain for keeping up with modern fashion.”

In-Play Items & Item Tags

Item Types

Player Characters will have access to several different types of items during play. Some of the items you could encounter are:

- Weapons - Allows the use of combat skills and to attack others. Able to have either a single two handed weapon or two weapons.
- Armor - Armor that is phys repped combines together into a single suit that determines the total armor and strength needed. Able to wear a single suit of armor
- Wand - Assists in spell casting with enchantments that are applied to it. Would take the place of a weapon in hand. Able to have the wand sheathed and throw packets with free hand.
- Jewellery - Able to be enchanted. If they provide armor it is added to the total. Characters can wear a total of three pieces of jewelry.
- Shield - Takes the place of a weapon. Able to block attacks against the character.

Item Tags

At a high level, there are a couple in-game ways to create items in Conflux - Alchemy, Crafting, Rituals, and Enchantment. The specific rules regarding the Mind, component and/or Willpower cost for these methods are detailed elsewhere in the rules and on recipes. This section specifically will explain how to actually physically get the item card related to your crafted item.

All items with specific mechanical benefits **must have an item tag with one exception.** Anything that is mundane and only has basic mechanical benefits such as weapons and armor is considered Level 0. As these items are easily replaced they do not require an item tag, only the physrep. If a complicated mundane item is needed it can be created by a crafter and have a tag with it. Schematics and materials are readily available and only need Time and Mind spent to create it. To replace or repair one all a character needs to do is go back to their cabin to get a "New One". By "mechanical benefits" we mean an item that has been explicitly defined by the game and has special in-game mechanics. You don't necessarily have to have item tags for mundane items that you are actually physically carrying around, or for physical items that you are using to physrep a magical spell or skill. If you do not have your item tag for a given item with you, then your character does not have that item.

So for example, you **do not** need an item tag for the following:

- A length of regular rope
- A regular (500 lumens and below) flashlight
- An orb or glowstick that you intend to use to physrep a light spell
- A mundane weapon.

For example, you **would need** an item tag for the following:

- A Magical Quality sword you want to be enchanted.
- A shield with special effects outside of blocking melee attacks
- Magical Quality Armor
- A mundane lock that has been crafted.

Resource Components

All resource components used in crafting and rituals will have a physrep and an item tag attached to it. These physreps and item tags will need to be turned in when crafting. You will be able to gather these components while out of mods and as payment at times. We ask that all players try to use and keep these in play as they are an investment of time and resources that we have invested to make the game a more immersive experience. If you notice that one has broken please let a member of staff know at ops.

Acquiring Item Tags

Please note that item cards for your **starter items** will be provided to you upon your first check in with your character. You'll pick out what you want as part of the character creation process and we will provide the tags for you.

Let's say that you've gotten all your components together, you've spent your time role playing crafting your item and you've recorded your Mind expenditure on your character sheet. In the tavern, there's going to be a self-help area with a laptop, a printer, a box and other useful items. To get your item tags printed, take the following steps:

1. Gather together all the components you expended to make the item. Put them in one of the provided plastic bags.

2. Take one of the provided notecards and write the name of the item you created, your player number and your character name. Put that notecard in the plastic bag with the expended components.
3. Put the plastic bag in the box.
4. On the laptop, click the “create item” button. Choose the item you’ve created from the list. Submit all the required information in the form.
5. Hit the “Print Item” button. The printer should then print the item tag for you.

We’ll do our best to have a staff member or guide who can help you with this process in the tavern most of the time, but if something goes awry please go to Ops to get help. Please **do not** interrupt any staff members or guides who are in the middle of role play to get help with the computer. Worst case, if we can’t get the shit to work on-site (it’ll happen eventually) then we’ll write out whatever you made during the event on your character card and get it printed for you before the next event.

As we’ve mentioned before, we’re running this game on the honor system, so we’re not pressed about the idea of players managing their own item creation (and also we’re too lazy to do it another way). That being said, we will be double-checking the components we get in the box against character sheets and against what is recorded on the laptop. Also, we’re not stupid. It’s totally ok if someone makes a genuine mistake and accidentally makes an item that they technically shouldn’t have been able to or presses the wrong button. If that happens, just make a note of it on your sheet, rip up the item card, and we’ll address our records in between events. If - however - someone decides to consistently or obviously take advantage of the trust we’re extending by making a bunch of items fraudulently, we’ll ban them.

For any item that you are creating in-play, you don’t need to waste time getting item-tags for intermediate steps as long as you’re doing all of the crafting in one shot. For instance, if you have both Crafting and Enchanting skills and you’re creating an enchanted sword, you don’t need to get the item tag for the sword and then go back and get a new item tag for the enchantment. You can complete all the steps, record the component and Mind expenditures appropriately, and then go print out your item. If two or more people are working on crafting an item together, then you will have to get the item tags for intermediate steps.

It’s a Trap!

Traps can range from a stick ready to fall on the unsuspecting to mechanical death traps to even maliciously enchanted items left for the curious. When they are left, it is often up to the person triggering it to read the effect and roleplay taking the effect appropriately. The specific trap will list what activates it but it will typically be one of the following: Pulling on a string, stepping on a marked area, or reading words on a paper.

Physically Representing Items

Generally speaking, to use an item you have to have a physrep for it. Each large item should have an independent physrep. So, if you have two sword item tags, then you need two sword

physreps. The same goes for armor, melee weapons, staves, wands and most enchanted items. Anything you have an item tag for, you should also have a physrep for. Furthermore, if you have a light spell or some other way in-play to produce light, then it's your responsibility to provide a physrep that can actually produce the light.

The exceptions to this rule are alchemies and charged ritual crystals. Some alchemies will have specific requirements for physreps. If this is the case, it will be detailed in the alchemical instructions for that item. Otherwise, it is acceptable to physrep multiple uses of a given alchemy/charged ritual crystal together. So, for instance, if you have five doses of a basic healing tonic, you don't necessarily need to have five separate bottles. You can put all five doses of the healing tonic into one bottle. However, you can't mix alchemies or charged crystals. So if you had five doses of a basic healing tonic and three light elixirs, you'd need to have at least two bottles - one for each type of alchemy.

Character Creation & New Player Info

First Time?

If this is your first time playing Conflux as a veteran LARPer, welcome! We hope you have a great time!

If this is your first time LARPing ever, extra welcome! Also - this is a metric fuck ton of information to attempt to assimilate in one shot, so it's totally okay to feel overwhelmed at first. We'll do our best to help show you the ropes. It's okay if you don't know what's going on at first - we all had our first game at one point. You'll get there!

Whether it's your first time at Conflux or your first time LARPing ever, we **strongly suggest** that you full-time monster/NPC (these words are interchangeable) for your first game with us. This isn't a requirement, but in our experience you'll have more fun, build better characters and have a greater understanding of the world you're playing in if you full-time monster first. Especially if it's your first game, it'll help you get used to the combat system and will give us more time to help teach you how to do combat safely.

Speaking of which - whether or not you opt to full-time monster, your first game we'll take you through a mandatory combat-safety course where we go over important combat safety guidelines. This course will take place right after opening announcements and immediately before the new-player mod. Each player will have to complete this combat-safety course once a year after their first game, just as a refresher.

Disclaimer on Game Intent & Content

There's a couple things we want to make clear up-front so that you know what kind of game you're walking into. Firstly - this is a game where the possibility of character death is

ever-present. By the numbers, it should be unlikely for you to chew through characters like candy. However, we fully expect that at least some players will experience their characters perming. That's part of why we've made it so that you don't lose XP when a character perms - it's enough emotional damage on its own.

This game is intended to be modern, high-magic, survival-horror. That doesn't mean that **every** piece of content will be horror-themed. There's going to be plenty of silly shit - we have a tendency to swing wildly between comedy and horror. It's kind of a brand for us. But there will be times when we explore topics that are dark, bloody, and emotionally challenging. We'll provide the resources we can so that you can engage with that kind of content in an emotionally safe way, but we also ask that you do what you need to do to be prepared for it. If that means nope-ing out of a scene or taking a break in the Cool Down Room - do it! No one is going to judge you for taking care of yourself.

Sometimes, the content we present to you is going to be full of googly-eyes, stupid memes, sparkles and jokes. It'll be fun, it'll be easy and the meme channel in the Discord after the game is going to be unhinged hilarity. And sometimes, we're going to metaphorically kick you in the teeth. Sometimes this game is going to **feel hard** and you **won't know** whether or not you'll succeed in meeting and rising above the challenges we present. That is on purpose, because we want to create an environment where we're all working together to tell stories that feel important, that feel alive, and that feel like they **mean something**. Victory is not assured - it never is. However, we do promise you that we'll never put you in a situation where it's fundamentally impossible.

How to Have a Good Time and Make Friends

Contrary to what may be popular belief, LARPing does actually involve a lot of different skills. There are many different play styles, and many different ways to be 'good at' LARPing. However, there are certain strategies that will help to ensure that you have a good time playing regardless of whether you're a new player or a veteran.

Bleed - What & How

In LARPing circles, the term 'Bleed' refers to when either what is happening to your character in-play begins to emotionally impact you out of play or vice versa. Bleed is a totally normal thing that every LARPer experiences at one point or another. The more emotionally impactful the roleplay is, the higher the risk of Bleed tends to be. Bleed isn't necessarily a **bad thing** - it's often a strong signal that you're deeply invested in the story that you're telling! However, if you're not cognizant of it, it can have some unfortunate side effects.

There's a lot of good articles and resources out there that discuss what Bleed is and different strategies for handling it. In particular, we think that this Reddit Post does a great job, so we encourage everyone to take a moment and read through it. In general, the cardinal rule of Bleed is that if you can feel yourself getting spicy, acknowledge your feelings and take a break!

Differentiating Between In and Out of Play Actions

Something that you'll probably hear at least once per game is "keep it in play." The goal of most LARP events is to make the game as immersive as possible, so we want people to stay in play as their characters the vast majority of the time. You want to make sure that you're keeping track of what is happening in play vs. what is happening out of play.

There is nuance in this topic - there's a fine line between reacting to things as your character would react and just…being an asshole. It is perfectly legit for PCs to have knock-down drag-out fights with one another if the situation calls for it. However, without appropriate out-of-play communication and checking in, in-play conflict can spiral into out-of-play conflict (because of Bleed). Make sure that you are being cognizant of the difference between something happening to **you** and something happening to **your character.** Similarly, be cognizant of the fact that when something bad or challenging is happening to someone else's character, that they may have some feelings about it.

CvC (Character vs. Character) vs. PvP (Player vs. Player)

CvC instead of PvP

In general, this is not a game with a focus on CvC actions. We won't stop players from engaging in CvC, because we believe in facilitating a story where actions have consequences. However, Conflux is primarily designed to be a CvE (Character vs. Environment) game.

To be blunt - if the Player Characters are too busy with infighting, then everyone is going to end up perming. The world of The Bound is dangerous and complicated. The Bound's community is insular, and they are very aware of the danger that they constantly face. Culturally, they're predisposed to help one another out even if they're not the greatest of friends - because that's what's best for their survival. We (staff) won't stop sending threats into town even if PCs are busy fighting each other. So…keep that in mind.

All that being said, we fully expect some amount of CvC to happen. We want to encourage everyone to think of it in those terms - truly **character** vs. **character.** We don't want to encourage any **player** vs **player** behavior. Characters having conflict with other characters is part of telling a story. Players having conflict with other players leads to dramatic, out-of play bullshit that no one wants to deal with.

Check in with each other. Be kind to each other out of play. And honestly if there's someone else who plays that you don't particularly get on with out of play…just don't do CvC with them. It is not a good idea.

CvC has a purpose - it exists to allow players the ability to fully express the range of human emotion and action. It enables in-play responses to in-play actions, even when those in-play actions are evil (or catastrophically stupid). But if someone starts using CvC as cover for being an asshole, three things are going to happen:

1. In-play, people are going to start treating their characters like they're assholes. Assholes don't have friends.
2. Out of Play, people will start treating that person like an asshole. Assholes don't have friends.
3. If the assholery gets bad enough, someone is going to tell the staff team about it, and then we're going to have to handle it, and we're going to be annoyed about it while we handle it because we don't like assholes either.

How to Steer a Story or Scene

Sometimes you may want to do something that is very dramatic or very impactful to your character. Sometimes tensions will start rising between two characters, and it becomes clear that they're going to come to blows. Regardless, there are some situations where doing a little bit of pre-negotiation out of play before a scene can help to drive the story in a way that is most impactful for all the characters involved.

"Steering" doesn't mean that any one player gets to decide how another player's character must act. The only person in control of each PC is the player themselves, full stop. However, at its best, steering enables players to communicate what **their intent** is and to learn what **the intent** of others is. Communicating in this way helps people to set their expectations appropriately and to emotionally prepare for intense roleplay.

We'll never **require** you to engage in steering with other players. There's a lot of people who prefer to 'react live' and 'find out in play' even when that finding out involves big feelings. Additionally, you can't **force** another player to engage in a steering conversation with you. It's best to think of steering as a tool in your toolbox when it comes to having a good time - sometimes it helps, but sometimes it's not the right tool for the job.

Appropriate Aftercare for Big Feelings

It's completely normal for intense roleplay to cause intense feelings. Throughout the course of the game, if you see someone and you're not sure whether their feelings are happening in or out of play, feel free to flash them a quick OK sign. If they reply with a thumbs up, you'll know that they're totally cool out of play. If they reply with a thumbs down, you'll know that they're having a moment and may need a minute out of play. If they need it, find a member of staff who can help.

If you've just engaged in an intense roleplay scene, it's always a good practice to check in with the people you were RPing with out of play to make sure that everyone is doing ok. Most of the time, everything will be totally chill and fine. Every once in a while, someone might be having some Bleed and may need a minute to talk through it or to recover alone.

Thoughts on Playing Antagonists, Villains and Evil Characters

Wanting to play an evil-aligned character as a PC is very common, and is certainly allowed at Conflux. One of the goals of the game is literally to explore what 'good' and 'evil' even **are.** Technically speaking, you can choose to play an evil-aligned character who is both an antagonist and a villain. That is a choice you can make. However, before you go all-in on that, please take a moment to consider the following:

Most people do not consistently enjoy feeling like all their friends hate them and want to kill them. Bleed is a bitch.

There are strategies for playing evil characters, antagonists and villains in ways that can be fun and fulfilling at LARPs. Firstly, it's important to understand that an evil-aligned character, an antagonist, and a villain are not the same. A character's moral alignment fundamentally describes what motivates that character and how they make their choices. Evil aligned characters are **intrinsically selfish** and can be intrinsically violent and/or intrinsically sadistic. However, you can still play an evil-aligned character whose **goals are aligned with the goals of their community.** This is probably the easiest and most consistently fun way to build an 'evil' character. Your character is evil- sure - but they're not stupid enough to shit where they eat. It's the "you're a bad guy, but you're **our** bad guy," trope.

Alternatively, an antagonist is someone whose **goals and motivations** pits them directly against **the goals of the community.** Note that this **does mean** that morally-good aligned characters can be antagonists. In fact, they often make excellent antagonists (imagine a zealot paladin, for example). The issue with playing an antagonist as a PC is that it tends to be very stressful both in and out of play. If you play an antagonist, you need to be mentally and emotionally prepared to be butting heads with the rest of the playerbase pretty consistently. Additionally, it bears repeating that **Conflux is a story-based game with a focus on CvE.** Antagonists notoriously don't get drawn into the plot that the rest of the town is engaging in because they…fuck things up for everyone else. It's kind of what they do. If you choose to play an antagonist, your fellow characters may lock you out of critical plot because **that's literally just the smart thing for them to do.**

There are people out there that enjoy playing antagonists as their PCs and have figured out how to do it with grace. However, if this is your first time LARPing, we honestly strongly recommend against it.

Finally, a villain is a character who is both evil and an antagonist. This would be playing on the hardest of hard modes. This choice is highly likely to end up speed-running your character's death and severely inhibiting your skill to make friends. There's going to be plenty of villains who are NPCs, too. If you want to do it, go off - but we straight up warned you.

Rules Related to CvC

We ask that if you **know in advance** that you're going to engage in CvC that you find a staff member or Marshal to be around to marshal the engagement out of play. We ask that you get a Marshal because CvC is particularly likely to cause bleed and heightened emotions. Having a Marshal around can help to preemptively mitigate any problems or rules questions that might come up with CvC actions.

Getting a Marshal for CvC is a recommendation.This is not a hard requirement for all CvC, as it's possible that in-play scenarios, effects and actions can trigger immediate, unplanned responses. For example, if your character happens to get hit with a 'Berserk' tagline, your character is going to immediately go ape-shit on whomever is closest to them. In this circumstance or ones similar to it, you don't have to worry about getting a Marshal.

CvC is allowed in any in-play space while on site. There are no 'safe zones' outside of the existing out-of-play areas.

Stealing from Player Characters

While Conflux is not a game with a focus on Character Vs Character action, it is still mechanically possible for player characters to steal from other player characters. PCs should only attempt to steal in-game items from other PCs - they should not attempt to steal any out of game or personal items. Additionally, if a player character steals a tagged item that is physrepped by another player's personal property (as opposed to an item that is physrepped by an item owned by the game), then after stealing the item the player should return the physrep to the owner unless otherwise negotiated with the owner.

Finally, we ask that players go to Ops and get a Marshal any time they decide to steal an item from an in-play cabin or location where they would not normally have access. So for instance, if a PC is planning to break into a cabin that they are not staying in to steal something, please get a Marshal from Ops before attempting to do so. Keep in mind that you cannot steal any items that are Out of Play.

Here's how this might work in a real situation. Player A decides to steal Player B's enchanted sword. The sword is a carded item. Player A goes to Ops and gets a Marshal before trying to break into Player B's cabin. The Marshal and Player A go to Player B's cabin and Player A uses a variety of skills and abilities to overcome Player B's cabin defenses. Player A breaks into the cabin and sees the sword physrep on a table, and then takes it. Out of play, the Marshal goes to find Player B to let them know that their sword has been stolen. Player B's character will not know this until they return to their cabin and see that their sword is missing, but for the sake of transparency it's important that Player B knows that it was not simply misplaced. The Marshal gives Player B two options: 1) the person who stole their sword in play will keep only the item card, and will physrep the sword with a different boffer so that Player B can get their physrep back immediately or 2) the person who stole their sword in play will keep both the item card and the original physrep until at least the end of the game, whereupon they can return or not return

the physrep per Player B's choice. The obvious benefit of Player B allowing Player A to keep both the item card and the physrep for the item is that if Player B sees Player A with their sword - well - they'll know who took it and can get it back easier.

In our experience, it's typically a bad idea for PCs to steal from other PCs. In most LARP settings, out-of-play people would rather get beaten into bleed out than lose their gear. Taking people's stuff is an emotionally charged action that often leads to Bleed. We're not saying you can't do it - we're just saying you ought to think about it before you do. In play, The Bound don't have laws or prisons, but they do believe in actions having consequences. So whether your character is considering stealing from a PC or an NPC, bear in mind that the potential outcome of your decision could very well be death.

Healthy Boundaries with LARPing

LARPing is super fun. It can be physically, mentally and spiritually engaging…and taxing. It's a creative outlet, an excuse to get out of your house, a way to make new lifelong friends, and a method for building community in real life. LARPing is fucking great. There are multiple members of our staff team that have been LARPing for over a decade as individuals. We all have a minimum of a year of content running at other games under our belts. We're **LARPers**, y'all.

(so many totes… so much costuming…T.T)

Anyway, the point is: we love LARPing. And that is exactly why we're telling our players that they **need to have** reasonable boundaries around this hobby. LARPing can be an escape from the real world and a chance to experience another life. **But please remember that real life always has to come first, for everyone.**

We want to create a setting that feels alive for our players. We want to create a story that is engaging, emotionally complex and entertaining. We hope that we run this shit so good that players tell us that they **love** our game. But there is an important difference between love and obsession. Obsession can quickly breed resentment and can turn something you love into something that is harmful for you.

The fact of the matter is that **the more deeply invested you become in a game, the more at risk you'll be of experiencing Bleed.** We have a whole section on managing Bleed just for this exact reason. If we do a good job on this game, it's inevitable. But it is important to know how to handle its effects.

With that in mind, we suggest using the following skills to manage your boundaries around participating in the game:

1. **If you're not feeling it, don't show up.** No, really. Sometimes you're just not in the right headspace to be LARPing. There are games that we love that we still play where we've skipped events or taken a break for a couple months because we're burned out. There's

no shame or shade in realizing that you may just need to take a breather from a character or from a game for a month or two.

2. **Take a break from engaging in social media and in-game spaces between events.** Because this is a game with a modern setting, you could technically roleplay your PCs on the in-game sections of the Discord every single day in between events. Don't do that. Take a break from your characters sometimes. We want you to be engaged but like…in a healthy way.
3. **Remember that other people may not want to RP between events.** Even if you're someone that wants to RP almost 24/7, lots of people check out between events. That's totally valid and shouldn't lock them out of plot. Bear in mind that different people will have different levels of investment in the game.
4. **Talk about something other than LARPing with your friends.** If you realize that literally the only thing you're talking about with your friends is the game, try to switch the topic. A couple days after an event, of course it's normal for everyone to want to talk about it. That's a good sign. However if you feel like it's low-key taking over your whole life…don't let it.
5. **Make time for other hobbies and friends.** We want you to enjoy Conflux. We would love it if you came to every event and were active with us on socials and showed up to some of the between-event activities. However, we also want you to be a well-rounded person with a variety of hobbies and interests. Do some other shit too. Take a hike, touch some grass, go swimming, read a book - whatever piques your interest. Having other things going on in your life will give you a critically important emotional cushion when shit gets real at game in (or out of) of play.

Joining Conflux & Experience Points

Conflux is intended to be a 5–7 year game, depending on player action. There is a beginning and end to this game (though perhaps not to the overall world). Our intent is to run the 5–7 year campaign, see what crazy shit the players do, and then go back to the drawing board to plan Game 2. That being said, we don't want to discourage people from joining in the middle of Conflux's story. Whether someone joins during the first beta test or in the last event ever, we want them to feel like they can interact with the world in a meaningful way.

For this reason, we've decided to have Experience Points (XP) at Conflux scale over time so that everyone can gain XP together. Each event, every player gains 5 XP per character **whether they attend the game or not.** Players who attend an event will gain **an additional 2 XP per character.** Whenever a new player attends their first Conflux game, their characters will start at **the amount of XP they would have had** assuming that they **started at the beginning of the game** but **had not attended** any games up to that point. Their characters will be able to enter play with **50 XP spent** and must spend any remaining XP by learning new skills in play. Players who attend **our first ever event** will start with 50 XP so that they can…you know…build characters. So, to explain this with a little chart:

Event number	Starting New Player Spend XP	Event XP gain	Total if non-attending	Attendance XP Gain	New Player @ Event	Spent XP Attending Player	Event XP w/ 100% attendance
0	50	0	50	0	50	50	50
1	50	5	55	2	57	50	57
2	55	5	60	2	62	57	64
3	60	5	65	2	67	64	71
4	65	5	70	2	72	71	78
5	70	5	75	2	77	78	85

The reason we're going with this system is simple: we want to reward our players who prioritize coming to as many games as they can, but we don't want new players or players who can't regularly attend to get left behind and feel like they can't do anything. No system is perfect, but we're aiming for balance here.

We don't expect for you to know exactly what your starting XP ought to be through math alone. We'll keep the running starting XP updated on our website, and we'll confirm it for you when you reach out to us to build your first character.

Building a New Player Character

Choosing Your Bloodline

Choosing which Bloodline you want for a player character is one of the most impactful choices you can make in the game. The Bloodlines have different make-up requirements, strengths, weaknesses and cultures. We recommend reviewing the Bloodlines carefully and choosing a Bloodline that makes sense for your character from both a **mechanical** and a **storytelling** perspective. Your character's Bloodline will determine their minimum and maximum stats, and will have implications on what skills and abilities they can learn. The different Bloodlines are explicitly good at different things. You are under no obligation to build a mechanically perfect character - but if that's a choice you want to make, ensure you're making it with intent.

Calculating Your Starting XP

The Conflux game system is designed to scale all player characters together over time so that there aren't huge gaps in XP between new and existing players. Because of this design choice, there's not a standard starting XP amount that will persist for every game. Instead, staff will update the Starting XP number on the website after each event so that new players will know how much XP they have to work with to build their characters.

XP calculation sheet linked here.

Choosing Your Skills & Bloodline Talents

When choosing what skills and abilities you want a PC to start with, we recommend prioritizing what you'll have fun playing. Don't worry about trying to fill an empty role in the game - figure out the skills and abilities that you think you'll enjoy using on mods or that help you flesh out your character.

Please note that for any skills that have multiple levels (such as enchantment), higher levels require you to first learn lower levels. For instance, Crafting has 3 levels. In order to take Crafting at L2, you must first take Crafting at L1. To take Crafting at L3, you must first take Crafting at L2. This is true for any level-based skill, even if not otherwise stated in the rules for that skill. If you have enough XP and time for it, you can learn multiple levels of a skill in one game.

Submitting a new Kin Group for Approval

We intentionally set up the Bloodline system to be flexible enough to allow for the addition of new kin groups. While we tried to represent a variety of myths and legends from different cultures in our setting, there's undoubtedly many that we just weren't familiar with. If you have an idea for a new Kin Group that you'd like to play as a PC, please email us your idea at confluxlarp@gmail.com . We will do our best to work with you to fit new ideas into the existing Bloodline framework. Please be intentional about the myths and legends that you pull from when constructing a new Kin Group for a Bloodline - do your research and ensure that you're treating any source material with respect.

Creating & Submitting a Backstory

Creating a rich backstory can help to give your PC depth and life. In your early games, it can give you a basis to roleplay from and help drive your PC's choices. While we won't guarantee that we'll wrap your backstory into any plot points, we will certainly take inspiration from it. We want to help make sure that your backstory is cohesive with Conflux's worldbuilding, so we ask that you submit it for review at confluxlarp@gmail.com. We'll confirm receipt, give it a once over, and let you know if we have any feedback or suggestions.

If you're having issues coming up with your backstory or if you want to ask any questions about Conflux's lore or setting, we've got a few options for you. If you have a more general question, you can always post in the Q&A channel on our discord, and we'll get back to you as soon as we can. If you want to discuss your backstory or ask some specific questions, you can email us at confluxlarp@gmail.com and we'll schedule some time to have a chat over Discord.

One core rule for backstory creation is that Player Characters cannot be more than 500 years old. The Bound are Immortal - not invulnerable. It's common to live for over 200 years, but beyond 400 is fairly rare. Eventually,accidents, hunters and monsters catch up with even the lucky.

Starting Items

Because many of your characters may have been alive for hundreds of years at the start of the game, to us it makes sense that they would already have some stuff. Each character gets a total of 50 equipment points to spend as they please among the items on the Starting Item List. You can submit your selected items along with your character's name, backstory and starting skills. We'll print up item tags along with your character card and hand them off to you the first time you bring that character into play. Please keep in mind that to use the items, you must properly physrep them.

Any weapon, armor, or shield can be considered a mundane version of that item and is effectively a tier 0 item. These items can not be enchanted or enhanced in any way. They are items created with items from the Material Plane. These items are readily available and Bound can have a reasonable number of them that they have physreps for. If one of these mundane items needs to be replaced they just need to go back to their cabin to "get a new one."

Respending XP and Changing Starting Skills

New characters can change how they have spent their XP between events until their fourth event played which at the start of the fourth event their build is locked in and must be changed in play.

Joining In-Play Organizations

There's a variety of different organizations, guilds, brotherhoods and/or cults that you may want to join in play. The ones that are operated by the game and are part of the official setting of Conflux are outlined in the Lore Document. If you would like to work a tie from one of these organizations into your character's backstory,that is perfectly acceptable. Simply submit those details with your backstory writeup and we will review them. However, we **do not allow** brand-new characters to come into play being **full members or ex-members** of any game-managed in-play organization.

This rule does not exist because we're fun-hating losers. It exists because many of the in-play organizations have strict roleplay requirements and hidden lore. We don't want new characters to get deeply invested in an organization until they know in and out of play what they're getting themselves into. Additionally, we think that allowing your character the room to grow and change with time is a central part of the roleplay experience. If a character comes in already totally committed to a given organization, they'll be much more restricted in the ways they develop.

We strongly recommend playing a minimum of two full games as a character before joining any in-play organizations. This will give you some time to explore how you want that character to develop and will give you the opportunity to learn more about that organization in and out of play. Once you're ready to join, find an NPC from that organization and ask about what it takes to join up. The rules will be different for each organization. On an out-of-play level, once you've

joined an organization the person playing the NPC will add it to the Notes section of your character card and will sign it with their initials.

If you ever want to leave an organization, it works the same way. You'll need to find a member of that organization in-play and work through how to leave it. Bear in mind that some organizations may not take a character's decision to leave their membership with grace. That's part of the risk you take when you join one.

Players are perfectly welcome to found any in-play organizations that they want as well. We (i.e. the staff of this game) will not take responsibility for managing the memberships of any player-created organization. That's on y'all. Add it to your character cards as notes if you want. Player organizations are not listed in the Lore document.

Learning & Teaching

Any character can learn a skill or talent so long as they meet the prerequisites for it and have enough available XP at the time of the lesson. Depending on how you are learning the skill or talent determines how long the lesson is. Skills and talents can be used immediately after they are learned and added to the character's character card. If learning a new skill or talent from a PC or NPC, ensure that your teacher signs your character card with their name and character number as well as recording their Mind expenditure from teaching on their own card along with the skill they taught you and your character name and number.

There are several different ways to learn new skills in Conflux. The most straightforward is to find someone (either a PC or an NPC) who has the skill or talent that you want to learn **and** the Education skill. If you're trying to learn something new and can't find a teacher either because it is rare or because it has not yet shown up in play, you can attempt to find a teacher through using Social Skills or performing Research actions. You **may be able** to find items that will allow you to self-teach certain skills, abilities and talents. These items might be research notebooks, textbooks or enchanted objects - it all depends on the skill you're looking to learn. The Education skill or Item being used to learn a skill will have additional details on what it takes to learn a skill.

Level one Talents are able to be self taught with no additional items. You must have the free xp for the talent and must spend 15 minutes roleplaying figuring out the talent and then they are able to add the talent to their character sheet and use it.

Finding and learning new skills is part of the game, so we encourage you to explore your options in-play when you're trying to learn new abilities. Interacting with NPCs as teachers can help you build allies and get involved in plot.

Talents

All Bloodlines have access to Talents. These are listed with the bloodlines in the Bloodlines guide. Any Level 1 Talent can be self taught with no extra items or learned from a character that has the talent. Some Talents may overlap with Skills available to any member of The Bound, but will be easier to learn for certain Bloodlines. Talents come in three levels. All characters can acquire Talents from Level 1 of their Bloodline. However, in order to acquire Talents from Level 2, a character must first have acquired at least three Talents from Level 1. In order to acquire Talents from Level 3 of their Bloodline, they must first acquire at least two Talents from Level 2. This means that once a character “unlocks” a level by learning the minimum number of Talents from the prior level, they can learn as many Talents at the new level as they have the XP for.

Skills

Some skills will have levels along with it. Those that have the same name but a higher level require the preceding skill level to have been learned before you can learn a higher level one. Some skills will also have other prerequisites of other skills, minimum strength or a number of skills from that category already learned.

Magical Formats

Magical format describes how a practitioner goes about casting magic. In order to cast a magic of a particular type, a character must have at least learned the appropriate Magical Format at the appropriate level for the magic. Some magical formats also require additional components to cast. The four formats of magic are Alchemy, Enchanting, Spellcasting and Ritualism.

Spell Casting

Spells are a format of magic that is fast to cast and requires no component cost. This format is most useful in situations where speed is key - like in combat or when someone is bleeding out. Spells are not the most efficient form of magic, and serious spell casters will use items like wands, staves and spell books to both broaden the number of spells they can personally cast and to make their casting more efficient.

There are three levels to spell casting. In order to be able to cast a spell, a practitioner must learn the appropriate level of Spell Casting. The amount of Mind and/or Willpower required to activate a spell is dependent on the spell itself. Check out the Spellcasting section of the Items list to find out more about what spells are available to learn at each level.

Grimoire and You

While a Bound can memorize a certain amount of spells per level, in order to cast non-memorized spells they need a Spell Scroll of that spell that has been added to a Grimoire. Any spell caster can add a Spell Scroll to a Grimoire, but it takes an enchanter to create a

Grimoire. To copy a Spell Scroll you will need to find one and copy it. Instructions on how to copy it will be on the Spell Scroll. They can be copied even if they are in a Grimoire. Each Grimoire can hold a number and level of a spell depending on what level the Grimoire is. While a Bound does not attune to a Grimoire to use it, they are often very personal to the user. To add a spell to their Grimoire, a spell caster must acquire a Spell Scroll for that spell and physically add it to the book. To remove a spell from a Grimoire, you must physically remove the Spell Scroll from the book. Removing the Spell Scroll from the book destroys it, and it cannot be reused.

Spell Casting	Description	Cost (XP)
Level 1	Level 1 spells are generally some of the most common and the most useful. Luckily, they are also relatively easy to learn. Taking this level of Spell Casting enables a practitioner to learn to cast up to three Level 1 spells without a Grimoire. When learning the skill, the practitioner should indicate which three Level 1 Spells they want to learn to cast without a Grimoire. Their chosen spells will be written on their Soul card. If the practitioner has this skill, they can cast any Level 1 spell provided that they have that spell recorded in their Grimoire.	5
Level 2	Level 2 spells tend to be more powerful than level 1 spells, and typically require a significant amount of Mind to cast. However, specialization can help to reduce this cost. Furthermore, Level 2 spells can sometimes be the difference between life and death in emergencies. Taking this level of Spell Casting enables a practitioner to learn to cast up to two Level 2 spells without a grimoire. When learning the skill, the practitioner should indicate which two Level 2 spells they want to learn to cast without a Grimoire. Their chosen spells will be written on their character card. If the practitioner has this skill, they can cast any Level 2 spell provided that they have that spell recorded in their grimoire.	10
Level 3	Level 3 spells are the most difficult spells to cast. Often, they require specialization and expending a Willpower to cast at all. Taking this level of Spell Casting enables a practitioner to learn to cast one Level 3 spell without a grimoire. When learning the skill, the practitioner should indicate which Level 3 Spell they want to learn to cast without a grimoire. Their chosen spell will be written on their character card. If the practitioner has this skill, they can cast any Level 3 spell provided that they have that spell recorded in their grimoire and the correct specialization for the spell (if applicable).	15

Changing Learned Spells

Bound are able to change what spells they have learned but to do so requires some effort. There are alchemies that when consumed allows them to re-learn their spells as well as a mental ritual. Regardless of method, the new spells are not able to be used until the next Conflux.

Ritualism

Rituals are one of the most powerful formats of magic. Rituals enable Ritualists to use the magical energy of between 3 and 14 practitioners to accomplish a given goal. Rituals usually take between 5 and 20 minutes to cast, so they're not usually great for emergency situations. However, some rituals enable ritualists to store magic in crystals harvested from the Fae Wilds, which they can then activate as needed to great effect. Unlike Spell Casting, Rituals must be cast from the Ritual Instructions. Additionally, rituals sometimes have components that are required in order to cast a ritual. These components are listed on the Ritual Instructions for each ritual. To find out more about Ritual Instructions, check out the Ritual Instructions section of the Items list.

When a ritual is used to charge a crystal for later use a physical representation of that crystal should be carried. A single crystal can be used for multiple charges of the same ritual but different rituals should have their own crystal.

There are three levels to Ritualism. In order to be able to cast a ritual, a Ritualist must learn the appropriate level of Ritualism. They must also gather the necessary number of practitioners (people who are helping them to cast the ritual) and any needed components. Sometimes only the Ritualist will need to use Mind or Willpower to activate the ritual. In other cases, the practitioners must also be prepared to spend Mind and/or Willpower to activate the ritual in addition to the ritualist. The practitioners are not required to have ritualism in order to participate - **only the ritualist must have the skill at the required level**. Typically practitioners are unable to take any actions beyond assisting with the ritual but there are exceptions depending on the ritual. The details of what is required to cast each ritual will be listed on the Ritual Instructions.

When storing a ritual into a crystal the component is consumed and should be turned in when printing out the tag for the charged crystal.

Ritualism	Description	Cost (XP)

Level 1	Level 1 rituals are generally some of the most common and the most useful. Luckily, they are also relatively easy to learn. Taking this level of Ritualism enables a practitioner to cast any Level 1 ritual provided they have the Ritual Instructions, any necessary components, and the help of a minimum of 6 other practitioners. Ritualists with Level 1 Ritualism may also be able to cast some Level 2 Rituals if they have the appropriate specializations and with enough extra help from other practitioners. If this is the case, it will be apparent as part of the ritual instructions.	5
Level 2	Level 2 rituals tend to be more powerful than level 1 rituals, and typically require components and/or a specialization to cast. Some Level 2 Rituals can be cast by Level 1 Ritualists, but will require extra help and components. Taking Level 2 Ritualism enables a Ritualist to cast Level 1 Rituals with the help of only 4 other practitioners. Level 2 Ritualism also enables a Ritualist to cast Level 2 Rituals with the help of 6 other practitioners. Ritualists with level 2 Ritualism may also be able to cast some Level 3 Rituals if they have the appropriate specializations and with enough extra help from other practitioners. If it is the case, it will be apparent as part of the ritual instructions.	10
Level 3	Level 3 rituals are the most difficult spells to cast and often require specialization and expending Willpower to cast at all. Taking this level of Ritualism enables a Ritualist to cast Level 1 Rituals with the help of only 2 other practitioners. It allows a Ritualist to cast a Level 2 Ritual with the help of only 4 other practitioners. Finally, it allows the Ritualist to cast most Level 3 Rituals with the help of 6 other practitioners.	15

Alchemy

Alchemy is used to create consumable, one-use magical items. Most alchemies take the form of potions. However, some will be things like face wipes that apply glamor, orbs that will glow for short periods of time, or bullets that can do non-standard damage. In addition to learning the appropriate level of Alchemy, alchemists must have the necessary components and the Alchemical recipe to create an alchemical concoction. Alchemists can create alchemies, but usually any member of The Bound can use what they create. A few very dangerous or highly-specialized alchemies can only be handled by alchemists. If this is the case, it will be part of the alchemy recipe.

Alchemy needs to have a physical representation. Some alchemy have specific ones on the recipe that are needed. Non-specific ones can use an empty or filed bottle. You can group the same alchemy together into a single bottle but each unique alchemy needs its own bottle.

Alchemies will state how they are used on the Tag or Formula. The most common ways are as follows:

- Drink - Only a conscious, Willing Target can drink an alchemy and it takes 5 Seconds to do so.
- Thrown - Delivered by packet with a tagline

- Applied - Takes 10 seconds to apply to a surface. Once applied, the tagline can be used.
- Injection - Allows the alchemy to be placed into a syringe and injected into a target. The wielder can use a fist boffer and call the tagline while delivering a successful melee strike. The user must place the tag into a plastic syringe physrep before using it.

Alchemy	Description	Cost (XP)
Level 1	Almost any Level 1 alchemy can be used by any member of The Bound once it's created. Taking this skill will enable an alchemist to create any Level 1 Alchemy, provided they have the necessary components and the Alchemical Recipe. Additionally, with Level 1 alchemy, an alchemist can handle any alchemy that doesn't require an additional specialization to use and any alchemical components.	5
Level 2	Most Level 2 alchemies can be used by any member of The Bound. Some rarer Level 2 alchemies can only be handled by those with the Alchemy skill. This skill enables alchemists to create any level 2 alchemy, provided that they have the required specialization, recipe and components.	10
Level 3	Only some Level 3 alchemies can be used by any member of The Bound. Most require at least L1 alchemy to handle. Some also require specialization to handle. Taking this skill enables alchemists to create any Level 3 alchemy, provided that they have the required specialization, recipe and components.	15

Enchantment

Enchantment is used to create enduring magical items and augment magical quality ones with new abilities. Commonly, this includes weapons, armor and Runestones - but there are many possible ways to enchant items or create magic items. Because Enchanted Items are enduring and don't expire, they typically require a number of components and resources to create. Enchanters must have a set of Enchantment Instructions or formula in order to Enchant an item. The Enchantment instructions will detail the components, level, Mind and/or Willpower the enchanter needs in order to enchant the item. Most enchantments are applied to crystals which are then slotted or socketted into the item. Once an enchantment is applied to an item it can not be removed without the Change Enchantment Skill.

Not all items can be enchanted. In order to enchant an item, the item must be of magical quality. In order to make items of a magical quality, the components must be sourced from the Fae Wilds. For this reason, many Enchanters also choose to learn to craft items or work with Crafters closely to source items. To find out more about making items that can be enchanted, please check out the Crafting section of the rulebook. Generally speaking, items come in three

levels. The higher level the item is, the more enchantments or the more powerful of an enchantment it can hold.

Generally speaking, any member of The Bound can use an enchanted item that has been made for them even if they don't have the enchantment skill. Some items - such as wands, staves and enchanted weapons - can only be used once they are attuned to a specific user and may require certain skills or abilities to use. These details will be part of the Enchantment Instructions for these items.

Enchantment	Description	Cost (XP)
Level 1	Taking this skill enables enchanters to follow L1 enchantment instructions to apply an enchantment to an enchantable item.	5
Level 2	Taking this skill enables enchanters to follow L2 enchantment instructions to apply an enchantment to an enchantable item of appropriate magical quality. Some enchantments at this level may also require specialization to create.	10
Level 3	Taking this skill enables enchanters to follow L3 enchantment instructions to apply an enchantment to an enchantable item of appropriate magical quality. Many enchantments at this level may also require specialization to create.	15
Change Enchantment	**Description**	**Cost (XP)**
Level 1	Many enchantments - especially those on wands, staves, grimoires and weapons - help their wielders to use their own skills and Skills more efficiently. As those wielders learn new skills, they may want to change out what enchantments are applied to their items. To change an enchantment requires two steps - removing the existing enchantment and adding a new enchantment. In order to remove an enchantment, the enchanter must have the appropriate level of enchantment to cast it (though they do not necessarily need a specialization, if one is required). Removing an existing enchantment costs 5 Mind. The removed enchantment is destroyed, and the item will have an open slot(s) for enchantment. Then, the enchanter must follow the enchantment instructions of the enchantment they wish to add back to the item to re-enchant it. Some items may be able to hold multiple enchantments at a time. Enchanters with this skill can remove one enchantment at a time without disrupting the others.	5

Item Enchantments vs. Specialized Enchantment

Item Enchantments

Some of the most common enchantments involve applying enchantments to magical quality items that make activating skills easier for the wielder. These are referred to as 'Item enchantments.' Item enchantment allows an enchanter to take magical-grade weapons, armor, shields, spell books, staves and other magical tools and add enchantments that will improve the existing skills of the user. These enchantments can't give anyone abilities that they don't already have - it can only help them to use their existing abilities better. Different items can accept different item enchantments - after all, a sword has a different purpose than a wand. The crafting instructions for each item will list how many enchantments the item can contain.

The ability of an enchanter to apply item enchantments to an item is based on 1) the level of the enchanter and 2) the level of the item. Level 1 enchanters can only apply level 1 enchantments to level 1 items. Level 3 enchanters can apply any item enchantment to any appropriate Level 3 item, but can only apply level 1 enchantments to level 1 items and can only apply level 1 and 2 enchantments to level 2 items.

So - for instance - let's say that an Undead has a L3 magical-quality adamantine sword with three open enchantment slots. That Undead can go to an enchanter and have them add three item enchantments for the Undead's melee combat abilities. The Undead plans to attune three of their combat skills - Parry (L1), Sever Limb (L2) and Death Blow (L3) to the new enchantments on their sword. The enchanter does not have any of these skills - but that is ok! They don't need to have the skills in order for the Undead to attune them to the now-enchanted sword. The enchanter would need to have the L3 enchantment skill, the free Mind and the materials in order to add an L3 efficiency enchantment to the sword. Once the sword is enchanted, the enchanter can hand it off to the Undead for attunement.

Specialized Enchantment

Specialized enchantments are items that perform specific purposes. Unlike item enchantments, specialized enchantments can enable characters to activate skills and call taglines that they do not already have skills for. An example of a specialized enchantment is a Runestone - an item that allows a specific member of the Bound to choose whether to resurrect at the location of their death or at the location of the Runestone. A full list of these that are currently commonly known by The Bound community may be made available.

Attuning Enchanted Items

Some Enchanted Items require attunement before use. Attuning an enchanted item means that the enchantments on the item will only work for the character that has attuned them. Any Bound can attune an enchanted item. Once attuned, the enchantments will only work for the person who attuned it to themselves and cannot be transferred without breaking the attunement. Different enchantments will require different costs for attunement, but typically attunement requires that a user invest or reserve a certain amount of their Mind or Willpower to make the

skills of the user more powerful or more efficient. When Mind or Willpower is invested in an enchanted item via Attunement, it cannot be used for purposes other than what is listed on the enchantment. When attuning to an Item the total cost of Mind, Willpower, Vitality or Strength will be determined by the enchantments applied to an Item.

Attunement takes 10 minutes per item regardless of the number of enchantments on it, and each member of The Bound can only be attuned to a maximum of 7 items at a time. If an item is more than 100 feet away from a character for more than 5 minutes, it will lose the attunement. When attuning an item, a character should focus on the item to align the enchantments with their own magical aura. During this time, the character cannot activate any skills, talents or abilities. Additionally, they cannot attack or defend.

For example, let's say that there's an Undead who has a total of 25 Mind and 3 Willpower. This Undead has an Enchanter friend who applied a Defensive Combat Skill Efficiency 2 on a shield. Since they have the Avoid skill, this shield allows them to activate Avoid multiple times within a single combat for a cost of only 2 Mind per activation. However, it requires that the Undead attune to the shield at a cost of 10 Mind. What that means is that as long as the Undead is using the shield, they must reserve 10 of their 25 Mind for use on the shield. They can only use 15 of their 25 Mind on other skills and talents. This is true no matter how many times they use Willpower to refresh their Mind pool - they will always have to reserve 10 of the 25 as long as they are using the shield. If they are not using the shield, they can use the full 25 Mind as they please.

Types of Magic

Magical type describes at a high level what a given spell, ritual, alchemy or enchanting will do. Some Bloodlines may be particularly gifted at certain types of magic. Additionally, with study and specialization, practitioners can become more specialized in terms of magical type. While learning skills related to magical format is not required to cast most magics, having a specialty tends to make magic easier to to use. The most complex magics require specialists to cast.

The Types of Magic are as follows:

- **Restoration -** Restoration magic has a positive effect on the body or items. For the body, restoration heals Vitality, fixes broken or severed limbs and resolves diseases. Restorative magic can also fix broken items and armor.
- **Destruction -** Destructive magic is all about breaking people and things. Most battle magics are in this category, along with magics that can break weapons and armor.
- **Mental -** Mental magic involves affecting the mind (like their actual mind - not the Mind stat). Examples include causing someone to sleep, to forget an hour of their lives, compel them to do something against their wills or even alter their memory entirely. Mental magic is a necessity for The Bound, but is also regarded with some suspicion because often only those who specialize in it can tell if someone has altered another's memories.

- **Illusion -** Illusion magic pertains to altering the appearance of a person or object to look like something else. The most common example of illusion magic is Glamor, which enables a member of The Bound to appear as one of the Unbound. However, things like light spells and stealth tonics also may be part of this magical type.
- **Divination -** Divination involves being able to experience a past, present or future that the practitioner was or is not physically present for. The easiest example of divination includes rituals that allow the practitioner to see the future. However, Divination also includes things like speaking-stones or mirrors that allow for distant communication.

Magical Specialization

Magical practitioners can choose to specialize by Magical Format and/or by Magical Type. Specializing by Magical Format will make casting all magic of that format more efficient across all Magical Types. Specializing by Magical Type will make casting magic of that type more efficient across all of the Magical Formats. Some of the most complex high-level magics require specialization in both Type and Format, though these magics are rare.

Specialization by Format

Each character can only specialize in one of the four Magical formats, unless a talent allows otherwise: Spell Casting, Ritualism, Enchantment or Alchemy per level. You must apply the format specialization at each level for the specialization to apply to magics at that level. You cannot specialize in a format at a level without first taking the appropriate format at the appropriate level. The XP cost to specialize at each level is the same across all four Magical formats and will have the same effects. In order to specialize in a Magical Format at a given level, the character must first have learned the Magical Format at that level.

Specialization (Format)	Description	Cost (XP)
Level 1	Taking a specialization at this level enables the practitioner to cast Level 1 Magic of this format for 2 fewer Mind than listed, to a minimum of 1 Mind. **Latent Skill.**	5
Level 2	Taking a specialization at this level enables the practitioner to cast Level 2 magic of this format for 4 fewer Mind than listed, to a minimum of 1 Mind. **Latent Skill.**	10
Level 3	Taking a specialization at this level enables the practitioner to cast Level 3 magic of this format for 6 fewer Mind than listed, to a minimum of 1 Mind. Additionally, practitioners with this specialization can spend 20 Mind to cast magic of this format in lieu of spending a Willpower. This 20 mind cost can not be reduced in anyway. **Latent Skill.**	15

For example, let's say a character has taken Levels 1–3 for both Spell Casting and Ritualism. The character could choose to specialize in Spell Casting at Level 1, Ritualism at Level 2, and Spell Casting at Level 3. They **could not** specialize in both Ritualism and Spell Casing at each level (unless they had another skill that allowed them to do so).

Specialization by Type

Magical Practitioners can choose to specialize in up to three Magic Types. Specialization by Type will apply to any magic of that type across any level or format. Some high-level magics will require a specialization in order to cast at all. In cases where casting magic requires the specialization in type, practitioners still get the benefits of the specialization.

Specialization (Type)	Description	Cost (XP)
Applies to all levels	Each time a character takes this skill, they should choose the Magical Type they want to Specialize in. With this skill, the character can cast any magic of this type for 2 fewer Mind than what is listed, to a minimum of 1 Mind. This specialization may be required to cast some high-level magics. Additionally, having this specialization means that the character is aware of the history and details of this type of magic, and may be able to recognize the effects of this type of magic. **Latent Skill.**	10

Crafting Skill

The Crafting skill covers all forms of creating items without the use of magic. Instead of listing out smithing, sewing or any other type of craft skill, Crafting handles any time of fabrication of items. Crafting skills will require any prerequisites and if it is a leveled skill the preceding skill level.

How Crafting Works

There are fundamentally two types of items that crafters make: mundane items and magical quality items for use in enchantments. Mundane items that a bound wants to create usually only take an expenditure of Mind and time as the materials are easy to come by. More complicated mundane items will require a schematic to craft. Most items that The Bound bother to make themselves are items that are intended to be enchanted. Much like enchantment instructions, each item has a set of crafting instructions that will list the necessary components, Mind expenditure, the level required to make the item, and the mechanics of the item. The Enchanting instructions will also list what kind of Items the enchantment can be applied to.

Components of Magical Quality

In order for an item to be enchantable, it must be made out of components of a magical quality. Magical quality components cannot be sourced from the material plane - they can only be found in the Fae Wilds. Some of the very rarest magical components can only be found on other planes - such as the Angelic, Demonic or Draconic planes. The need for magical-quality materials is one of the driving factors behind Conflux gatherings.

Crafting	Description	Cost (XP)
Level 1	Level 1 Crafting enables a character to craft any Level 1 item according to the crafting instructions. Each Level 1 item **requires an expenditure of 10 Mind and 15 minutes of RP**, unless stated otherwise. Crafters cannot activate any other skills or Skills while crafting. If they are interrupted while crafting, they lose the expanded Mind and will have to restart the crafting RP timer, but do not lose the components. This skill also allows the user to repair a Broken Level 1 item for 5 Mind and 5 minutes.	5
Level 2	Level 2 Crafting enables a character to craft any Level 2 item according to the crafting instructions. Each Level 2 item **requires an expenditure of 20 Mind and 15 minutes of RP**, unless stated otherwise. Level 2 Crafters can craft Level 1 items in 10 minutes instead of 15 minutes. If they are interrupted while crafting, they lose the expended Mind and will have to restart the crafting RP timer, but do not lose the components. This skill also allows the user to repair Broken Level 2 item for 10 Mind and 5 minutes.	10
Level 3	Level 3 Crafting enables a character to craft any Level 3 item according to the crafting instructions. Each Level 3 item **requires an expenditure of 1 Willpower and 15 minutes of RP,** unless stated otherwise. Level 3 Crafters can craft Level 2 items in 10 minutes and can craft Level 1 items in 5 minutes. If they are interrupted while crafting, they lose the expended Mind and will have to restart the crafting RP timer, but do not lose the components. This skill also allows the user to repair Broken Level 3 item for 20 Mind and 5 minutes.	15

Combat Skills

Combat Skill Types, Levels & Strength Requirements

Combat skills are categorized into three different types - Melee, Ranged and Defensive abilities. Melee combat skills are those that require the user to be wielding a melee combat weapon (or their fists or claws) to activate. Ranged combat abilities apply to abilities that require the user to be wielding a ranged weapon - such as a gun, bow or thrown weapon - to activate. Please note that Ranged combat abilities **do not** apply to any damage-causing effect that is generated by

magic (such as a spell) even if that effect does cause damage at range. Defensive abilities do not necessarily require the user to be holding a weapon to activate unless specified by the skill. As a general rule, for a target to take an effect that is being delivered via melee or ranged combat, the hit delivering the effect must actually land.

There are three levels in each category of Combat skill. Melee Combat skills and Defensive Combat skills require a minimum Strength to purchase. Level 1 combat abilities do not have a minimum Strength requirement - anyone can take them. Level 2 Melee Combat skills and Defensive Combat skills require a minimum Strength score of 4 to learn. Level 3 Melee Combat skills and Defensive Combat skills require a Strength of at least 7 to learn.

Melee Combat Skills

Melee Combat skills will require any prerequisites and if it is a leveled skill the preceding skill level.

Level 1 Melee Combat Skills

	Level 1 Melee Combat Skill		
Skill	**Description**	**Cost (Mind/ Will)**	**Cost (XP)**
Choking Blow	This skill allows you to call the “Silence, 60 seconds” effect in the place of your damage amount in your damage tagline. The Silence tagline causes the target to be unable to create sounds from their throat for the duration of the tag. This means that any skill which requires speech in play to use cannot be used under this effect. However, it does not stop characters or NPCs from saying taglines or using Skills that do not require in-play speech. So - this tagline might stop a mage from being able to cast because they wouldn't be able to speak the appropriate incantation. However, it would not stop someone with a sword from stabbing you, because in play that does not actually require talking even though the damage tagline must be spoken aloud.	5 Mind	5
Disable	This skill allows you to call the ‘10 Second Disable (Limb)’ effect in the place of your damage amount in your tagline. Targets hit with the Disable effect will lose function of the declared limb for 10 seconds. They do not have to drop the item held in their hand but are unable to use any items with the limb. If a leg is targeted they are unable to run and may only move their feet at a heel to toe stride length.	5 Mind	5

Knockdown	This skill allows you to call the '10 Second Knockdown' effect in the place of your damage amount in your tagline. Targets hit with the Knockdown effect must fall to the ground or take a knee for a minimum of 10 seconds. Targets that have been knocked down can still activate skills, as well as attack and defend.	5 Mind	5
Level 1 Melee Combat Drills	You've honed your combat skills, and it's paid off. With this skill, all L1 melee combat skills cost 2 fewer Mind to activate, to a minimum of 1 Mind.	Latent Skill	7
Practiced Weapon	With this skill, you can choose one weapon type to specialize in (ex: short sword, long sword, spear, staff, mace, dagger, ect.). You can add a +3 damage modifier to the base damage of all weapons of this type. Skill is able to be taken multiple times for different weapon types. Skill can only be taken once per weapon type.	Latent Skill	7
Shield Reflect	Characters with this skill are able to turn the blows they catch on their shield back on their attacker. When a player is hit by one of the following effects: Stun, Disarm, or Knockdown, (either directly or on the shield) they may call "Shield Reflect" and immediately deliver the effect by weapon in the place of your damage amount in your tagline. Unable to be used on Magic delivered effects. Requires Shield in hand to use.	5 Mind	5
Stun	This skill allows you to call the '5 Second Stun' effect in the place of your damage amount in your tagline with a melee weapon. Targets hit with the stun effect cannot activate any skills for 5 seconds after being hit with the effect.	5 Mind	5

	Level 2 Melee Combat Skill		
Skill	**Description**	**Cost (Mind/ Will)**	**Cost (XP)**
Be Like Water	This allows a Bound to block melee strikes using a fist boffer. This will cause them to change their damage type from Punch to Blunt or Claw to Slashing.	Latent Skill	12
Blind	This skill allows you to call the '30 Second Blind' effect in the place of your damage amount in your tagline. Targets hit with the Blind effect cannot activate any Skills for the duration. Additionally, they	10 Mind	10

	must RP as though they cannot see (though in an active combat please don't actually close your eyes).		
Break	This skill allows you to call the 'Break ___' effect in the place of your damage amount in your tagline. When you call Break, you should specify what item you are attempting to break. The Break tagline only works on items - it cannot be used on living beings. You must either physically hit the target or the item itself. Items that are broken cannot be used until they are repaired.	10 Mind	10
Favored Weapon	You've gotten even better at the weapon of your choice. Add an additional +2 damage to the base damage of your chosen weapon. Additionally, once per combat you can use a L1 combat skill that you already possess for 0 Mind expenditure as long as you are using a weapon of your chosen type. **Requires Practiced Weapon**	Latent Skill	12
Fear (Melee)	Allows a user to point to a target within 5 feet or by melee strike and call '60 second Fear'. The target of the Fear effect cannot attack the person who triggered the effect and must try to stay at least 10 feet away from their attacker. This skill can be countered by the skill 'Hardheaded'.	10 Mind	10
Level 2 Melee Combat Drills	You've honed your combat skills, and it's paid off. With this skill, all L2 melee combat skills cost 4 fewer Mind to activate, to a minimum of 1 Mind.	Latent Skill	12
Maim	This skill allows you to call the 'Maim' effect in the place of your damage amount in your tagline. Targets that take the Maim effect will immediately drop to 0 Vitality and will begin bleeding out. **Requires Favored Weapon**	10 Mind	10
Scattershot (Melee)	Allows a user to point out 5 targets within a 5-foot radius of themselves, call "Scattershot" and then call their tagline. This skill can be used in combination with other skills.	10 Mind	10
Sever Limb	This skill allows you to call the 'Sever Limb' effect in the place of your damage amount in your tagline. You must actually strike a target on the limb in order for them to take the effect on that limb. When the limb is severed, it cannot be used until it is reattached or regrown through magical means.	10 Mind	10

Level 3 Melee Combat Skills

	Level 3 Melee Combat Skill		
Skill	**Description**	**Cost**	**Cost**

		(Mind/ Will)	(XP)
Death	This skill allows you to call the 'Death' effect in the place of your damage amount in your tagline once per combat. Targets that take the Death effect immediately enter Dead status.	1 Will	15
Destroy	This skill allows you to call the 'Destroy ___' effect in the place of your damage amount in your tagline. When you call Destroy, you should specify what item you are attempting to destroy. This tagline only works on items - it cannot be used on living beings. You must either physically hit the target or the item itself. Items that are destroyed cannot be used and cannot be repaired. **Requires Specialized Weapon**	1 Will	15
Level 3 Melee Combat Drills	You've honed your combat skills, and it's paid off. With this skill, you can choose whether to expend a Willpower or to expend 20 Mind in place of a Willpower to activate L3 Melee Combat Skills. This mind cost can not be reduced in anyway.	Latent Skill	17
Specialized Weapon	You are literally among the best of the best with the weapon of your choice. Add an additional +2 to the base damage of weapons of your chosen type. You cannot be disarmed from weapons of your chosen type - if someone hits you with the "Disarm" tagline, call "No Effect." Finally, once per combat you can use a L2 combat skill that you already possess for 0 Mind expenditure as long as you are using a weapon of your chosen type. **Requires Favored Weapon**	Latent Skill	17
Waylay	This skill allows you to call the '60 Second Waylay' effect in the place of your damage amount in your tagline. The waylay effect must be delivered from behind a target. Targets that take the Waylay effect are knocked out and they are unaware of anything that happens around them. Any effects or damage taken does not awaken them. Only 30 seconds of constant effort will awaken them.	1 Will	15

Ranged Combat Skills

Ranged Combat skills will require any prerequisites and if it is a leveled skill the preceding skill level.

Level 1 Ranged Combat skills

	Level 1 Ranged Combat Skill		
Skill	**Description**	**Cost**	**Cost**

		(Mind/ Will)	(XP)
I Got a Guy	Upon check in, characters with this skill will receive item tags for bullets that have the following effects. They will get one bullet per effect, and these bullet tags will expire at the end of each event: 10 second Stun, 30 second Knockdown.	Latent Skill	7
Level 1 Ranged Combat Drills	You've honed your combat skills, and it's paid off. With this skill, all L1 ranged combat skills cost 2 fewer Mind to activate, to a minimum of 1 Mind.	Latent Skill	7
Ranged Knockdown	This skill allows you to call the '10 second Knockdown' effect in the place of your damage amount in your tagline. Targets hit with the Knockdown effect must fall to the ground or take a knee for a minimum of 10 seconds. Targets that have been knocked down can still activate skills, as well as attack and defend.	5 Mind	5
Ranged Stun	This skill allows you to call the '5 second Stun' effect in the place of your damage amount in your tagline. Targets hit with the stun effect cannot activate any skills or take any actions beyond preventing killing blows after being hit with the effect.	5 Mind	5
Straight Shooter	With this skill, you know your way around a firearm. Anyone can pick up a gun and shoot it, but not everyone knows how to reload one. Characters with this skill have learned how to clean, load and properly care for firearms. Without this skill, you can pull the trigger if someone hands you a loaded gun, but not much else.	Latent Skill	7
Snare	With this skill when using a bow or thrown weapon a character can call '10 Second Snare" in place of their damage. A target hit with either a thrown weapon or a packet will take this effect unless they use a shield to block the packet or weapon. For the duration of the effect, the target cannot move their left foot & must act as though it is stuck to the ground.	5 Mind	5
Ranged Pull	With this skill when using a bow or thrown weapon a character can call the 'Pull10 feet' effect in the place of their damage. Targets hit with the Pull effect must immediately move towards the person who delivered the effect 10 feet. Targets that have been affected by Pull can activate skills, as well as attack and defend, while they are moving the 10 feet.	5 Mind	5

Level 2 Ranged Combat skills

	Level 2 Ranged Combat Skill		

Skill	Description	Cost (Mind/ Will)	Cost (XP)
Head Shot	Sometimes a motherfucker just needs to die. With this skill, you may expend 10 Mind to call the “Headshot, Maim” tagline with your next shot. If that shot misses, that’s a damn shame. This skill can only be used with a firearm.	10 Mind	10
Level 2 Ranged Combat Drills	You've honed your combat skills, and it’s paid off. With this skill, all L2 ranged combat skills cost 4 fewer Mind to activate, to a minimum of 1 Mind. **Requires Level 1 Ranged Combat Drills**	Latent Skill	12
My Guy Knows A Guy	Upon check in, characters with this skill will receive item tags for bullets that have the following effects. They will get one bullet per effect, and these bullet tags will expire at the end of each event: 30 Second Blind, Break, 10 foot Push. **Requires 'I Got a Guy'**	Latent Skill	12
Scattershot (Ranged)	Allows a user to point out 5 targets within a 10-foot radius of themselves, call "Scattershot," and then call their damage tagline. This skill can be used in combination with other skills.	10 Mind	10
Sharp Shooter	You're good with a gun. Like, really good. You can hit what you're aiming at damn near every time, and that means you're doing more damage than most people. Add +2 damage to your damage taglines whenever you're using a firearm. **Requires Straight Shooter**	Latent Skill	12

Level 3 Ranged Combat skills

	Level 3 Ranged Combat Skill		
Skill	**Description**	**Cost (Mind/ Will)**	**Cost (XP)**
Death	This skill allows you to call the ‘Death’ effect in the place of your damage amount in your tagline once per Combat. Targets that take the Death effect immediately enter Dead status. **Requires Headshot**	1 Will	15
Got it the First Time	This skill allows you to call an effect again immediately after physically missing a target. This can be used for any ranged skills and up to twice for a single use of a skill. If the target uses a skill to defend against it you can not use this skill. **Requires Sharp Shooter**	Latent Skill	17

Level 3 Ranged Combat Drills	You've honed your combat skills, and it's paid off. With this skill, you can choose whether to expend a Willpower or to expend 20 Mind in place of a Willpower to activate L3 Ranged Combat Skills. **Requires Level 2 Ranged Combat Drills**	Latent Skill	17
Trick Shot	Sometimes, you really need to hit what you're aiming at. With this skill, you can call "Trick Shot, No Avoid," declare your damage tagline or use a skill you have with a ranged or thrown weapon, and declare a target that is up to 50 feet away from you. Whatever ranged effect or damage that you would have shot them with hits them - period. It cannot be Avoided, but other defensive abilities can be used. **Requires Sharp Shooter**	1 Will	15

Defensive Skills

Level 1 Defensive Combat Skills

Defensive skills will require any prerequisites and if it is a leveled skill the preceding skill level.

Skill	Description	Cost (Mind/Will)	Cost (XP)
Level 1 Defensive Combat Drills	You've honed your combat skills, and it's paid off. With this skill, all L1 defensive combat skills cost 2 fewer Mind to activate, to a minimum of 1 Mind.	Latent Skill	7
Parry	This skill allows you to avoid taking melee-weapon delivered damage up to 50 Vitality. It also allows you to avoid taking the following effects if delivered from a melee source in a 180° arc from the front: Break, Stun, Disable, Knockdown, Snare, Push. To use this skill, you must have at least one hand on a melee weapon. When you are targeted by melee damage or an applicable effect, your response upon activating the skill should be "Parry".	5 Mind	5
Sentinel	When an ally is targeted by a single target attack within five feet of the character, they may activate sentinel to interrupt the attack with an attack of their own within 3 seconds. The originally targeted ally does not take damage or effects from the enemy's attack. The character activating Sentinel should state, "Sentinel" in advance of the tagline for their responding attack.	5 Mind	5
Take it on the Chin	For 60 seconds after being activated, this skill allows you to lose 10 Vitality instead of taking one of the following effects: Break, Stun, Snare, Disable, Knockdown, Push, Pull. You can activate this skill in response to an effect to	3 Mind	5

	avoid the consequences of the effect. You lose 10 Vitality for each instance that you are targeted with one of the relevant effects within the 60 second period. When activating the skill, call “Take it on the Chin”. When you take an effect after activating it the retort is "Taken as damage."		
Defensive Stance Level 1	This skill allows you to halve incoming damage but also causes you to halve outgoing damage. State "Defensive Stance." when activating this skill. After activation, this skill is active for five minutes or one combat - whichever is longer.	5 Mind	5

Level 2 Defensive Combat Skills

Skill	Description	Cost (Mind/ Will)	Cost (XP)
Avoid	This skill can be used once every 5 minutes, you can call “Avoid” to avoid taking any non-radius damage or effect that is delivered from the front.	10 Mind	10
Blind Fighting	You don’t need to see to fight. Even in pitch dark rooms or when blinded, you can still fight normally - including activating skills. User should state blind fighting when they are hit with a Blind effect. **Requires Enhanced Senses.**	Latent Skill	12
Critical Parry	This skill allows you to avoid taking melee-weapon delivered damage up to 100 Vitality. It also allows you to avoid taking the following effects if delivered from a melee source in a 180° arc from the front: Blind, Sever Limb, Maim. To use this skill, you must have at least one hand on a melee weapon. When you are targeted by melee damage or an applicable effect, your response upon activating the skill should be “Critical Parry”. This skill also allows you to block Stun, Disarm, Knockdown, Push, Pull in a 360° arc. **Requires Parry.**	10 Mind	10
Defensive Stance Level 2	This skill replaces the effects of Defensive Stance Rank 1. You are able to halve incoming damage without having to halve outgoing damage. Additionally, this skill will remain active for an hour after activation.	10 Mind	10
Level 2 Defensive Combat Drills	You’ve honed your combat skills, and it’s paid off. With this skill, all L2 Defensive combat skills cost 4 fewer Mind to activate, to a minimum of 1 Mind.	Latent Skill	12

Parry Ranged	Unless you already have a parry skill, this skill will be useless to you. With an absurd amount of practice, you can learn to parry ranged combat skills in addition to melee combat skills. This skill allows you to use your Parry, Critical Parry and/or Expert Parry Skills on damage and effects delivered by ranged weapons. The damage amounts and effect types are still governed by the Parry, Critical Parry and Expert Parry Skills. **Requires Enhanced Senses**.	Latent Skill	10
What Doesn't Kill You	Once activated, this skill lasts for 10 minutes or one combat, whichever is longer. After being activated, this skill allows you to lose 10 Vitality instead of taking one of the following effects: Break, Stun, Snare, Disable, Knockdown, Push, Pull. This skill allows you to lose 15 Vitality instead of taking one of the following effects: Blind, Sever Limb, Agony, Maim. You can activate this skill in response to an effect to avoid the consequences of the effect. You lose Vitality for each instance that you are targeted with one of the relevant effects. When activating the skill, call "What Doesn't Kill You". When you take an effect after activating it the retort is "Taken as damage."**Requires Take it on the Chin.**	5 Mind	10

Level 3 Defensive Combat Skills

Skill	Description	Cost (Mind/Will)	Cost (XP)
Defensive Stance Level 3	With this skill, you are able to halve all incoming damage for up to an hour after activation. Additionally, when a character takes a melee-delivered effect, they may immediately (within 3 seconds) deliver that same effect by weapon as part of or in the place of their damage amount in their tagline. Note that this skill can be used in tandem with Made Me Stronger but cannot be used in conjunction with Parry skills (because you must actually take the effect to return it).	1 Will	15
Dodge	Once per combat, you can call "Dodge" to avoid any damage tagline or effect. This includes both radius damage, radius effects, and damage or effects delivered from behind. **Requires Avoid and Enhanced Senses.**	1 Will	17
Expert Parry	This skill allows you to avoid taking melee-weapon delivered damage up to 200 Vitality. It also allows you to avoid taking the following effects if delivered from a	1 Will	15

	melee source: Destroy, Death, Shock, Silence. To use this skill, you must have at least one hand on a melee weapon. When you are targeted by melee damage or an applicable effect, your response upon activating the skill should be “Expert Parry”. This skill can be used to block any attack in a 360° arch around the character. **Requires Critical Parry.**		
Level 3 Defensive Combat Drills	You’ve honed your combat skills, and it’s paid off. With this skill, you can choose whether to expend a Willpower or to expend 20 Mind in place of a Willpower to activate L3 Defensive Combat Skills.	Latent Skill	17
Made Me Stronger	Once activated, this skill lasts for 10 minutes or one combat. After being activated, this skill allows you to lose 10 Vitality instead of taking one of the following effects: this skill allows you to lose 10 Vitality instead of taking one of the following effects: Break, Stun, Snare, Disable, Knockdown, Push, Pull. This skill allows you to lose 15 Vitality instead of taking one of the following effects: Blind, Break, Sever Limb, Maim. This skill allows you to lose 20 Vitality instead of taking one of the following effects: Destroy, Waylay, Death, Shock. You can activate this skill in response to an effect to avoid the consequences of the effect. You lose Vitality for each instance that you are targeted with one of the relevant effects. When activating the skill, call “Made Me Stronger”. When you take an effect after activating it the retort is "Taken as damage." **Requires What Doesn’t Kill You.**	15 Mind	15
Parry Magic	Unless you already have a parry skill, this skill will be useless to you. With an absurd amount of practice, you can learn to parry damage and effects from magical sources. This skill allows you to use your Parry, Critical Parry and/or Expert Parry skills on damage and effects delivered by magic. The damage amounts and effect types are still governed by the Parry, Critical Parry and Expert Parry skills. **Requires Enhanced Senses.**	Latent Skill	17

Non-Magical Skills

General Skills

General skills will require any prerequisites and if it is a leveled skill the preceding skill level.

Skill	Description	Cost (Mind/Will)	Cost (XP)
Boating (watercraft) Level 1	You have a regular boater's license and can drive anything from a jet ski to a reasonably sized boat with up to three engines.	5 Mind	10
Boating (watercraft) Level 2	You can drive larger watercraft like tug boats and tankers. You probably couldn't drive something as advanced as a cruise ship without some serious help, but you can drive all manner of commercially available watercraft with a great degree of skill.	10 Mind	15
Boating (watercraft) Level 3	You can drive some truly absurdly large watercraft. You also can drive moderately sized military grade watercraft with ease. If it can be driven by a single person, you can absolutely drive it.	1 Will	20
Butchery Level 1	With this skill, you're able to butcher recently killed creatures to acquire skins (leather), furs, meat, bone, horns, claws and any other animal byproducts. While anyone can pick an item up off the ground, without this skill you won't be able to make the best use of any living thing that you kill. After killing a creature you may declare "Butchery 1" while searching them. Some creatures may have extra rewards for Butchery. If the creature does you would spend 5 Mind, if they dont no mind is spent. During play you will find nodes that lists the required skill level to fully harvest it. If you have a lower skill than needed you can still acquire resources of a lower level.	5 Mind	5
Butchery Level 2	With this skill, you're able to butcher recently killed creatures to acquire skins (leather), furs, meat, bone, horns, claws and any other animal byproducts. While anyone can pick an item up off the ground, without this skill you won't be able to make the best use of any living thing that you kill. Some creatures may have extra rewards for Butchery. After killing a creature you may declare "Butchery 2" while searching them. If the creature does you would spend 5 Mind, if they dont no mind is spent. During play you will find nodes that lists the required skill level and mind cost to harvest it. If you have a lower skill than needed you can still acquire resources of a lower level.	10 Mind	10
Butchery Level 3	With this skill, you're able to butcher recently killed creatures to acquire skins (leather), furs, meat, bone, horns, claws and any other animal byproducts. While anyone can pick an item up off the ground, without this skill you won't be able to make the best use of any	20 Mind	15

	living thing that you kill. After killing a creature you may declare "Butchery 3" while searching them. Some creatures may have extra rewards for Butchery. If the creature does you would spend 5 Mind, if they dont no mind is spent. During play you will find nodes that lists the required skill level and mind cost to harvest it. If you have a lower skill than needed you can still acquire resources of a lower level.		
Detect Danger	With this skill, you're able to detect when there is something dangerous near to you, even if you can't tell exactly what it is. Whenever you think it is appropriate, you may spend 5 Mind and declare “detect danger.” If there is anything harmful within 10 feet of you (such as a hostile NPC, a trap, or an environmental hazard), then either the NPC or a marshal must respond “Danger Detected.” If you have any applicable Lore skills, you may ask the Marshal for more information and they will choose whether or not to give additional information. **Requires Enhanced Senses.**	5 Mind	10
Detect Magic or Mundane Level 1	With this skill, you're able to tell whether or not an item is of magical quality. Sometimes it can be difficult to tell whether or not something is capable of holding a magical charge. With this skill, you can easily tell the difference between things that originate in the mundane world and things that do not. **Requires Enhanced Senses.**	5 Mind	5
Diagnose Rank 1	People with this skill may spend 30 seconds roleplaying with a target to check that target's vitals. After 30 seconds, they may state, "Diagnose - what is your status and how much vitality are you down?" The target is obligated to respond truthfully. The target must be either willing or incapacitated.	Latent Skill	7
Diagnose Rank 2	People with this skill may spend one minute roleplaying with a target to check that target's vitals and mental capacity. After one minute, they may state, "Diagnose Rank 2 - what is your status, how much Vitality are you down, are you under any mental effects, and do you have any diseases?" The target is obligated to respond truthfully. The target must be either willing or incapacitated.	5 Mind	10
Diagnose Rank 3	People with this skill may spend one minute roleplaying with a target to check the target physically and mentally. After one minute, they may state, "Diagnose - what is your status, how much vitality are you down, are you under any mental effects, and do you have any diseases? What is your max Vitality, Mind, Strength and	10 Mind	15

	Willpower? What is your current Die Type?" The target is obligated to respond truthfully. The target must be either willing or incapacitated.		
Driving (land vehicles) Level 1	So it turns out, driving modern cars is a skill that not all of The Bound have bothered to learn. With the various ranks of this skill, you'll know how to drive different classes of vehicles at different levels. At Level 1, you have a regular driver's license and you can drive most cars, motorcycles and trucks with a reasonable amount of skill.	5 Mind	10
Driving (land vehicles) Level 2	You can drive large vehicles, vehicles towing heavy objects and heavy equipment. You can also drive sports cars and race cars at high speed. The phrase "drive it like you stole it" definitely applies to you.	10 Mind	15
Driving (land vehicles) Level 3	You can drive military-grade equipment. We're talking tanks and armor-plated humvees. You can drive shit that a civilian has absolutely no business operating. It is still absolutely illegal for you to be driving this equipment, and it's probably better for you if no one with Unbound authority catches you exercising this particular skill set.	1 Will	20
Education Level 1	Skill to choose three lores from the Lore List to specialize in. You have advanced academic knowledge in these topics. That knowledge may or may not translate to practical skills. Gives a +1 to research action rolls. Lores in the Lore List are as follows: Fae Wilds & Magical Creatures Material Plane & Natural Creatures Angelic Plane, Demonic Plane, Draconic Plane Realm of Dream & Nightmare The Concepts Mechanical Engineering Electrical Engineering Computer Science & IT Medicine & Anatomy Recent History (500 AD - now) Ancient History (3000 BC - 500 AD) Chemistry Enables a character to teach another character talents or skills that the teacher currently possesses, provided that the student has enough XP and any required prerequisites to learn the skill. For example, a teacher that has a specific Bloodline talent is capable of teaching that talent to any student, as long as the student is also of a Bloodline capable of learning the talent. If a student does not have enough XP or the	Latent	12

	required prerequisites to learn, the teacher cannot teach them. Teachers may spend 5 Mind and 15 minutes of roleplay to teach any L1 skill or talent that they possess.		
Education Level 2	Skill to choose three additional lores from the Lore List to specialize in. You have advanced academic knowledge in these topics. That knowledge may or may not translate to practical skills. Additionally, having Rank 2 Education may give you additional benefits on some puzzle mods. GIves +2 to Research action rolls. When Teaching a skill may spend 10 Mind and 15 minutes of roleplay to teach any L2 or talent that they possess. Additionally, R2 teachers can teach R1 skills or talents in 10 minutes.	Latent	17
Education Level 3	Skill to choose three additional lores from the Lore List to specialize in. You have advanced academic knowledge in these topics. That knowledge may or may not translate to practical skills. Gives +3 to Research action rolls.Teachers may spend 15 Mind and 15 minutes of roleplay to teach any L3 skill or talent that they possess. Additionally, R3 teachers can teach R2 skills or talents in 10 minutes and can teach R1 skills or talents in 5 minutes.	Latent	22
Enhanced Observation Level 2	Not only do you have an eye for detail, you also have the enhanced senses to see, hear and smell more than most. You can activate this skill for 10 Mind. To use this skill, tell a Marshal that you have Enhanced Observation when they are giving a mod description. The marshal will then tell you any small details that you would have noticed that others might miss. Additionally, Enhanced Observation gives you the skill to tell when someone is near you even if they are invisible. If you walk into a room or 10 foot area and see out of play that someone is invisible, you may spend 10 seconds sniffing the air and then say out loud, “We are not alone. Something or someone else is here.” Note that you do not know exactly where the invisible person is - you can just sense that someone is near you that you cannot see. **Requires Observation & Enhanced Senses**.	10 Mind	10
Evasion Rank 1	This skill allows the user to obfuscate their trail. When using this skill inform the marshal on the mod when you are using it. They will mark where you begin and how many times you use it. You will spend 5 mind and then the next 50 feet traveled has been hidden. After traveling 50 feet you can then spend another 5 mind to gain another 50 feet of hidden travel. Depending on	5 Mind	5

	how many times you use this skill will determine how hard it is to track		
Evasion Rank 2	This skill allows the user to obfuscate their trail. When using this skill inform the marshal on the mod when you are using it. They will mark where you begin and how many times you use it. You will spend 10 mind and then the next 50 feet traveled has been hidden. After traveling 50 feet you can then spend another 10 mind to gain another 50 feet of hidden travel. Depending on how many times you use this skill will determine how hard it is to track	10 Mind	10
Evasion Rank 3	This skill allows the user to obfuscate their trail. When using this skill inform the marshal on the mod when you are using it. They will mark where you begin and how many times you use it. You will spend 15 mind and then the next 50 feet traveled has been hidden. After traveling 50 feet you can then spend another 15 mind to gain another 50 feet of hidden travel. Depending on how many times you use this skill will determine how hard it is to track	15 MInd	15
Extraction Level 1	With this skill, you're able to extract metals, crystals and other useful inanimate objects. While anyone can pick up - for example - a chunk of silver from the ground, with this skill you'd be able to mine it directly from a vein in a mountain. Whether it's getting fragile crystals without breaking them or bottling sacred moon water without losing the charge - this skill lets you get what you need right from the source. During play you will find nodes that lists the required skill level to fully harvest. If you have a lower skill than needed you can still acquire resources of a lower level.	5 Mind	5
Extraction Level 2	With this skill, you're able to extract metals, crystals and other useful inanimate objects. While anyone can pick up - for example - a chunk of silver from the ground, with this skill you'd be able to mine it directly from a vein in a mountain. During play you will find nodes that lists the required skill level to fully harvest. If you have a lower skill than needed you can still acquire resources of a lower level.Whether it's getting fragile crystals without breaking them or bottling sacred moon water without losing the charge - this skill lets you get what you need right from the source.	10 Mind	10
Extraction Level 3	With this skill, you're able to extract metals, crystals and other useful inanimate objects. While anyone can pick up - for example - a chunk of silver from the ground, with this skill you'd be able to mine it directly from a	20 MInd	15

	vein in a mountain. Whether it’s getting fragile crystals without breaking them or bottling sacred moon water without losing the charge - this skill lets you get what you need right from the source. During play you will find nodes that lists the required skill level to fully harvest. If you have a lower skill than needed you can still acquire resources of a lower level.		
Foraging Level 1	With this skill, you're able to find and harvest useful plants and fungi. While anyone can pick up a plant that they've been told is useful, this skill enables you to know just by looking what plants and mushrooms in an area have uses, which parts need to be harvested, and even how you can avoid overharvesting. During play you will find nodes that lists the required skill level to fully harvest. If you have a lower skill than needed you can still acquire resources of a lower level.	5 Mind	5
Foraging Level 2	With this skill, you're able to find and harvest useful plants and fungi. While anyone can pick up a plant that they've been told is useful, this skill enables you to know just by looking what plants and mushrooms in an area have uses, which parts need to be harvested, and even how you can avoid overharvesting. During play you will find nodes that lists the required skill level to fully harvest. If you have a lower skill than needed you can still acquire resources of a lower level.	10 Mind	10
Foraging Level 3	With this skill, you're able to find and harvest useful plants and fungi. While anyone can pick up a plant that they've been told is useful, this skill enables you to know just by looking what plants and mushrooms in an area have uses, which parts need to be harvested, and even how you can avoid overharvesting. During play you will find nodes that lists the required skill level to fully harvest. If you have a lower skill than needed you can still acquire resources of a lower level.	20 Mind	15
Identify & Disarm Trap Level 1	Activating this skill enables the user to disarm L1 traps after 1 minute of roleplay. Allows the user to identify the level of a trap after 10 seconds of roleplay.	5 Mind	10
Identify & Disarm Trap Level 2	Activating this skill enables the user to disarm L2 traps after 1 minute of roleplay.	10 Mind	15
Identify & Disarm Trap Level 3	Activating this skill enables the user to disarm L3 traps after 1 minute of roleplay.	1 Will	20
Linguistics	With this skill, you're able to read and understand multiple ancient and modern languages. You've made a	Latent	17

	study of language to the point that you're able to read damn near anything if you put your Mind to it. Because you're so good at looking at and understanding source material, you get an additional +2 to Research rolls. **Requires Level 1 Education.**		
Lockpicking Level 1	Activating this skill enables the user to pick L1 Locks after 1 minute of roleplay. Allows the user to identify the level of a lock after 10 seconds of roleplay.	5 Mind	10
Lockpicking Level 2	Activating this skill enables the user to pick L2 Locks after 1 minute of roleplay.	10 Mind	15
Lockpicking Level 3	Activating this skill enables the user to pick L3 Locks after 1 minute of roleplay.	1 Will	20
Observation Level 1	It's helpful to have an eye for detail, and can help you notice things that will keep you alive. To use this skill, tell a Marshal that you have Observation when they are giving a mod description. The Marshal will then tell you any small details that you would have noticed that others might miss.	Latent Skill	7
Pickpocketing	If you are able to put a black clothespin on a character and walk out of their line of sight without them noticing, you may then return to that character out of play and inform them that you have pickpocketed them. Then, they must go out of play. You may then take the closest carded item to where the black clothespin was placed. If there are multiple items with in the same area one should be picked at random. They must hand you that item and any applicable physrep for that item. Then, they should immediately return to play. You should go back to where you left play and return to play from there. If you are pickpocketing a Player Character (as opposed to a NPC), you must get a Marshal to observe the pickpocket. You may request that the Marshal tell the other player that they have been pickpocketed and request the item on your behalf if you prefer.	5 Mind	10

Piloting (aircraft) Level 1	You have a regular pilot's license and can fly small civilian aircraft. You also know how to use a parachute and any other emergency equipment standard to planes.	5 Mind	10
Piloting (aircraft) Level 2	You can pilot larger commercial aircraft and smaller specialty aircraft, such as hang gliders. You are able to drive commercial blimps as well.	10 Mind	15
Piloting (aircraft) Level 3	You are a truly gifted pilot. You're able to fly fighter jets, helicopters and other military grade aircraft. It is still definitely illegal for you to do so, but somehow you've managed to learn how to do it. Good job, Maverick.	1 Will	20
Rope Use	Being able to use rope can be the difference between life and death. With Rope Use, you have the skill to tie knots for alls kinds of uses - climbing, watercraft, tying up your enemies and more. Granted, in order to use your skills you have to actually remember to carry some rope on you…and if you want it to hold your weight it had better be appropriately thick.	5 Mind	10
Smuggling	With this skill, you're able to hide any one item on your person that you can physically carry from search. To activate the skill, declare which item you are hiding and then actually hide it on you to the best of your skill. For one hour after activating the skill or until you physically reveal the item, NPCs and PCs will treat you as though they cannot see that you have the item. Furthermore, if anyone tries to search you for the item, you can simply respond "Smuggling" and they will act as though they could not find it on you. Additionally, by having this skill you have deep knowledge about how smuggling works in both the modern and more historical eras. **Requires 'A Criminal Mind'**	10 Mind	15
Tracking Rank 1	This skill allows the user to follow a trail left by someone moving through an area. When they are wanting to start tracking someone inform the marshal on the mod of your tracking level and that you are spending your mind. They will start leading you on the trail. Some mods will have different methods of tracking depending on the mod. If the trail has not been hidden by evasion you will be able to follow the trail for as long as its present. If evasion has been used you will need	5 Mind	5

	reuse tracking to continue following depending on the relevant tracking/evasion levels being used.If following a trail evasion rank 1 you will need to spend 5 Mind per 50 feet. If following a trail hidden with evasion rank 2 you will need to spend 5 mind per 20 feet. If you are following a trail hidden with evasion rank 3 you will need to spend 5 mind per 10 feet..		
Tracking Rank 2	This skill allows the user to follow a trail left by someone moving through an area. When they are wanting to start tracking someone inform the marshal on the mod of your tracking level and that you are spending your mind. They will start leading you on the trail. Some mods will have different methods of tracking depending on the mod. If the trail has not been hidden by evasion you will be able to follow the trail for as long as its present. If evasion has been used you will need reuse tracking to continue following depending on the relevant tracking/evasion levels being used.If following a trail evasion rank 1 you will need to spend 10 Mind per 100 feet. If following a trail hidden with evasion rank 2 you will need to spend 10 mind per 50 feet. If you are following a trail hidden with evasion rank 3 you will need to spend 10 mind per 20 feet.	10 Mind	10
Tracking Rank 3	This skill allows the user to follow a trail left by someone moving through an area. When they are wanting to start tracking someone inform the marshal on the mod of your tracking level and that you are spending your mind. They will start leading you on the trail. Some mods will have different methods of tracking depending on the mod. If the trail has not been hidden by evasion you will be able to follow the trail for as long as its present. If evasion has been used you will need reuse tracking to continue following depending on the relevant tracking/evasion levels being used.If following a trail evasion rank 1 you will need to spend 15 Mind per 150 feet. If following a trail hidden with evasion rank 2 you will need to spend 15 mind per 100 feet. If you are following a trail hidden with evasion rank 3 you will need to spend 15 mind per 50 feet.	15 Mind	15

Social Skills

Social skills can be of Level 1, Level 2 or Level 3. Not all Social skills of advanced level will have a lower-level counterpart. That is to say - you may see some social skills set at L2 or L3 even if there is no L1 social skill. This is meant to represent that some social skills are more difficult to learn and use than others.

Anyone can take a L1 social skill. However, in order to take L2 social skills, a character must first have at least three L1 social skills. Additionally, in order to take an L3 social skill, a character must first have two L2 social skills.

Skill	Description	Cost (Mind/Will)	Cost (XP)
A Criminal Mind L2	The Bound don't have 'laws' per se, because The Bound don't have prisons. What they do have is a code of behavior. Some people live their lives on the edges of that code. With this skill, you know by reputation the well-known criminally inclined NPCs in the area. For better or for worse, they know of you too. There are two ways to activate this skill. In the first case, when a marshal is giving you a description for a mod, if you believe that understanding what someone who is criminally connected would know would be important, you may spend 1 Mind and call "A Criminal Mind." The Marshal on the mod will pull you aside to give you any applicable information. In the second case, you can call "a Criminal Mind" and spend 5 Mind to activate the skill in advance of beginning to RP with a NPC. If the NPC is also criminally inclined, they will act as if they have heard of you in criminal circles before.	5 Mind	10
Bluff Level 2	Bluff allows a character to lie so convincingly that they are able to deceive those who can tell when others are lying through either mundane or magical means. Typically, lying is a free action so there's no expectation that you will declare when you are using the Bluff skill in advance. Instead, if someone else calls either "detect lie," "detect misdirection," or "detect harmful intent" after you have stated a falsehood or attempted to deceive them in another way, you may call "Bluff." Calling "Bluff" begins a Mind bid. On your character sheet, you will write how many Mind you are willing to spend on the Bluff. This can be up to your max Mind pool. Your opponent will write how many Mind they are willing to spend. Then, you will both reveal how much Mind you have spent on your respective skills. The person who spent the highest amount of Mind wins. If you win the Mind bid, everyone must act as though they believe you are	5 Mind (minimum)	10

	not lying. Please note that if someone knows for a fact that you are lying, this skill does not in any way erase that information from their brains.		
Convince L3	With this skill - as long as a PC or NPC is not actively antagonistic towards you - you can convince them of damn near anything. While you probably couldn't convince someone to believe that the sky is green when they are actively looking at it, if you were inside a building you could potentially make them question their reality. This skill can help you talk your way past guards checking IDs or help you convince an enemy not to kill you - at least not right this instant. If you're talking to someone waffling about a decision and you really need them to fall one way - this is the skill to use. To activate this skill, spend 1 Willpower and call "Convince." Then Roleplay with the PC or NPC to convince them of the point you're trying to make. They must act as though they are convinced of your perspective. They will not doubt your perspective until they are challenged directly by someone else, and they must be provided direct proof that contradicts your point before they can change their Mind. **Requires Diplomacy.**	1 Will	15
Detect Bloodline L1	By spending one minute roleplaying circling & sniffing a PC or NPC and spending 5 Mind, you can declare "Detect Bloodline." That PC or NPC must tell you their bloodline and kin group. If the PC or NPC is human, they must declare themselves "Unbound". This skill works even if the PC or NPC has been glamored. **Requires Enhanced Senses.**	5 Mind	5

Detect Harmful Intent L2	With this skill, you are able to use your enhanced senses to tell when someone means you mental or physical harm. The benefit of this skill is that you can tell when someone intends to hurt you, even if it is not an immediate threat. The downside is that you won't be able to know for sure exactly what they intended to do to hurt you, or if they specifically want you dead with this skill alone. Activating this skill costs 5 Mind. You may have to spend additional Mind if someone with the Bluff skill activates their skill and initiates a Mind bid. **Requires Enhanced Senses.**	5+ Mind	10
Detect Misdirection L2	With this skill, you are able to use your enhanced senses to tell when someone is trying to deceive you. The benefit of this skill is that you can tell when someone is trying to bullshit you, even if the literal words they are using are technically true. The downside is that you won't be able to know for sure exactly what part of what they said is true and what is a lie through using this skill alone. Activating this skill costs 5 Mind. You may have to spend additional Mind if someone with the Bluff skill activates their skill and initiates a Mind bid. **Requires enhanced senses**.	5 Mind	10
Diplomacy L1	Diplomacy enables you to calm situations down, find points of mutual understanding and act as a mediator. You know what to say to people to get them on your side - or at least to make them stop and think. You can use Diplomacy in one of two ways: either to ask for information as part of a mod description or to use it to augment your roleplay with another PC or NPC. In the first case, when a marshal is giving you a description for a mod, if you believe that understanding how to behave diplomatically with a group is important, you may spend 1 Mind and call "Diplomacy." The Marshal on the mod will pull you aside to give you any applicable information. In the second case, you can call "Diplomacy" and spend 5 Mind activating the skill in advance of beginning to RP with a NPC. That NPC will have to interpret what you say to them in their roleplay as if you are saying it as diplomatically as possible. Please note that this	1 Mind (minimum)	5

	does not magically transform insults into anything other than insults and it won't make them disregard things they know to be fact.		
Etiquette Level 1	Etiquette enables you to understand enough about the customs and cultures you may run into to avoid making an ass of yourself. Beyond simple politeness, Etiquette can help to give you insights about how certain groups behave and expect others to behave. You can use the Etiquette skill in one of two ways: either to ask for information as part of a mod description or to use it to augment your roleplay with another PC or NPC. In the first case, when a marshal is giving you a description for a mod, if you believe that understanding the etiquette of a group is important, you may spend 1 Mind and call "Etiquette." The Marshal on the mod will pull you aside to give you any applicable information. In the second case, you can call "etiquette" and 5 Mind activating etiquette in advance of beginning to RP with a NPC. That NPC will have to interpret what you say to them in their roleplay as if you are saying it with class and tact. Please note that this does not magically transform insults into anything other than insults. You can tell someone to go fuck themselves very eloquently with this skill.	1 Mind (minimum)	5
Hardheaded L2	There are some people who are able to resist the machinations of others. With this skill, you may spend 10 Mind to call "Resist" in response to being targeted by any L1 or L2 Social skill. Additionally, you may spend 10 Mind to reduce the duration of any Mental magic by ½. So for example, if a mental magic effect would last for 10 minutes, instead it would last only 5 minutes.	10 Mind	10
Information Gathering L2	With this skill, you're able to talk to many people to find the information you're looking for. You have a knack for getting people talking and steering conversations to the topic of your interest. Unfortunately, without other applicable skills (such as Detect Lie or Rumor Control), you may not always be able to tell whether the information you gather is fully accurate. To activate this skill, find a marshal and tell them what actions your character is taking to gather the information. The marshal will respond with related information based on your character's actions. Additionally, this skill gives +1	10 Mind	10

	to Research rolls.		
Instigate (Taunt) L2	Sometimes, it's strategically advantageous to either start a fight or to make yourself the center of someone's ire in a fight. With this skill, you can do both. If you want to push a precarious RP situation into violence, you can single out a target within 10 feet of you and declare "Taunt" immediately before or after saying something cutting. That target will be obligated to attack you. Alternatively, in the middle of a combat situation, you can choose an enemy target within 10 feet of you and declare "taunt." The target will have to focus on attacking you for at least 1 minute.	10 Mind	10
Intimidate L3	With this skill, you can intimidate another PC or NPC into doing your bidding…at least temporarily. To activate this skill, call "Intimidate," and expend 1 Willpower. Then, while RPing being intimidating, you may give a target PC or NPC a command that is up to 10 words. As long as the command will not cause them to physically harm themselves, the PC or NPC will have to follow the command to the best of their skill for a duration of 5 minutes. After 5 minutes, that PC or NPC is free to do whatever they want, and will likely become hostile towards the person that used the skill on them. **Requires Instigate.**	1 Will	15
Rumor Control L1	With this skill, you are able to tell when a rumor is true and when it is likely bullshit. Additionally, you are able to spread rumors - true or otherwise - through populations you know with relative ease. When activating this skill, ask a marshal to fact-check any rumors you may have heard or gathered to ascertain their veracity. Alternatively, you may tell a marshal a rumor your character wishes to spread among a group of NPCs. Note that your character must reasonably be able to contact these NPCs.	5 Mind	5
Social Manner L3	This skill shows that you have specialized in social skills and Skills. You're a social butterfly. You're able to spend 2 fewer Mind to activate L1 Social skills, 4 fewer Mind to activate L2 Social skills, and you're able to spend 20 Mind instead of 1 Willpower to activate L3 Social Skills. **Requires at least 3 Social Skills.**	Latent Skill	17

Soothe L1	This skill gives your character the skill to soothe people who are in the midst of an emotional crisis. Whether they're having some kind of panic attack, suffering from acute grief, or nearly out of their mind with rage - you have the skill to walk them back from the edge. There are two ways you can use this skill. In the first case, when a marshal is giving you a description for a mod, if you believe that understanding how to soothe someone may be important, you may spend 1 Mind and call "Soothe." The Marshal on the mod will pull you aside to give you any applicable information. In the second case, you can call "Soothe" and spend 5 Mind activating the skill in advance of beginning to RP with a NPC. That NPC will have to interpret what you say to them in their roleplay as if what you are saying is soothing to them. Please note that this does not magically transform insults into anything other than insults, won't make them disregard things they know to be fact, and does still require you to roleplay attempting to talk them down.	1 Mind	5

Glossary of Terms

In-Play: In play refers to anything that is considered 'real' or 'true' in the context of the game. For instance, if something happens to you "in play," what that means is that it happens to whatever character you are portraying at the time.

A Combat: You will see many skills and effect with some variation of '10 minutes or a combat whichever is longer.' For this purpose a combat is defined as a period of time in which you are actively fighting. Once there are no longer any hostiles in view or active pursuit a combat would be considered over. At this point any per combat abilities or counters would end. There can be multiple combats within a ten minute time span.

Out of Play: Out of play refers to anything that is not considered 'real' or 'true' in the context of the game. If you are roleplaying as a PC or NPC, your character should ignore anything that happens out of play, because for that character it is not happening.

Player Character (PC): A player character is a character whose actions and backstory are controlled by a player, as opposed to a content creator, staff member or someone on an NPC shift.

Non-player Character (NPC) or Monster: A non-player character is a character whose actions and backstory is controlled by a content creator, staff member or someone on an NPC shift. Keep in mind that PCs cannot tell the difference between other PCs and NPCs. For this reason, PCs should react to other PCs and NPCs in similar manners. A monster - specifically - is an NPC that is playing a non-Bound or Unbound threat (ex: man-eating unicorn).

NPC or Monster Shift: The terms 'NPC Shift' and 'monster shift' are interchangeable. These terms both refer to the 3-hour time slot where players take a break from portraying their own characters so that they can portray NPCs. NPC/Monster shifts are a vital aspect of running the game, since without this volunteer effort staff can't run mods and keep the plot going.

Marshal, Guide, & Content Runner: This is a person that is either on staff or that staff trusts to run content and make rules calls at the game. These terms are more-or-less interchangeable, though not all Marshals and guides will necessarily actually run content at the game - they may be helping out in other ways.