

STORM

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Table of Contents

Basics	03
Races	06
Skills	18
Status	27
Production	30
Magic	45
Combat	77
Events	85
Miscellaneous	90
Legal Release	105

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Basics

This section is only meant to give a brief overview of the basics of STORM and LARPing. Any terms or concepts used here shall be covered with more depth later. So don't worry if things don't make sense to you at first!

You may notice some similarities between STORM and other LARPs in areas concerning safety and weapon construction. This is because most well constructed and safe LARPs use tried-and-true rules with player safety foremost in mind. The STORM staff and the undeadninja team in no way mean to "rip off" any other game or rules system.

In order to play STORM, or pretty much any role playing game, you need a character. This will be your persona you take on during events. Playing a character very close to how you are in real life could be boring for experienced players but may prove to be a good idea for newcomers. Keep your own faults and strengths in mind when making a character. If you are a super friendly and outgoing person by nature then making an anti social, back alley illegal dealing type character might not be the way to go.

In-play and Out-of-play (IP and OOP)

STORM is a full immersion game. When we all put on our costumes and take on our personas we leave our everyday life behind. Don't talk about how your favorite sports team is doing or the latest blog post you read. This is out-of-play and disruptive to those that are in-play. If you must go out-of-play for some reason you **MUST** put on a white head band and only for the length of time to finish whatever it is that made you go out-of-play. OOP and IP players must ignore each other.

There will be some times when an out-of-play or in-play announcement is made concerning different elements of the game. Keep in mind that unless you hear it in-play your character doesn't know it.

Rule of accident. If you are talking out-of-play about an in-play matter and someone over hears you without knowing it was said out-of-play, that person now knows it in-play. So keep your secrets secret!

Magic users use seed packets for spells. These can be seen, disarmed, and destroyed until the verbal has begun. Any tag line used with weapons can be seen IP. A magic sword has a slight IP glow, a poison weapon has an IP coating on it, a fire sword is made of IP fire, etc.

The look

Costumes should not have any obvious real world elements such as logos, jeans, sports shoes, t-shirts, zippers, ball caps, etc. We ask that you try and avoid displaying religious symbols as there is no religion in STORM. Another reason for having good costuming is for making an alt character. None of your characters should look alike for any reason. Characters cannot disguise themselves as other races, sex, or other people. Because make up is a common element used for races it would be nearly impossible to tell if someone was in-play using make up as opposed to simply playing a race.

Physical Contact

It is NEVER ok to touch another player. If your character must IP touch another character then you must use a packet as a buffer between you. Contact is only allowed with packets and weapons. Fighting can be dangerous if people aren't careful. As such STORM should be thought of as a full contact sport and some common sense must be used. Anyone breaking this rule will be subject to immediate disciplinary action.

Medically In-play / Medically Out-of-play (MIP / MOOP)

These two terms mean the same thing for the most part and depending on the play you may hear either. A person/character that is MIP will be wearing a VERY visible orange head band and at night a glow stick of orange color. As such orange head bands and glow sticks may not be used for anything else. This is to let everyone know they are playing the game but due to medical reasons may not be in combat for **ANY REASON**. No one may engage them in combat and they must do what they can to leave an area where a combat breaks out. Physically attacking a MIP player is a serious offense.

If you happen to be a healer or caster that is MIP you can still heal and grant spell shields but you may not throw a packet. You are only allowed to “Touch Cast” with a packet. Being MIP does not give someone an excuse to taunt a player or creature just because you can’t be engaged in combat, for you can still be killed. If a MIP player must be killed you must follow these rules.

1. Approach the player and state you are now killing them. They may not try to escape but they can call for help.
2. Verbally administer a killing attack without touching them. Not even with a packet.

Counting

Various effects will have a count. (disarming a trap, opening planar rifts, picking a lock, etc.) A count always starts at the highest number and counts backwards. A “disarming 3 count” would be like this “Disarming three, disarming two, disarming one, disarmed” Each counted number should be about a second.

Cheating

Cheating is a horrible thing to do. There is no reason to ever cheat while playing STORM. A character’s survival is not nearly as important as playing by the rules and being fair. If you are hit with a spell, take it. If you are hit with a weapon, take it. If you set off a trap, take it. When you take enough damage to drop you, drop. Cheaters will be dealt with swiftly.

Legal Release

You must have a signed Legal Release before you can play at a STORM or any undeadninja team events. A copy of this form can be found at the end of this rule book. Consent is given to photocopy or print and use this form for STORM and any undeadninja team events.

Races

Some races have horns, ears, beards, etc. These items can never be “removed” from the character. If they are cut off, broken, burned, etc. they will simply grow back in a matter of seconds. Painted skin cannot be painted over in play as this is considered a disguise. You MUST wear the make up to play the race. If it is lacking you will be warned and if it is lacking repeatedly you will lose the option to play that character. Staff members have the final say in make-up.

A character is the size of the player. There will not be any “I’m a small faerie so I can fit in this hole.” etc. You are what YOU are.

You may not have an alt character of a race that cannot be VERY easily distinguished from your other characters at a distance.

Even if you have the longest, most awesome, coolest beard in the world; if you play a race that has a beard as make up you MUST color your beard to make it stand out from your normal day to day look. Else you just look like a human with a long, awesome, cool beard. This also applies to any other make up requirement.

Some races allow you to purchase different types of resists. When an attack or effect of that type hits you (goes past a spell defense) you have the option of resisting it or taking the effect. As long as it is not an effect that deals damage you may act like you took the effect and resist it later.

Please keep make-up use outside of your race to a bare minimum. Certain attunements and magical effects have make up requirements. So putting on “war paint” may seem like a good idea and be something your character would do but it also may make you look like you have an attunement. There is no way to know what is in play make-up and what is an effect other than asking the player out of play and that can slow down game play.

BRIGHT ELF

MAKE-UP

Pointed ears, and at least one yellow or white or gold jewel on the forehead with yellow or white or gold lines coming from it.

ABILITIES

+2 LP. 1 innate light spell per day. Can buy resist sleep for 3 CP. Can buy first aid for 3 CP .

DISABILITIES

Will not use two handed blunt weapons. Cannot cast any Darkness spells. Lose half Life Points if they go outside at night. This is taken off the TOTAL LP the character has. Walking outside, then inside, then outside again will not keep cutting the LP.

DARKENED KIN

MAKE-UP

White make up on all exposed skin.

OPTIONAL

Fangs

ABILITIES

+3 LP. +1 strength. Can buy Resist Death Magic for 5 CP. One charm gaze per day.

DISABILITIES

Lose half life points if they come out into the day. This is treated as a Bright Elf but with day instead of night.

DEEP ELF

MAKE-UP

Black make-up on all exposed skin, pointed ears

OPTIONAL

White hair

ABILITIES

+3 LP. Can buy Resist Sleep for 3 CP. Can buy resist toxin for 5 CP. Can buy Lombard for 3 CP

DISABILITIES

Lose 10 of their Life Points if they come out in daylight. (If this drops you below 1 then you are at 1.) At level ten they only lose 5 LP. At level 15 then no longer lose LP from the daylight. Will not use any two handed blunt weapons.

DEEP SONORIAN

MAKE-UP

Grey make-up on all exposed skin. Full beard at least 4" long that is a dark color, male and female.

ABILITIES

+5 Life Points. Can buy Resist Toxin for 5 CP. Can buy Resist Arcane for 5 CP

DISABILITIES

Lose 10 of their Life Points if they come out in daylight. (If this drops you below 1 then you are at 1.) At level ten they only lose 5 LP. At level 15 they no longer lose LP from the daylight.

ELEMENTAL KIN (Fundamental)

MAKE-UP

Under eyes and tattoo like markings on face and exposed limbs.

OPTIONAL

Colored lips and/or color in hair.

ABILITIES

+2 Life Points, -1 LP and may add +2 with elemental tag line for one shot/swing, may not stack.

DISABILITIES

Take double damage from opposed element. Water and Fire oppose each other and Earth and Air oppose each other.

NOTE

Make-up color and elemental tag line depend on chosen race/element. Omathe (Red, "+2 Fire") Rynoc (Dark Blue, "+2 Water") Timpoy (Light Blue, "+2 Air") Wahkay (Brown, "+2 Earth")

ENT KIN

MAKE-UP

60%-100% of exposed skin must have bark/plant looking make-up.

ABILITIES

+3 Life Points, Immune to Root and Entangle.

DISABILITIES

Double damage from fire

FAERIE

MAKE-UP

Light colored wings that must always be exposed.

OPTIONAL

+1LP, Gold under the eyes.

ABILITIES

Immune to charm

DISABILITIES

Metal can only make up 30% of their armor. Can't use metal weapons.

HUMAN

MAKE-UP

None

ABILITIES

+3 Life Points

DISABILITIES

None

LAND ELF

MAKE-UP

Pointed ears

ABILITIES

Can buy Resist Sleep for 3 CP. +2 Life Points

DISABILITIES

Will not use any two handed blunt weapons.

ONDREK

MAKE-UP

Visible white/brown/woodland looking horns on head.

OPTIONAL

Fur on back of hands and top of feet.

ABILITIES

Immune to fear,+2 LP

DISABILITIES

Won't use any weapon made from any type of jewel or adorned with jewels.
If given one they will take it and hide it in a safe spot.

ORK

MAKE-UP

Green Make-up on all exposed skin

OPTIONAL

Blue hair, Tusk

ABILITIES

+1 strength, +4 Life Points, Gun for 2 CP

DISABILITIES

SONORIAN

MAKE-UP

Full beard at least 4" long that is a normal hair color, male and female.

ABILITIES

+5 Life Points

DISABILITIES

THERION

MAKE-UP

Must appear to be of some sort of wild animal race, make up on 60%-100% of exposed skin. The animal race is picked at creation and may not be changed.

ABILITIES

+4 Life Points. Can sniff out poisons/toxins/alchemy/potions in food/drink on a sniffing 5 count. ("Sniffing 5, sniffing 4, sniffing 3, sniffing 2, sniffing 1. Checked.")

DISABILITIES

Double damage from silver and mithril weapons. May not use silver or mithril weapons.

CORRUPTED – Racial Template

Base race Make-up, Abilities, and Disabilities

At character level two, and every three levels after, pick an additional make-up, ability and disability from the lists below. Make-up requirements will be in addition to the base race make-up requirements and previous corruptions unless otherwise stated. If at any time abilities and disabilities conflict you must see a member of STORM staff. You may not choose a make-up if it is already a required or optional make-up of your base race. You may not take the exact same make-up, ability, or disability more than once. Storm Staff may have more items for these lists.

MAKE-UP

- Chaos markings/black veins on face and exposed limbs
- Patches of fur on skin
- Horns
- Scales
- Dark colored wings that must be exposed.
- Extra eyes
- Extra mouth
- Bone/Horns protrusions on body
- Mandibles
- Swollen/Larger looking
- Boils/Blisters/Scars
- Additional arm
- Tail

ABILITIES

- -1 LP add "+2 Chaos" to one swing/shot, may not stack.
- +5 LP
- 1 Resist Mute/Mute effect
- 2 Resist Root/Root effect
- 1 Resist Chaos
- 1 Resist Toxin
- 2 Resist Disarm/Disarm effect
- 1 Sleep Gas packet per day; may not keep or stockpile.
- +1 Str
- 2 Resist Waylay per day
- 3 Resist Entangle/Entangle effect
- Minor Chaos beings (not PCs) will not attack you. "Chaos Empathy"
- 1 Fear Gaze per day

DISABILITIES

- May not cast Law based spells and "No effect" if given a Bestow Strength, Armor, Major Armor, War Armor.
- Pick one; Fire, Ice, Lightning, Acid, Water, Earth, Air, Arcane, Death, Psionic. Take double damage from it. (May not choose Death if you have hardened body.)
- Chaos spells and effects are considered "Pierce" against you.
- Mind Alter spells and effects last twice as long.
- Confining spells and effects last twice as long.
- -5 LP (If this puts you below 1 then you are at 1)
- Berserk on giants
- Pick one; Fire, Ice, Lightning, Acid, Water, Earth, Air, Arcane, Psionic, Death. During the day those spells are "Pierce". (May not choose Death if you have hardened body.)

- Pick one; Fire, Ice, Lightning, Acid, Water, Earth, Air, Arcane, Psionic, Death. During the night those spells are “Pierce”. (May not choose Death if you have hardened body.)
- Can only wear half your allowed AP
- Pick a PC race, you are auto charmed to it.
- Pick one; One handed weapons, Two handed weapons, Gun, Bow weapons, Thrown, Shield, Off hand weapon. You may not use it.
- Pick one; Gold, Silver, Mithril, Jewel (all), Deep Ore. You take double damage from it.

NOTE

The “greater” corruptions below may be taken at level four and every three levels after, but you are not required to.

- Orange make-up on all exposed skin, lose all base race make-up, abilities, and disabilities. This will replace any other “make-up on all exposed skin” greater corruption. +1 strength. +3 LP. 2 “10 Chaos” packet per day. 1 Resist Chaos per day. Any Chaos spell will remove “Critical Status” from you in addition to its normal effect. “No effect” to Law based spells. Any Psionic spells are “Pierce” and deal double damage and/or last twice as long. Any beneficial Psionic spells are “No effect”. Automatically charmed to greater Chaos beings (not PCs).
- Choose left or right hand, any weapon held in that hand grafts to it. (Make-up must reflect this.) That hand/weapon is now immune to disarm, destroy spells and effects but not disintegrate.

- Purple make-up on all exposed skin, lose all base race make-up, abilities, and disabilities. This will replace any other “make-up on all exposed skin” greater corruption. 1 “Circle of Protection” per day. 1 Blur Body per day. Immune to Root and root effects. Fear and fear effects are “Pierce” but you are immune to them. You are half speed, may not run. When speaking you must interject animals noises before or after a sentence. (This is not required when casting magic nor does it affect casting.) Cage Being will put you at Dead status if it makes contact. Automatically charmed to greater Chaos beings (not PCs).
- Choose left or right hand, it is now a large claw. You can now fight with a claw phys rep. It cannot hold a different weapon or shield nor can it be used to cast magic. You may buy profs in “claw” now. It is immune to disarm, destroy, and disintegrate and calls tag line “Chaos”.

Skills

Life Points (LP) and Armor Points (AP)

All characters start with their racial bonus LP, are level 0, and have 20 Character Points to spend on skills. As soon as you spend 10 CP you gain a level and are given 1 LP for that level. Certain skills also grant LP as you will see. AP are equal to your LP times 1.5 (round up). So if you have 4 LP you can wear up to 6 AP as well. Some skills allow you to choose between LP with AP or more LP but no AP bonus. You must decide which one when you purchase the skill so think carefully, once you pick you can't go back! You may also sell back a skill if you need the CP but you can NEVER purchase that skill again.

Skill	CP cost	Info
Small Weapon	1	
One hand weapons	5	1 LP
Two hand weapons	8	2 LP
Shield	5	1 LP
Staff	3	
Thrown weapons	3	
Bow type weapons	5	1 LP (Base of 4 dam)
Two Weapons	5	1 LP
Ambidexterity +1	5	1 LP
Backstab +1	4	1 LP
Prof +1	8	3 LP or 5 LP no AP
Subdue	5	1 LP
Fortitude	10	5 LP or 8 LP no AP
Gun	4	1 LP (Base of 4 dam)
Strength +1	10	3 LP or 5 LP no AP
Melee master	20	3 LP
Missile master	15	2 LP
Combat master	35	5 LP

Alchemy Production	5	(9pts)
Animal Emp/Pred	3	1 LP
Armor Repair	5	2 LP
Battle Casting	5	1 LP
Double Loading	5	1 LP
Dual Schools	2	Per two schools linked
Engineering	2	Tinkering pre req
Favored Foe	5	1 LP
Forethought	2	
Herb Knowledge	2	Alchemy pre req
Martyr	3	1 LP
Lombard	3	
Hardened Body	2	
Potion Production	3	
Read and Write	0	
Role Play Skill	1	
Science	2	
Scroll Production	3	
Status/First Aid	5	
Tinkering	5	(9 pts)
Triage	5	1 LP
Concentrate	2	Psionic pre req
Psionic Energy (9 pts)	5	
Read and Write Nearoh	2	Death Magic pre req
Read and Write Nexos	2	Aggressive Magic pre req
Read and Write Fohnex	2	Life Magic pre req
Read and Write Solor	2	Protection Magic pre req
Read and Write Mahje	2	Rune Magic pre req
Spell level 1 slot	1	
Spell level 2 slot	1	
Spell level 3 slot	2	
Spell level 4 slot	2	
Spell level 5 slot	3	
Spell level 6 slot	3	
Spell level 7 slot	4	
Spell level 8 slot	4	
Spell level 9 slot	5	
Spell level 10 slot	5	

With Tactical Skills you must buy the skill with CP and then to use the skill you must spend Tactical Energy (TE).

Tactical Energy (9 pts)	5	
Inner Str	1	1 TE
Crit Strike	5	9 TE. 5 LP or 8 LP 0 AP
Crit Parry	5	5 TE. 5 LP or 8 LP 0 AP
Death Strike	5	9 TE. 5 LP or 8 LP 0 AP
Guard	3	1 TE. 2 LP or 3 LP 0 AP
Physical Strike Destroy	3	2 TE
Physical Strike Disarm	2	1 TE
Physical Strike Limb	5	3 TE. 2 LP or 3 LP 0 AP
Physical Strike Paralyze	5	8 TE. 3 LP or 5 LP 0 AP
Physical Strike Slow	3	3 TE
Resist Disarm	3	1 TE. 1 LP or 2 LP 0 AP
Resist Destroy	3	2 TE. 1 LP or 2 LP 0 AP
Taunt	3	1 TE. 1 LP or 2 LP 0 AP

Alchemy Production – For each level of the skill purchased you have 9 points to spend in making alchemy. An alchemy creation's level is how many points it costs to make.

Ambidexterity – For two weapon fighting: May purchase once per prof. Allows off hand to call +1 dam. For two handed weapons: May purchase once per prof. Allows "other hand" to add +1 damage.

Animal Empathy / Predator – When encountering an animal you can put up the façade of being another animal. If you wish to seem as a docile animal you would use empathy. If you wish to seem as a more aggressive animal you would use predator. Different animals will react differently to what you use. Once you use one on an animal you cannot use the other on that same animal. This will have no effect on non natural animals.

Armor Repair – This skill may not be used if you are in combat. It takes five seconds per point to repair armor. This may be purchased multiple times. 20 points per purchase.

Backstab – Allows the user to call an additional point of damage from the back of a target with an edged weapon per backstab purchased.

Battle Casting – This allows a spell caster to continue to cast while taking melee damage to their AP. Normally you may not cast while taking any melee damage.

Bow Type Weapons – Allows the use of a bow and/or crossbow. Bow and crossbow phys reps are foam dart guns with a bow attachment to give the look of a bow or crossbow. Speak to a member of staff for more information on the look and approved guns. Single load and shoot only.

Combat Master – This skill is effectively One hand weapon, Two hand weapon, Bow, Thrown, and Gun all in one. Instead of having each skill and buying profs in each you can buy this skill and profs in it that will carry over to any weapon.

Concentrate – Allows the use of psionic spells and energy. Also allows the conversion of psionic energy to armor as needed, even while taking damage.

Crit Strike – Allows the user to use the tag line “Critical Strike” and if the attack connects the target is now at critical status.

Crit Parry – Allows the user to negate a critical strike that just hit him/her, not from behind, from a melee weapon. This may also be used to negate any other melee attack, not from behind, that makes contact. You must have a weapon in your hand. If you are using a shield you may parry a missile attack critical strike, not from behind. “Critical Parry”

Death Strike – Allows the user to use the tag line “Death Strike” from behind and if the attack connects the target is now at dead status.

Double Load – Once a day you may call double damage with a missile weapon you can use. Thrown weapons included. May be purchased multiple times.

Dual Schools – Allows two schools of magic to use each other's column and/or energy. If you combine a school that uses energy and one that uses slots they will both have to use spell slots due to logistic reasons with tags. Once a school is linked it may not be linked again.

Energy (type) – Is used in the casting of spells or skills that require that type of energy. A Psionic spell's level is how much energy it requires.

Favored Foe – Allows you to call +1 damage with a weapon vs. the chosen foe type. Examples – Corporeal Undead, Non-Corporeal Undead, Plant, Construct, Elemental, Humanoid-Average, Humanoid-Small, Humanoid-Giant, Natural Animal, Magical Animal, Ooze. You may only purchase this skill once ever but may change the type every time you level.

Forethought – Allows Psionic and Tactical Skills to use the same energy pool.

Fortitude – This skill simply gives you more Life Points and the Armor Points that go along with it.

Guard – Allows the user to take any ranged attack for anyone else that is an arm's length away.

Gun – Allows the use of a single load and fire gun. Guns must be approved before use. We currently allow guns that fire foam darts and the like. Guns with multiple shot chambers or clips must be acquired in game.

Hardened Body – Any Death Create Wound spells will not affect you but likewise any Life Heal Wound spells will not heal you. Level 10 Death and Life will still take effect.

Herb Knowledge – Allows the creation of alchemical solutions and allows you to check food or drink for alchemy on a checking 10 count.

Inner Str – Gives the user a +3 str bonus for one swing or feat action.

Lombard – Some items have an in game value. These items will have a code on them. Once you have this skill you will get you a list of the value codes. This skill will also let you know if an item is formal quality or not. This skill also allows you to “pick” an in game lock, without the skill you may not even try. All locks that are used on an in game chest or item must have two keys. The one you use and one placed OOP on the bottom of the item. In game locks also have a time limit purchased for them. This represents the quality or difficulty of the lock. When a person goes to “pick” the lock the time limit of the lock is how long it will take him/her. After it is picked the OOP key is used to open it. The OOP key is also used if a shatter spell is used on the lock.

Martyr – Allows the user to transfer its LP to a target with ‘touch casting’. You may not “heal” undead, constructs, elementals, or plants in this way. Their physiology is very different than your own.

Melee Master – This skill is effectively One hand weapon, Two hand weapon. Instead of having each skill and buying profs in each you can buy this skill and profs in it that will carry over to any weapon.

Missile Master – This skill is effectively Bow, Thrown, and Gun all in one. Instead of having each skill and buying profs in each you can buy this skill and profs in it that will carry over to any weapon.

One Handed Weapons – Allows the use of any one hand melee weapon. Short swords, long sword, hammers, maces, spears, daggers, belaying pins, etc.

Physical Strike – These work as the spell of the same name but must strike the body of the target unless stated otherwise. Spell shields will not stop physical strikes but you can block them, other than destroy and disarm (unless you are blocking with the hand not aimed at). *Limb* must have which limb declared and then strike any part of the body. Physical Strike *Disarm* must be declared which hand. “Physical Strike Disarm _____ Hand” then the item that hand is holding or that arm must be hit. Physical Strike *Destroy* must hit the item you are destroying.

Potion Production – Allows the user to make spell potion levels equal to the character's level per purchase. These do not use up spells from memory. Example – A level 5 character with this skill can make 5 levels of potions. A level 4 and a level 1 or five level 1s, etc. With a second purchase of this skill the player could make 10 levels of potions. You must be able to cast the spells you make into potions. Also allows you to check for potions in food/drink on a checking 10 count.

Prof – Allows the user a +1 damage proficiency of any weapon skill type purchased. These stack with backstab and strength. Profs must be purchased for each type of weapon skill separately. Profs are purchased per hand.

Read and Write – You can read and write.

Read and Write Mahje – Allows the use of Rune magic.

Read and Write Nearoh – Allows the use of magic from the Death school.

Read and Write Nexos – Allows the use of magic from the Aggressive school

Read and Write Fohnex – Allows the use of magic from the Life school.

Read and Write Solor – Allows the use of magic from the Protection school.

Resist Disarm – Allows the user to resist any disarming effects. Must be done as soon as the disarm effect connects.

Resist Destroy – Allows the user to resist any destroy, not disintegrate, effects. Must be done as soon as the destroy effect connects.

Role Play Skill – Any non listed skill that your character can do. This is for between games and during marshaled encounters. It is possible, but not common, to earn money, XP, or even items with these skills.

Science – Allows Alchemy and Tinkering to use the same skill point pool.

Scroll Production – Allows the user to make spell scroll levels equal to the character's level per purchase. These do not use up spells from memory. Example – A level 4 character with this skill can make 4 levels of scrolls. A level 3 and a level 1 or four level 1s, etc. With a second purchase of this skill the player could make 8 levels of scrolls. You must be able to cast the spells you make into scrolls.

Shield – Allows the use of a shield.

Small Weapon – Allows the use of any one handed small melee weapons. Daggers, belaying pins, etc.

Spell Slot – These can go up as long as there is one level under it (lvl 1 is immune to this rule). Meaning you can get one lvl 1 and then go up to lvl 10 before having to buy another lvl 1. You can also go out without going up. Meaning you can buy ten lvl 1 then start going up if you so wish. All magic other than Psionic uses these.

Staff – Allows the use of a staff weapon.

Status/First Aide – Allows the user to stop a person's bleeding to death count, and after 60 uninterrupted seconds of "First Aide", return that person to 1 LP. If the count is interrupted, the bleeding person must restart their bleed out count with a fresh 2 mins. If a person is DEAD they may NOT say "No effect" until the 60 count is over. Also allows you to check the condition of a person to see how many LP they are missing and if they have any status effects or if they are dead by "touch casting" and saying "Body Status" This is an OOP question for an IP effect. This may be resisted as in play effect of "brushing off your hand" etc.

Strength – Allows the user to have an additional +1 str per purchase. This will increase all base weapon damage and stacks with profs and backstabs. You may only purchase this two times. For every +1 you can toss a body (willing or immobile) 5 feet. You may never toss a body, or any other item, on top of a building.

Subdue – Allows you to knock someone out by coming up behind them, touching them on the shoulder blade area with a one handed weapon and saying "Subdue". The target is now at "unconscious" status and will be that way for 10 minutes unless the victim is first aided back up. This attack will do no damage. Damage may be increased by 1 point per +1 strength used. Example - "Subdue Plus 5" would knock the target out and do 5 points of LP damage. Head armor with AP left on it will protect from this attack. AP from head armor is always the last non magical AP lost from damage.

Taunt – Makes the target focus on attacking you for 5 seconds. It will not work on "higher intelligence" creatures (PCs) or mindless creatures (Undead, Golems, Ooze, Plants, etc). Taunt is considered mind effecting.

Thrown Weapons – Allows the use of weapons with no pipe in them. Foam daggers, foam balls, etc. Profs used for thrown weapon are +2 instead of +1.

Triage – Once per day you may change a target's CRITICAL status to NEGATIVE status. To do so takes 10 seconds of focusing on the target. Skill may be purchased multiple times.

Tinkering – For each level of the skill purchased you have 9 points to spend in Tinkering. A creation's level is how many points it costs to make.

Two Hand Weapons – Allows the use of any two handed melee weapons. Two handed swords, hammers, maces, pole arms, staff, etc.

Two Weapons – Allows the use of up to a long sword size one handed weapon in one hand and up to a short sword size one handed weapon in the other. If the user has a +1 str or more both hands may use long sword size one handed weapons.

Status effects

Various spells, alchemy, and monster attacks can inflict different status effects to your character and this section will cover many of them. The only way to check another character's status is with the skill First Aide. Any status from a toxin or that is alchemy based will leave your body once you are at negative status.

Any statuses other than **Dead**, **Negative**, or **Critical** from a monster attack will only last five minutes then go away. This is not true if it came from a spell a monster cast. Example – a snake with a poison tag line that strikes you will go away after five minutes.

Atrophy – Lasts 10 mins. A Targeted limb cannot be used. If used on a leg move at half speed. If both legs, then crawl speed.

Berserk – Lasts 5 mins. Once this status takes effect you will attack the first person or creature you see be it friend or foe. You must start with your most damaging attacks and/or spells and work down. You won't stop to deliver a killing attack target, just move on to the next one.

Charm – You are now that person or thing's best friend. You are NOT a mindless servant however. You have the same trust as you would any of your normal traveling/adventuring companions. An important note – you may never make a charmed character do anything the player feels uncomfortable with. If from an ingested source it will be the first person the target sees.

Crawl Speed – No faster than if you were on your hands and knees trying to crawl. This is how fast you move while dragging a body if you have no strength bonus.

Critical – This effect is the same as **Negative** except only a critical curative spell or item will heal you. First aide will have no effect.

Dead – When you reach this status you must start a three minute count. When that count is up you must place a white head band on, leave all in play items where you died and go resurrect at a resurrection node. Doing so costs a life from your character and you forget the last 15 mins of IP time before you died as well as any time you spend as a spirit going to resurrect.

Entangled – You are wrapped in vines and cannot move or fight. You can be the target of a killing attack. A +2 strength or the ability to perform a feat of strength can break out of entangled status with no count. “Snap” must be sound out loud. You may “cut” someone out of an entangle effect but to do so you must deal at least 3 points of damage from a single blow to them and add the tag line “cutting” or perform a cutting 10 count. Blunt weapons cannot do this.

Feeble Mind – Causes the victim to forget all his/her skills and spells for 10 mins. You can speak and that’s pretty much it.

Full Speed – No speed restrictions. This is how fast you can move while dragging a body with a +2 strength bonus.

Half Speed – No faster than normal every day walking speed. This is how fast you move while dragging a body with a +1 strength bonus

Negative – When you take damage that takes your LP total past zero you are at negative one. You can never go past negative one due to damage. You must now start a two minute count. During this time any curative spells or items or even first aide can heal you. If you are not healed and your two minutes runs out you are now at **Dead** status.

Paralyze – Lasts 10 mins. You are frozen in time. You can see and hear around you but can't talk, cast, fight, defend, move, etc.

Poison – Victim loses 5 life points every 1 minute for 10 mins. At the end of that 10 mins, the victim dies (as if the target of a killing attack) While poisoned all the victim can do is crawl, speak, and do simple movements. May NOT fight or defend in combat, but cannot be the target of a killing attack.

Sleep – Some spells or effects will cause you to fall asleep. This is a deep magical sleep. So no snoring sound effects! This will last 5 minutes unless you are touch cast awoken on a ten count. Taking any damage will wake you. You can be the target of a killing attack and it will not awaken you.

Slow – Move at half speed and call half damage. (Round up)

Unconsciousness – There are two ways to reach this status. When you take enough damage to reduce you to exactly zero LP or from a subdue attack. If left unattended for five minutes you will regain consciousness and be at one LP if you were at zero or you will regain consciousness from the subdue be at the LP you were at when you were hit with the subdue.

Weakness – Victim loses 4 points of str. and must call 4 points less when attacking with a weapon. Cannot pull or drag a body.

Production

Production skills are those used at check in and mid event reset. Examples are Alchemy, Potion making, Scroll making, and Tinkering. Unless noted a creation's level divided by two (round up) is the silver cost to create it. A staff member in charge of production will give you your tags for all items created. Production items can be saved from event to event unless they are used.

To use a production made scroll you must have the appropriate read and write skill of that school (and be able to see the scroll). To use alchemy other than ingested or applied you must have Herb Knowledge. Anyone can use ingested or applied alchemy and potions.

Potions and ingested alchemy can be mixed into food, drinks, tobacco, etc. Potions can also be mixed with other potions to create multiple effects from one potion. Ingested alchemy can also be mixed with other ingested alchemy to do the same. If you want certain effects to happen in a certain order the effects order must be one bigger than the next dose.

Example – Gil wants to get a Truth Serum to work on Lak. He knows Lak usually has a chemical shield on so he will make a Cause 3 / Truth Elixir. One Truth Elixir is needed and Two Cause 3. So the order when used will be Cause 3 (chemical shield) Truth (takes effect). All tags must be stapled or taped together at the time of use. There is no limit to what you can add as long as there is one more of the chemical in front of the next. You could even add the same onto itself (Five cause 3, four cause 3, three cause 3, two cause 3, one cause 3) This effectively attacks the target with five cause 3s at the same time and will do a total of 15 damage.

A drink or food mixed with an elixir is only active until the first sip/bite/etc. (The tags have to given to that target.) Any alchemy that has a negative effect on your character is considered a toxin.

Alchemy

1st level

Light
applied

A glow stick is the best description. May not be orange.

Glue
applied

An alchemical glue. Lasts 20 mins. If used on a hand that hand is immune to disarms as long as the glue lasts, but cannot put down the item glued to it. Tag must be on or with the item or person.

Oil
applied

An alchemical oil. Lasts 20 mins. If used on an item the item cannot be picked as long as the oil lasts. Tag must be on or with the item.

Solvent
applied

Dissolves glue and/or oil

Adrenaline Rush
ingested
+3 str for one action

Numbing Elixir
ingested

Gives the target an additional 5 LP. These are the first life points lost. (After those granted by a bless spell) Cannot have more than one active at a time.

-3 Elixir "Cause Three Elixir"
ingested
Drink it and take # life points of damage

+3 Elixir "Cure Three Elixir"
ingested
Drink it and heal # life points damage

Weapon Chemical +3
applied
Add +# for one attack, on any weapon. Weapon Chemicals cannot be stacked.

2nd level

-3 Gas "Cause Three Gas"

thrown

A alchemical toxic gas that deals # life points of damage

+3 Gas "Cure Three Gas"

thrown

An alchemical gas that heals # life points

Truth Serum

ingested

Target has to speak the truth for 2 mins, may choose not to speak at all.

-5 Elixir

ingested

Drink it and take # life points of damage

+5 Elixir

ingested

Drink it and heal # life points of damage

5 Acid

thrown

When thrown deals # points of acid damage to armor/life points

5 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Glass Arrows/Bolts

bow/crossbow

Creates 6 glass arrow/bolt tags. These are then attached to any ingested alchemy. This in turn makes that alchemy into a "gas" which can be fired from a bow/crossbow.

3rd level

-5 Gas

thrown

An alchemical toxic gas that deals # life points of damage

+5 Gas

thrown

An alchemical gas that heals # life points

Slow Elixir

ingested

Slow status

10 Acid

thrown

When thrown deals # points of acid damage to armor/life points

10 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Charm Elixir

ingested

Charm status

-10 Elixir

ingested

Drink it and take # life points of damage

+10 Elixir

ingested

Drink it and heal # life points of damage

Weapon Chemical +6

applied

May add +# damage to the next swing of a weapon or shot. Weapon Chemicals cannot be stacked.

4th level

-10 Gas

thrown

An alchemical toxic gas that deals # life points of damage

+10 Gas

thrown

An alchemical gas that heals # life points

Slow Gas

thrown

As slow elixir, but as a alchemy toxin gas

Sleep Elixir

ingested

Sleep status

15 Acid

thrown

When thrown deals # points of acid damage to armor/life points

15 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Charm Gas

thrown

Charm status

-15 elixir

ingested

Drink it and take # life points of damage

+15 elixir

Ingested

Drink it and heal # life points of damage

5th level

-15 Gas

thrown

An alchemical toxic gas that deals # life points of damage

+15 Gas

thrown

An alchemical gas that heals # life points

-20 Elixir

ingested

Drink it and take # life points of damage

+20 Elixir

ingested

Drink it and heal # life points of damage

Sleep Gas

thrown

sleep status

20 Acid

thrown

When thrown deals # points of acid damage to armor/life points

20 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Poison Elixir

ingested

Poison status

Berserk Elixir

ingested

Berserk status

Calming Elixir

ingested

Can end a Berserk status or Charm status if from a toxin source.

Weapon Chemical +9

applied

May add +# damage to the next swing of a weapon or shot. Weapon Chemicals cannot be stacked.

6th level

-20 Gas

thrown

An alchemical toxic gas that deals # life points of damage

+20 Gas

thrown

An alchemical gas that heals # life points

-25 Elixir

ingested

Drink it and take # life points of damage

+25 Elixir

ingested

Drink it and heal # life points of damage

30 Acid

thrown

When thrown deals # points of acid damage to armor/life points

30 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Poison Gas

thrown

Poison status

Paralyze Elixir

ingested

Paralyze status

Berserk Gas

thrown

Berserk status

Calming Gas

thrown

Can end a Berserk status or Charm status if from a toxin source.

Uncontrollable Truth

ingested

Must answer any question truthfully for five minutes. Target does NOT have the option to stay silent.

7th level

-25 Gas

thrown

An alchemical toxic gas that deals # life points of damage

+25 Gas

thrown

An alchemical gas that heals # life points of damage

-30 Elixir

ingested

Drink it and take # life points of damage

+30 Elixir

ingested

Drink it and heal # life points of damage

Paralyze Gas

thrown

Paralyze status

Forget Elixir

ingested

Target forgets the last 15 mins. If not removed within an hour this effect is permanent even after resurrection.

Anti Toxin Elixir (7th and below)

ingested

Will clean the body of Forget (if within an hour), Paralyze, Sleep, Charm, Poison, and Berserk toxins

35 Acid

thrown

When thrown deals # points of acid damage to armor/life points

35 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Alkahest

applied

If used on a target at Dead status the target instantly dissipates.

8th level

-30 Gas

thrown

An alchemical toxic gas that deals # life points of damage

+30 Gas

thrown

An alchemical gas that heals # life points of damage

-35 Elixir

ingested

Drink it and take # life points of damage

+35 Elixir

ingested

Drink it and heal # life points of damage

40 Acid

thrown

When thrown deals # points of acid damage to armor/life points

40 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Feeble Mind Elixir

ingested

Feeble Mind Status

Bullets – Armor Piercing

gun

Creates 6 bullets that allow the tag line “Life Points” when used

Bullets – Explosive

gun

Creates 6 bullets that allow the tag line “Massive” when used

9th level

-35 Gas

thrown

An alchemical toxic gas that deals # life points of damage

+35 Gas

thrown

An alchemical gas that heals # life points of damage

-40 Critical Elixir

ingested

Drink it and take # life points of damage and critical status

+40 Critical Elixir

ingested

Drink it and heal # life points of damage and critical status

45 Acid

thrown

When thrown deals # points of acid damage to armor/life points

45 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Feeble Mind Gas

thrown

Feeble Mind Status

Death Elixir

ingested

Dead status

Shard of Philosopher's Stone

applied

Returns a target with dead status to life with 1 LP. No effect to Undead

Remove Toxin Elixir

ingested

Will clean the body of Forget (if used within an hour), Paralyze, Sleep, Charm, Poison, Berserk, and Feeble Mind toxins

10th level

-40 Critical Gas

thrown

An alchemical toxic gas that deals # life points of damage and at critical status

+40 Critical Gas

thrown

An alchemical gas that heals # life points of damage and critical status

50 Acid

thrown

When thrown deals # points of acid damage to armor/life points

50 Fire

thrown

When thrown deals # points of fire damage to armor/life points

Feeble Mind Gas

thrown

Feeble Mind Status

Death Gas

thrown

Dead status

Remove Toxin Gas

thrown

Will clean the body of Forget (if used within an hour), Paralyze, Sleep, Charm, Poison, Berserk and Feeble Mind toxins

All alchemy packets must be red. They are “bottles” you carry on you and can be seen, disarmed, destroyed etc. They must also be marked on the bottom as to what chemical compound it is. The tag you are given at production is also an in play item, it is the final ingredient added to a compound for its effect before you throw the “bottle”. Acid packets must have an “A” on them, likewise fire must have “F” and gases must have “G”. Like the final ingredient mentioned above, elixirs are assumed to just be the tag itself and a packet is not required. Before you throw a packet you call out what the effect is “Cause 10 gas”, “15 Fire” etc. Even if the packet misses you must still turn in the tag as you have mixed and used the ingredients. The “bottles” themselves have no real value and are assumed to be easy to find base chemicals any alchemy user can get almost anywhere.

Tinkering

Traps have to be safe for all be players.

You may never create a trap that requires an item not readily available to disarm it. While disarming a trap you may not do any damage to it that cannot be readily repaired.

Traps allow for some real creativity. There aren't really any good "standard" rules for trap construction to follow. If you are interested in making traps feel free to contact a staff member and discuss your ideas. Some traps, as you will see below, are as simple as the card or tag being placed in an item while other traps can be more complex with so many trigger wires it looks like a spider web.

Disarming a trap follows the same rules as lock picking, for the most part. As such traps can have different levels of disarm time purchased for them. Some traps, however, require the player to physically disarm it in addition to any time purchased for it.

Ambush traps may be reset as much as you want during the event they are created, but may not be kept after the event. Any effect that would destroy these traps simply disarms them. Any player may disarm ambush traps.

Trigger traps may be disarmed and kept from one event to the next until they are used. Once it is triggered it destroys itself. If the trap is attacked it will go off as if someone had sprung it. You must have the Engineering skill to disarm trigger traps.

Magical and Explosive traps must be physically disarmed by the player and not just a time count. You must have the Engineering skill to disarm Magical and Explosive traps. These traps must have some sort of audible device (buzzer, snap, etc) that goes off when the trap is triggered. Disabling this device is how you disarm these traps. Magical and Explosive traps may be disarmed and kept from one event to the next until they are used. Once they are triggered they destroy themselves.

Trap damage may be increased by spending additional trap production points on it while creating it at check in; even if the trap has no set base damage. For every point spent on a trap above its initial cost the damage goes up by 5 pts.

Any trap caught in the AOE of another trap will trigger and 'go off' even if it wasn't armed. The exceptions to this rule are: If the AOE was a gas. If the AOE was a destroy effect the other traps will take the effect and be destroyed before they go off.

Anyone with the Engineering skill can activate and use tinkering items.

Lvl 1 –

Ambush Snare Trap

Entangles the target and deals 5 pts of damage.

This trap phys rep must be some sort of rope or cord in a lasso on the floor with the rope running to a counter weight or trigger. This trap cannot actually spring or pull for safety reasons.

Ambush Limb Trap

Deals 15 pts of damage.

This trap phys rep must be some sort of spike on an object that would swing into the target. This trap cannot actually spring for safety reasons.

Charged Fist

+3 Str for one action

Lvl 2 –

Single Target Ingested Alchemy Trigger Trap

The tag for the alchemy used must be with the trap card. The person holding the item when it goes off is the target. In case of multiple people holding it the person closer to the “effect” area is the target.

Area of Effect Thrown Alchemy Trap

These traps use any alchemy that can be thrown and create a 5 foot circle AOE with it once the trap goes off. Cannot use beneficial alchemy. No smaller in volume than a 12 oz beverage can.

Powered Boots

Allows you to resist a root effect

Lvl 3 –

Single Target Ingested Alchemy Trigger Trap 2

One alchemy mixture takes effect before the other. This must be written clearly on the trap tag with the two alchemy tags used.

Area of Effect Thrown Alchemy Trap 2

One alchemy mixture takes effect before the other. This must be written clearly on the trap tag with the two alchemy tags used. Cannot use beneficial alchemy. No smaller in volume than a 12 oz beverage can.

Gas Filter

Allows you to resist a gas based toxin attack.

Lvl 4 –

Electric Discharge

Allows the use of the “+2 Shock” tag line for a combat

Single Target Ingested Alchemy Trigger Trap 3

One alchemy mixture takes effect before the other. This must be written clearly on the trap tag with the three alchemy tags used.

Area of Effect Thrown Alchemy Trap 3

One alchemy mixture takes effect before the other. This must be written clearly on the trap tag with the three alchemy tags used. Cannot use beneficial alchemy. No smaller in volume than a 12 oz beverage can. No smaller in volume than a 12 oz beverage can.

Lvl 5 –

Explosive Trap

Deals 30 points of non magical damage to everything in a five foot circle. Any items that could be destroyed with the Destroy spell are turned to dust. (Money, Weapons, Scrolls, Potions, etc.) A Rune of Weapon Shielding will protect the item. The device that creates the noise is the heart of the trap and where the damage originates from. No smaller in volume than a 12 oz beverage can.

Magical Trap

When a magical trap is triggered it “casts” whatever scroll it holds at the one that triggered it. Spell shield scrolls and beneficial spell scrolls may be used. If it is an effect that normally requires a target, like Disarm, all possible targets are considered to be affected. A spell shield that would normally stop the spell will protect from the trap. The device that creates the noise is the heart of the trap and where the “casting” originates from. No smaller in volume than a 12 oz beverage can. Magical traps cannot be silenced and are considered able to read the scroll under any conditions.

Pocket Alarm

Allows you to resist a sleep effect

Lvl 6 –

Magical Trap 2

May use two scrolls. The one cast first must be written on the trap tag. All other Magical Trap rules above apply.

Magical Trap AOE

When a magical trap aoe is triggered it “casts” whatever scroll it holds in a 5 foot aoe. Spell shield scrolls and beneficial spell scrolls may NOT be used. If it is an effect that normally requires a target, like Disarm, all possible targets are considered to be affected. A spell shield that would normally stop the spell will protect from the trap. The device that creates the noise is the heart of the trap and where the “casting” originates from. No smaller in volume than a 12 oz beverage can. Magical traps cannot be silenced and are considered able to read the scroll under any conditions.

Sound Recording

Allows the creator to “record” up to 150 words in message that will activate once this item is touched. Message must be written on a note attached to the item. May only be cast in a marshaled area. Item must look the part.

Lvl 7 –

Magical Trap 3

May use three scrolls. The order of casting must be written on the trap tag. All other Magical Trap rules above apply.

Magical Trap AOE 2

As Magical Trap AOE but can use two scrolls. The order of casting must be written on the trap tag.

Steam Discharge

The user may turn his/her body into a recognizable column of steam for 10 mins. Caster only. Recipient may not attack, cast spells, talk, or take damage from attacks. Must have his/her hands together with palms touching and fingers spread out in front of him/her.

Lvl 8 –

Magical Trap AOE 3

As Magical Trap AOE but can use three scrolls. The order of casting must be written on the trap tag.

Super Scope Sight

Allows you to call double damage with a gun or bow for one attack

Lvl 9 –

Masterwork Craft

Creates 9 additives. These additive tags are attached to any other production items you have made. Those items are now immune to Corrupt Level 8 Aggressive spell and effects.

Clock Work Limb

+5 Str for one combat

Lvl 10 –

Reverse Polarity Power Conduit Crystal

When activated this item can do one of two things, it can either be used as a touch cast version of the spell Vanquish Magic (Will destroy all active spells of 9th or lower unless flashed by a spell shield. Will not get rid of status effects caused by spells. Will destroy any scribed or active runes of 9th or lower. Will not work on Circle of Protection type spells) or it can be used as the spell Circle of Protection (Caster must draw a circle 2 to 10 feet in diameter (one 'side' to the other) then activate the crystal. The circle will then last for 30 mins. It provides the same protections as a Sanctuary and must be raised and lowered to provide entry or exit. Gaze attacks will not go through a circle of protection. Anyone standing on the edge once it is lowered is thrown away when it is raised. When raised the caster must have an arm raised in the air. If at any time the caster steps outside of the circle the spell ends.)

Magic

Something that makes STORM's magic different than several other LARPs is that casters don't memorize individual spells. Spell tags are used for spell levels and not for specific spells. This allows casters to cast spells as the situation changes.

Other than spells that require tags for a spell shield, armor, or life points you may always use a higher level spell in order to cast a lower level spell. For example; If you are out of level 1 spells but really need to cast Disarm you could use a level 2-10 in order to do so. When you give your tags to the monster/target just explain what you did.

In order to cast a spell you must first say the verbal before you throw the packet. Once the verbal is completed you have 3 seconds in which you must throw the packet. Throwing before the verbal is finished or more than 3 seconds after it is finished fails the casting and uses up the spell.

"Touch casting" is done by holding a packet and touching it to your target after you say the verbal. Even though it has the word touch in the name there is no physical contact allowed without a packet as a buffer. This type of casting is not allowed for any spell that has a non beneficial effect on a target unless the target is immobile. Using a "touch cast" spell to kill a target that is the target of Steel Vines for example.

If a verbal is interrupted and/or said incorrectly and the packet is thrown the spell fails and is used up as if cast. You may also not cast while taking melee damage unless you have the skill Battle Casting and you may not cast if the damage gets past your armor regardless. These are all grounds for auto spell fails.

"Flash". Certain protection spells will cancel out certain attacks and use up the protection in the process. When this happens, an in game flash of light is seen and as such the player must say out loud "flash".

A verbal must be said clearly and loud enough for the target to hear it or at least in a normal conversation voice. If you lob a spell at a target a field away you are not expected to shout the verbal but it must at least be said out loud. If the spell does happen to connect with the target you will have to let them know what it was so you might end up shouting after all.

The spell school index is listed in this format

Name	Name of spell
Level	Level of spell slot needed or energy needed to cast
Production	If the spell can be made into a Scroll, Potion, or Neither
Plane Type	Death, Life, Chaos, Law, Earth, Fire, etc.
Category	Healing, Attack, Protection, etc.

Aggressive

Arcane Blast	7	S	Arcane	Attack
Arcane Dart	3	S	Arcane	Attack
Arcane Empower	2	S,P	Arcane	Body Mod
Arcane Fury	8	S	Arcane	Attack
Arcane Shard	2	S	Arcane	Attack
Arcane Sliver	1	S	Arcane	Attack
Arcane Vengeance	10	S	Arcane	Attack
Arrow	4	S	Varies	Attack
Attack	6	S	Varies	Attack
Bestow Strength	1	S,P	Law	Body Mod
Corrupt	8	S,P	Chaos	Destruction
Destroy	2	S	Time	Destruction
Disintegrate	7	S	Time	Destruction
Drain Magic	6	S	Time	Destruction
Elemental Empower	4	S,P	Varies	Body Mod
Elemental Rain	8	S	Varies	Attack
Elemental Storm	9	S	Varies	Attack
Fear	2	S	Chaos	Mind Alter
Feeble Mind	9	S,P	Chaos	Mind Alter
Force	3	S	Air	Attack
Lie	2	S,P	Chaos	Mind Alter
Missile	5	S	Varies	Attack
Mute	5	S,P	Chaos	Mind Alter
Poison	6	S,P	Chaos	Body Mod
Stun	5	S,P	Chaos	Mind Alter
Symbol	7	S	Arcane	Area Defense
Vanquish Magic	9	S	Time	Destruction
Weakness	4	S,P	Chaos	Body Mod

Death

Call Undead	4	S	Death	Undead Control
Command Undead	5	S	Death	Undead Control
Create Critical Wounds	9	S,P	Death	Attack
Create Dire Wounds	8	S,P	Death	Attack
Create Greater Wounds	4	S,P	Death	Attack
Create Light Wounds	1	S,P	Death	Attack
Create Major Wounds	5	S,P	Death	Attack
Create Massive Wounds	7	S,P	Death	Attack
Create Minor Wounds	2	S,P	Death	Attack
Create Serious Wounds	6	S,P	Death	Attack
Create Wounds	3	S,P	Death	Attack
Darkness	1	S	Darkness	Destruction
Death Mask	3	S,P	Death	Undead Control
Desecration	8	S,P	Death	Body Mod
Destroy Undead	7	S	Death	Undead Control
Remove Spirit	10	S,P	Death	Attack
Repel Undead	2	S	Death	Undead Control
Return Undead	9	S	Death	Undead Control
Shadow Form	6	S,P	Darkness	Body Mod
Speak With Dead	4	S	Death	Undead Control
Spirit Pull	6	S	Death	Body Mod
Undead Mastery	9	S	Death	Undead Control

Life

Bless	1	S,P	Life	Body Mod
Cleanse	8	S,P	Life	Body Mod
Cure Weakness	4	S,P	Life	Body Mod
Heal Critical Wounds	9	S,P	Life	Healing
Heal Dire Wounds	8	S,P	Life	Healing
Heal Greater Wounds	4	S,P	Life	Healing
Heal Light Wounds	1	S,P	Life	Healing
Heal Major Wounds	5	S,P	Life	Healing
Heal Massive Wounds	7	S,P	Life	Healing
Heal Minor Wounds	2	S,P	Life	Healing
Heal Serious Wounds	6	S,P	Life	Healing
Heal Spirit	9	S,P	Life	Healing
Heal Wounds	3	S,P	Life	Healing
Higher Bless	5	S,P	Life	Body Mod
Life Cloak	3	S,P	Life	Body Mod
Light	1	S	Light	Item Enchant
Limb Renew	7	S,P	Life	Body Mod
Neutralize Toxin	6	S,P	Life	Body Mod
Return Spirit	10	S,P	Life	Healing
Strengthen Spirit	6	S,P	Life	Body Mod

Protection

Armor	1	S,P	Law	Body Defense
Armor of Law	8	S,P	Law	Body Defense
Bind	3	S	Earth	Confining
Bravery	2	S,P	Law	Mind Alter
Cage Being	7	S	Law	Confining
Chemical Shield	4	S,P	All	Body Defense
Circle of Protection	9	S	All	Area Defense
Detect Magic	4	S,P	All	Detection
Disarm	1	S	Chaos	Mind Alter
Form Lock	4	S,P	Law	Body Mod
Gaseous Form	7	S,P	Air	Body Defense
Limb Spasm	7	S	Chaos	Body Mod
Mage Lock	5	S	All	Area Defense
Major Armor	6	S,P	Law	Body Defense
Protection Major Magic	9	S,P	All	Body Defense
Protection Minor Magic	5	S,P	All	Body Defense
Release	8	S	Time	Body Mod
Root	2	S	Earth	Confining
Sanctuary	10	S	All	Area Defense
Sleep	5	S,P	Time	Mind Alter
Slow	3	S,P	Time	Body Mod
Soul Shield	7	S,P	All	Body Defense
Stasis	8	S	Time	Body Mod
Steel Vines	6	S	Earth	Confining
Truth	2	S,P	Law	Mind Alter
Unbridle	3	S,P	Earth	Confining
Uproot	2	S,P	Earth	Confining
Ward Being	8	S	All	Area Defense

Psionic

Amnesia	8	N	N/A	Mind Alter
Berserk	6	N	N/A	Mind Alter
Blur Body	7	N	N/A	Body Defense
Body Boost	1	N	N/A	Body Modification
Cage Being	8	N	N/A	Confining
Calm	6	N	N/A	Mind Alter
Charm	4	N	N/A	Mind Alter
Communicate	2	N	N/A	Body Modification
Confusion	8	N	N/A	Mind Alter
Destroy	2	N	N/A	Destruction
Detect Psionic	2	N	N/A	Detection
Disarm	1	N	N/A	Attack
Disintegrate	7	N	N/A	Destruction
Fear	2	N	N/A	Mind Alter
Feeble Mind	9	N	N/A	Mind Alter
Lie	2	N	N/A	Mind Alter
Major Wounding	6	N	N/A	Attack
Matter Over Mind	1	N	N/A	Body Modification
Mind Over Matter	10	N	N/A	Body Modification
Mute	4	N	N/A	Mind Alter
Psionic Arrow	5	N	N/A	Attack
Psionic Attack	7	N	N/A	Attack
Psionic Blade	3	N	N/A	Body Modification
Psionic Circle	9	N	N/A	Area Defense
Psionic Fury	9	N	N/A	Attack
Psionic Sanctuary	10	N	N/A	Area Defense
Psionic Shard	3	N	N/A	Attack
Remove Fear	2	N	N/A	Mind Alter
Shatter Mind	10	N	N/A	Mind Alter
Sleep	5	N	N/A	Mind Alter
Status Cure	8	N	N/A	Body Modification
Stun	5	N	N/A	Mind Alter
Truth	2	N	N/A	Mind Alter
Uncontrollable Truth	6	N	N/A	Mind Alter
Wound	4	N	N/A	Attack

Rune

Armor	1	N	N/A	Body Modification
Chemical Shielding	4	N	N/A	Body Defense
Combat	5	N	N/A	Body Modification
Critical Healing	9	N	N/A	Healing
Ent Skin	6	N	N/A	Body Modification
Entangle	3	N	N/A	Body Modification
Explosion	7	N	N/A	Area Defense
Giants	9	N	N/A	Body Modification
Greater Weapon Shielding	8	N	N/A	Item Enchant
Healing	6	N	N/A	Healing
Life	10	N	N/A	Healing
Magic	6	N	N/A	Body Modification
Minor Healing	3	N	N/A	Healing
Mist Form	7	N	N/A	Body Defense
Neutralize Toxin	5	N	N/A	Body Modification
Protection	8	N	N/A	Area Defense
Release	2	N	N/A	Confining
Sanctuary	10	N	N/A	Area Defense
Soul Shield	6	N	N/A	Body Defense
Spell Protection	9	N	N/A	Body Defense
Spirit	5	N	N/A	Body Modification
Strength	1	N	N/A	Body Modification
Tree Form	4	N	N/A	Body Defense
Truth	1	N	N/A	Mind Alter
Unbind	3	N	N/A	Confining
Warding	8	N	N/A	Area Defense
Weapon Shielding	2	N	N/A	Item Enchant

Runes may be scribed on a target and activated by that target at any time as long as they are conscious. The caster of the rune has the option of activating the rune as soon as he/she scribes it. Area Defense runes and the Life rune go active the moment they are scribed thus they cannot be held. As a rule you can only have one rune of the same name scribed on you at a time. There is not a visual or auditory effect when a rune activates.

Aggressive

Lvl 1

Arcane Sliver - "A sliver of the arcane"

Inflicts 10 points of magical damage to armor / life points.

Bestow Strength-"Law shall bestow you with strength."

Allows the recipient to call +3 points of damage with his/her weapon for the next swing, or allow a feat of str. May not stack.

Lvl 2

Arcane Shard – "A shard of the arcane"

Inflicts 15 points of magical damage to armor / life points.

Arcane Empower – "I empower you with the an arcane weapon"

Allows the user to call +1 damage for three swings and use the tag line "magic"

Destroy - "Time destroys your _____"

Will destroy an item shield size or smaller. May not be used on armor.

Fear-"Out of chaos I cause you fear."

Victim must avoid the caster for 3 minutes. If the target is engaged in combat by the caster the effect will be broken.

Lie-"Chaos makes you speak only lies."

Victim may not speak the truth as the character knows or believes it for 2 minutes. Victim has the option not to speak.

Lvl 3

Arcane Dart- "A dart of the arcane."

Inflicts 20 points of magical damage to armor / life points.

Force-"The power of Air forces you away."

Causes any creature to stay 20 feet from the caster. The caster must hold his/her hand toward the creature after the packet has struck it, and may not engage in any other combative activity. The spell lasts until the caster releases it, or until the caster is attacked. You may not 'push' the target.

Lvl 4

Arrow - "An arrow (Ice, Fire, Lightning, Water, Earth, Air, Arcane, Acid)"

Causes 25 points of damage to armor/ life points.

Elemental Empower-"From the plane of (Ice, Fire, Lightning, Water, Earth, Air, Acid) I empower this being."

Allows the recipient to call +2 (Ice, Fire, Shock, Water, Earth, Air, Acid) damage for one combat.

Cause Weakness- "Time steals your strength."

Victim loses must call 4 points less when attacking with a weapon. 5 mins

Lvl 5

Missile - "A missile of (Ice, Fire, Lightning, Water, Earth, Air, Arcane, Acid)"

Inflicts 30 pts of magical damage

Mute-"With Chaos power I steal your voice."

Victim cannot speak or cast for 5 minutes.

Stun-"The power of Chaos stuns you."

Causes the victim to become immobilized for 5 seconds. Any physical contact with the victim will negate the effects of this spell. Victim may not be the target of a killing attack unless otherwise immobilized.

Lvl 6

Attack-"An attack of (Ice, Fire, Lightning, Water, Earth, Air, Arcane, Acid)"

Causes 35 points of damage to armor/life points.

Poison- "Chaos's ichor poisons your blood"

Victim loses 5 life points every 1 minute for 10 mins. At the end of that 10 mins, victim dies (as if the target of a killing attack) unless cured by a Neutralize Toxin, Cleanse, or better spell. While poisoned all the victim can do is crawl, speak, and do simple movements. May NOT fight, but can defend itself from a killing attack

Drain Magic- "With Time I drain magic"

Will destroy all active spells 6th and below unless flashed by a spell shield. This will not get rid of status effects caused by spells. Will destroy any scribed or active runes of 6th or lower.

Lvl 7

Disintegrate-"Time shall disintegrate your ____."

Destroys any inanimate item of shield size or smaller which must be struck with the packet. Can be used to destroy armor, weapons, shields, scrolls, books, etc.

Arcane Blast - "A blast of the arcane"

Causes 40 points of damage to armor/life points

Symbol-"With an arcane quill I inscribe a symbol to protect this (item)."

Must be cast upon an object. This object must then have the tag placed on or under or in it. SYMBOL must be written on the tag as well. Whenever this item is used (Door opens, chest is picked up, etc) The person doing so will take 50 points of spell damage. This can be "Flashed" with a Major Spell Shield. This spell can only be cast in a marshaled area.

Lvl 8

Elemental Rain-"Let (Ice, Fire, Lightning, Water, Earth, Air, Acid) rain down."

Gives the caster 5 packets, each with the verbal "10 (Ice, Fire, Shock, Water, Earth, Air, Acid) Spell Effect" that must be thrown within 5 seconds of each other. Any target struck with one of these packets takes 10 points of damage to armor/life points

Arcane Fury-"I release Arcane fury."

Causes 45 points of damage to armor/ life points.

Corrupt - "Chaos's corrupting touch invades your possessions."

All production items on the target are rendered useless for 10 minutes.

Lvl 9

Elemental Storm-"Let (Ice, Fire, Lightning, Water, Earth, Air, Acid) bring forth a storm."

Allows the caster to throw 3 packets with the verbal "20 (Ice, Fire, Shock, Water, Earth, Air, Acid) Spell Effect" Each packet that strikes a target causes 20 points of damage to armor/life points.

Vanquish Magic- "I command Time to vanquish magic."

Will destroy all active spells of 9th or lower unless flashed by a spell shield. Will not get rid of status effects caused by spells. Will destroy any scribed or active runes of 9th or lower. Will not work on Circle Of Protection type spells of ANY level.

Feeble Mind-"Chaos will destroy your mind."

Causes the victim to forget all skills and spells for 20 mins.

Lvl 10

Arcane Vengeance-"I release Arcane vengeance."

Does 60 pts of magical damage to target.

Death

Lvl 1

Create Light wounds- "Death shall create light wounds."
Victim loses 2 life points

Darkness-"Darkness creates a shroud"
Negates a light spell or effect.

Lvl 2

Create Minor Wounds- "Death shall create minor wounds"
Victim loses 5 LP

Repel Undead-"Death repel this undead from me."
Causes any lesser undead struck with the packet to stay more than 20 feet from the caster.
Caster must keep a hand raised in the direction of the undead effected, and may not engage in any other combative activities. Spell is released at the caster's will, or when the caster dies.
May not "push" the target.

Lvl 3

Create Wounds "Death shall create wounds"
Victim loses 10 life points.

Death Mask-"I wear a mask of Death on my spirit."
Place a blue headband on, lesser undead no longer see you as a threat unless you attack them, which breaks the spell Lasts 10 mins. Caster only.

Lvl 4

Call Undead- "With Death I call this undead"
Calls any one lesser undead that is struck with the spell packet to the caster. This spell does not provide any form of control over the undead called.

Create Greater Wounds- "Death shall create greater wounds."
Victim loses 15 life points.

Speak with Dead- "I call to you in the realm of Death"
Caster may ask 3 yes/no questions of any lesser undead being, and the undead must respond truthfully. The questions must be understandable by the intelligence of the undead's former race/species. May also be used on a target with Dead status.

Lvl 5

Create Major Wounds- "Death shall create major wounds."
Victim loses 20 life points.

Command Undead- "With Death I command this undead."

Caster may give one simple command to one lesser undead which must be struck with the packet. Once this command has been carried out, the caster will have no further control over the undead.

Lvl 6

Create Serious Wounds- "Death shall create serious wounds"

Victim loses 25 life points.

Shadow Form "Darkness creates a shadow form."

Causes the recipient to become a recognizable shadow humanoid shape. Recipient may not attack, cast spells, talk, or take damage from attacks. This spell may be cast only at night. Target must have his/her arms crossed at the wrists in front of him/her.

Spirit Pull – "Death pulls your spirit to its realm"

Puts a dead target's dissipate count to one minute instead of three. If the target has less than a minute left this spell will make the target instantly dissipate.

Lvl 7

Create Massive Wounds- "Death shall create massive wounds"

Victim loses 30 life points.

Destroy Undead- "I return you to Death and destroy this vessel."

If used on a lesser undead it will destroy it. If used on a greater undead it will deal 75 points of damage.

Lvl 8

Create Dire Wounds - "Death shall create dire wounds."

Victim loses 35 life points

Desecration- "Death shall desecrate your spirit."

Lasts 30 mins. Any healing magic or potion (not alchemy) cast or used upon the victim is reversed in its effect. Can only be removed by a Cleanse or higher spell or if the victim resurrects.

Lvl 9

Undead Mastery-"Servants of Death shall follow my will."

Once the verbal is successfully cast, the caster may throw up to 5 additional packets with the verbal "control undead". (Within 5 seconds of each other) Any lesser undead struck with one of these packets is controlled by the caster, and may be given commands for 10 mins. At the end of that time, the caster has no further control over the undead. Undead may NOT actively try to dodge these packets.

Create Critical Wounds - "Death shall create critical wounds"
Victim loses 40 LP and/or is now at critical status.

Return Undead- "I return you to the realm of Death."
All lesser undead within a 10 foot radius of the caster are obliterated, if used as an area of effect spell. If cast as a normal combat spell it will do 75 pts of damage to a greater undead or destroy any lesser undead. To cast as an AOE, say the verbal, cast the packet at the ground at your feet, and then clearly say "10 foot radius Return Undead"

Lvl 10

Remove Spirit - "Death removes your spirit."
Victim is now at Dead status

Life

Lvl 1

Heal Light Wounds - "With life I heal light wounds"
Restores up to 2 life points to the recipient

Light-"Light shall illuminate my path."

Must be cast on an item. Causes the item to glow with a dim light for seeing. You must have a phys-rep. May not be orange.

Lvl 2

Heal Minor Wounds - "With Life I heal minor wounds"
Restores up to 5 life points to the recipient

Bless-"Life shall bless you."

Gives recipient 5 extra life points. These are the first life points lost. "Artificial" life points do not count for armor bonus.

Lvl 3

Heal Wounds-"With Life I heal wounds."
Restores up to 10 life points to the recipient, and/or brings you back from negative status

Life Cloak – "Life cloaks your spirit from death's servants"

Place a blue headband on, lesser undead no longer see you as a threat unless you attack them, which breaks the spell Lasts 10 mins.

Lvl 4

Cure Weakness-"With Life I return your strength."
Negates the effects of a Weakness spell or effect.

Heal Greater Wounds-"With Life I heal greater wounds."

Restores 15 life points to the recipient, and/or brings you back from negative status

Lvl 5

Heal Major Wounds "With Life I heal major wounds."

Restores 20 life points to the recipient, and/or brings you back from negative status

Higher Bless-"Life shall bless and protect you."

Grants the recipient 10 additional life points. These life points are the first lost. May not stack with any magical spell with a similar effect. "Artificial" life points do not count for armor bonus.

Lvl 6

Heal Serious Wounds- "With Life I heal serious wounds."
Restores up to 25 points of life.

Neutralize Toxin- "With Life I neutralize toxins."
Negates effect of a toxin, or poison spell, etc.

Strengthen Spirit -"Life gives your spirit strength"
Gives you an extra 5 mins to dissipate and/or will remove critical status (put you at negative status) but do no healing.

Lvl 7

Heal Massive Wounds -"With Life I heal greater wounds"
Restores 30 life points.

Limb Renew- "Life renews your _____ "
Fixes a Limb Atrophy

Lvl 8

Cleanse- "With Life's power I cleanse you."
Cures all status effects of 8th level and below.

Heal Dire Wounds "With Life I heal dire Wounds"
Restores up to 35 life points

Lvl 9

Heal Critical- "With Life I heal Critical Wounds"
Heals 40 and/or removes critical status

Heal Spirit- "With Life I heal your spirit"
Target goes from Dead status to Critical status with a new two minute bleed out count. If used on a living target this spell will remove any status effects of 9th level and under.

Lvl 10

Return Spirit- "Life returns your spirit."
Returns you to life at one life point. Does 100 pts of damage to undead.

Protection

Lvl 1

Disarm-"Chaos disarms your (left / right) hand."

Causes the victim to drop anything carried in the specified hand. Item may not be picked up by the target for 5 seconds. If the hand was carrying a two handed weapon the other hand may hold it but not use it.

Armor-"Law protects you with armor."

Gives recipient 5 magical armor points. these points are the last lost. May not be stacked with any other armor spells. If all 5 points are unused it will "flash" a subdue and use up 5 points of the spell.

Lvl 2

Bravery-"Be brave with Law's power."

Removes the effects of a Fear spell or Fear effect.

Root-"I root your (left or right) foot to the Earth."

Victim's foot is stuck to the ground until the caster dies or leaves the area.

Can be cast twice for both feet

Uproot-"I uproot you from the Earth."

Negates all active Root spells.

Truth-"Law demands you speak only the truth."

Victim must speak the truth (as the character knows or believes it) for 2 minutes. Victim has the option not to speak.

Lvl 3

Bind-"I bind your arms with vines of the Earth."

Arms are bound to the side of the victim

Unbridle-"The Earth removes these bindings."

Negates the effects of a Bind, Slow, Root, Force, Entangle, or Disarm spell or effect.

Slow-"Time shall slow you."

Causes victim to move at half his current speed and call half of his/her damage (rounded up, 1 point minimum) for 1 minute.

Lvl 4

Chemical Shield-"All magic shields you from chemicals."

Causes the next alchemy, chemical, or chemical based attack used upon the recipient to "flash" and use up the spell shield. Will not stack with other chemical protections.

Detect Magic-"I command all magic to be revealed to me."

Causes all magical items, potions, and scrolls within a 5' area to glow to the caster (only).

Form Lock – "Law holds your form"

Target may not use Shadow Form, Blur Body, Mist Form, Steam Discharge, Meld, Phase, Tree Form, etc. For 5 mins. Burrowing or Flying away or anything that doesn't alter the beings form is still allowed.

Lvl 5

Sleep-"Time wearies you to sleep."

Causes the victim to fall asleep for 10 minutes.

Mage Lock-"I lock this area with all magic."

Creates a barrier around an area up to 200 square feet which prevents spells, gasses, and beings from entering or exiting without lowering it via a key (Which is created in the casting but you must provide a valid phys rep.) The key must be touched to the barrier to lower it. If someone stands on the barrier while it is lowered they will be pushed off AWAY from the barrier once it is raised. Gaze attacks will not go through the barrier. A large OOP 'P' must be placed in plain sight (Protected). Visually a Mage Locked area and a Sanctuary protected area look the same. If used on a room or building it must have at least 3 walls and a roof.

Protection from Minor Magic- "An aura of all magic grants minor protection."

Causes the next spell of 5th Level or below cast on the recipient to "flash". The protection is then nullified. Any spell of 6th Level or higher will nullify the protection, without a flash, and the victim will take the full effect of the spell. Runes will not flash this spell.

Lvl 6

Major Armor-"Law shall protect you with major armor."

Gives the recipient 10 points of magical armor. These are the last armor points lost. If the Major Armor is intact, it will cause a Physical Critical Strike to "flash" and the armor will be nullified. May not be stacked with any other armor spell. Will also "flash" a subdue taking away 5 points of the armor.

Steel Vines- "I trap you in the Earth's steel vines"

Victim is bound in a magical web for 10 minutes. Victim is completely immobilized and cannot cast spells, fight, or throw vials.

Lvl 7

Gaseous Form – “I call upon Air to alter my form”

The user may turn his/her body into a recognizable column of mist for 10 mins. Caster only. Recipient may not attack, cast spells, talk, or take damage from attacks. Must have his/her hands together with palms touching and fingers spread out in front of him/her.

Soul Shield - "Let the powers of all magic protect you."

Causes the next level 10 (and only level 10) spell that would deal harm to the target to “flash”. If this spell is being worn with a minor or major spell shield or Rune of Spell Protection and stops a level 10 spell your other spell shield will stay intact. May not be worn with Rune of Soul Shield

Limb Spasm- "Chaos causes your _____ to spasm"

Lasts 10 mins. Targeted limb cannot be used. If used on a leg target must move at half speed. If both legs then crawl speed. If target is already at half speed before the spell then they go to crawl speed. This spell cannot make you slower than crawl speed regardless.

Cage Being "I cage this being with Law's power."

Lasts 10 mins. Puts target in a size fitting cage (height, width, depth). Nothing may pass in or out unless lowered by caster, which ends the spell. The caster may pass in or out of it to deliver a killing attack or touch cast

Lvl 8

Ward Being- "Let the power of all magic deny (race or correct name of a person/being) entrance"

This spell must be cast on a building or room and prevents any member of the specified race or the person mentioned from entering the building or room for 1 event. Marshaled area with info written on tag.

Armor of Law- "With the blessing of Law I encase you in armor."

Gives the recipient 20 points of magical armor. If all 20 points are intact, it will cause a Death Strike used on the recipient to "flash" and using up all 20 pts. If at least 10 points are intact, a Critical Strike used upon the recipient will "flash" using up 10 pts of the War Armor. These are the last armor points to be used up from combat damage. May not be worn with other armor spells. Will also flash a subdue using up 5 pts.

Release- "Time releases its grasp."

Negates the effects of a Stasis spell or any other Time spell 8th level or lower.

Stasis- "Time shall place you in stasis."

Victim becomes immobile for 10 minutes.

Lvl 9

Circle of Protection-" I call upon all magic to circle me and grant protection."

Caster must draw a circle 2 to 10 feet in diameter (one 'side' to the other) then cast the verbal and strike the ground within the circle with the packet. The circle will then last for 30 mins. It provides the same protections as a Sanctuary and must be raised and lowered to provide entry or exit. Gaze attacks will not go through a circle of protection. Anyone standing on the edge once it is lowered is thrown away when it is raised. When raised the caster must have an arm raised in the air. If at any time the caster steps outside of the circle the spell ends.

Protection from Major Magic- "An aura of all magic grants major protection "

Any spell that is 3rd Level or below the will "Flash" and not use up the protection. Any spell 5th – 9th will "Flash" and use up the protection. Runes will not flash this shield. Any spell of 10th level will still hit you and dispel the Spell Protection. May not be worn with Protection from Minor Magic or Rune of Spell Protection.

Lvl 10

Sanctuary-"With the power of all magic I create a sanctuary, let those I choose pass freely, let no others pass."

Must be cast on a building or room. Up to five people may be present within the sanctuary's boundaries when it is cast. Those people will be "attuned" to the sanctuary and may raise and lower it freely while touching it. Their names must be written on the tag. No other physical beings, items, spells, or gasses may pass through the sanctuary unless the sanctuary is lowered. Gaze attacks will not pass through a sanctuary. Those attuned may also pass through the sanctuary without lowering it. The area can be seen in play as having a thin barrier of shiny clear magic around it. A large OOP 'P' (Protected) must be placed in plain sight. The room or building this spell is cast on must have at least 3 walls and a roof.

The shield created by Sanctuary, Mage Lock, Rune of Sanctuary, and Psionic Sanctuary can be seen and touched from both the outside and inside of the building.

Psionic

Psionic spells do not have any verbals but do have a focusing 2 count followed by the spell name. Example – “Focusing 2 focusing 1 Fear!” and then you throw the packet at your target. While there is no IP verbal there is an IP visual, while you are focusing, of energy building up around you. Spell protections/shields will stop psionic spells.

Lvl 1

Body Boost

Allows the psionic to call +3 points of damage with his/her weapon for the next swing, or allow a feat of str.

Disarm

Causes the victim to drop anything carried in the specified hand. Item may not be picked up for 5 seconds. If the item disarmed is a two handed weapon, it may not be used for 5 seconds.

Read Language

Allows you to read any language for a very brief amount of time. Will allow you to cast any one scroll per use.

Matter Over Mind

Allows you to use LP as energy for the next spell you wish to cast. This spell can be cast as long as you are conscious but does not allow the following spell to be cast if some status is preventing you from casting normally.

Lvl 2

Communicate

You alter the mind of your target so that it can speak to those around it. Lasts 30 mins.

Detect Psionic

Causes all psionic items within a 5' area to glow to the caster (only).

Destroy

Will destroy a named item shield size or smaller. May not be used on armor.

Fear

Victim must avoid the caster for 3 minutes. If the target is engaged in combat by the caster the effect is broken.

Bravery

Removes a fear effect.

Lie

Victim may not speak the truth as the character knows or believes it for 2 minutes. Victim has the option not to speak.

Truth

Target must not speak the truth as the character knows or believes it for 2 minutes. Target has the option not to speak.

Lvl 3

Psi blade

Allows the target to call +2 Magic for a combat

Psionic Shard

Allows you to throw a "15 Massive Magic" packet. You do not say the spell name in the focus count for this spell. "Focusing 2, Focusing 1, 15 Massive Magic"

Lvl 4

Charm

Charm status on target.

Wound

Allows you to throw a "10 Massive Life Points" packet. You do not say the spell name in the focus count for this spell. "Focusing 2, Focusing 1, 10 Massive Life Points"

Mute

Victim cannot speak or cast for 5 minutes.

Lvl 5

Stun

Causes the victim to become immobilized for 5 seconds. Any physical contact with the victim will negate the effects of this spell. Victim may not be the target of a killing attack unless otherwise immobilized.

Sleep

Sleep status to target

Psionic Arrow

Allows you to throw a "25 Massive Magic" packet. You do not say the spell name in the focus count for this spell. Use this instead. "Focusing 2, Focusing 1, 25 Massive Magic"

Lvl 6

Calm

Removes a charm or berserk status

Berserk

Berserk status to target

Major Wounding

Allows you to throw a "20 Massive Life Points" packet. You do not say the spell name in the focus count for this spell. Use this instead. "Focusing 2, Focusing 1, 20 Massive Life Points"

Uncontrollable Truth

Must answer any question truthfully for five minutes. Target does NOT have the option to stay silent.

Lvl 7

Disintegrate

Destroys any inanimate item of shield size or smaller which must be struck with the packet. Can be used to destroy armor, weapons, shields, scrolls, books, etc.

Body Blur

The user may turn his/her body into a recognizable but blurred form for 10 mins. Caster only. Recipient may not attack, cast spells, talk, or take damage from attacks. Must have his/her hands clasped in front of him/her.

Psionic Attack

Allows you to throw a "35 Massive Magic" packet. You do not say the spell name in the focus count for this spell. Use this instead. "Focusing 2, Focusing 1, 35 Massive Magic"

Lvl 8

Amnesia

Target forgets the last 15 mins. If not removed within an hour this is permanent even after resurrection.

Cage Being

Lasts 20 mins. Puts target in a size fitting cage (height, width, depth). Nothing may pass in or out unless lowered by caster. The caster may pass in or out of it to deliver a killing attack or touch cast

Status Cure

Cures all status effects and is the only way to remove Amnesia.

Confusion

Target chooses 1 physically closest person (that is not the caster) and attacks that person as if berserk.

Lvl 9

Feeble Mind

Target has Feeble Mind status

Psionic Fury

Allows you to throw a "45 Massive Magic" packet. You do not say the spell name in the focus count for this spell. Use this instead. "Focusing 2, Focusing 1, 45 Massive Magic"

Psionic Protection

Caster must draw a circle 2 to 10 feet in diameter (one 'side' to the other) then do the focus count and strike the ground within the circle with the packet. The circle will then last for 30 mins. It provides the same protections as a Sanctuary and must be raised and lowered to provide entry or exit. Gaze attacks will not go through a circle of protection. Anyone standing on the edge once it is lowered is thrown away when it is raised. When raised the caster must have an arm raised in the air.

Lvl 10

Mind Over Matter

The psionic may remove any and all status effects from him/her self. May be cast while under ANY status other than Negative, Critical, or Dead.

Shatter Mind

Target is now at dead status.

Psionic Sanctuary

Must be cast on a building or room. Up to five people may be present within the sanctuary's boundaries when it is cast. Those people will be "attuned" to the sanctuary and may raise and lower it freely while touching it. Their names must be written on the tag. No other physical beings, items, spells, or gasses may pass through the sanctuary unless the sanctuary is lowered. Gaze attacks will not pass through a sanctuary. Those attuned may also pass through the sanctuary without lowering it. The area can be seen in play as having a thin barrier of shiny clear magic around it. A large OOP 'P' (Protected) must be placed in plain sight. The room or building this spell is cast on must have at least 3 walls and a roof.

Rune

Runes do not have a verbal but do have a scribing 2 count followed by the rune name. Example – “Scribing 2, scribing 1 Truth.” and now the target has a Rune of Truth cast on them. If you choose to actually draw the rune (Which is not required. It can be assumed it is drawn on the body in a non visible place.) their images are provided. Never draw on someone without their permission! All runes are touch cast. Healing runes and Life have no effect on undead.

Lvl 1

Animal Tongue

For the next hour any natural animal within 10 feet of you can speak and understand you and those around you.

Armor

Gives the recipient 5 points of magical armor. These are the last armor points lost. May not be stacked with any other armor type spell. This rune will negate a subdue if all points are intact, using itself up in the process.

Strength

Allows the recipient to call +3 points of damage with his/her weapon for the next swing, or allow a feat of strength.

Truth

Victim must speak the truth (as the character knows or believes it) for 2 minutes. Victim has the option not to speak.

Lvl 2

Release

Negates the effect of a Root spell or effect.

Weapon Rune

Will stop a destroy spell or effect hitting a weapon or shield. This is cast on the weapon or shield and not a person. This rune will activate itself if the item is hit with a destroy spell or effect if a spell shield doesn't stop it first. “Rune” must be said. Will not stop a disintegrate spell or effect

Lvl 3

Unbind

Negates the effects of a Bind spell or effect and/or a Root spell or effect or Entangle.

Entangle

Allows the user to add "entangle" to his/her tag line 1 swing.

Minor Healing

Restores up to 10 life points to the recipient

Lvl 4

Chemical Shield

Causes the next chemical or chemical based attack used upon the recipient to flash. Will not stack with other chemical protections.

Tree Form

User may meld into any touched tree for 10 mins. Must be in contact with the tree Caster can leave the tree before the 10 mins but doing so ends the spell. Only one person can meld into a tree at a time. The tree has a different in-play look when someone is inside it. In other words, you can tell when someone is using this spell. You may not meld with an Ent or Ent Kin.

Lvl 5

Neutralize Toxin

Negates effect of a toxin, or poison spell, etc

Combat

+4 weapon damage for a combat. This is not strength or proficiency based and adds no additional tag line. May not be stacked but can be used with Runes of Magic and Giants.

Spirit

Gives you an extra 5 mins to dissipate and/or will remove critical status. If you are at a dead status and your count runs out the spell will auto activate giving you 5 more mins. May not be stacked.

Lvl 6

Healing

Restores up to 25 points of life

Magic

Allows the user to add "+3 magic" to his/her weapon attack for a combat. May not be stacked but can be used with Runes of Giants and Combat. May not be used with

Ent Skin

Gives the recipient 20 points of magical armor. If all 20 points are intact, it will cause a Death Strike used on the recipient to flash and use up all 20 pts. If at least 10 points are intact a Critical Strike used upon the recipient will flash using up 10 pts of the Ent Skin. These are the last armor points to be used up. May not be worn with other armor spells. Will also flash a subdue, using up 5 pts.

Lvl 7

Mist Form

The user may turn his/her body into a recognizable column of mist for 10 mins. Caster only. Recipient may not attack, cast spells, talk, or take damage from attacks. Must have his/her hands together with palms touching and fingers spread out in front of him/her.

Soul Shield

Causes the next level 10 (and only level 10) spell that would deal harm to the target to “flash”. If this spell is being worn with a minor or major spell shield or rune of spell protection and stops a level 10 spell your other spell shield will stay intact. May not be worn with the Passive spell Soul Shield

Explosion

Must be cast upon an object. This object must then have the tag placed on or in it. Rune of Explosion must be written on the tag as well. Whenever this item is used (Door opens, chest opens, weapon is picked up, etc) The person doing so will take 45 points of magical damage. This can be flashed with a Major Spell Shield. This spell can only be cast in a marshaled area.

Lvl 8

Protection

Caster must draw a circle 2 to 10 feet in diameter (one ‘side’ to the other) then do a scribing count on the ground within the circle. The circle will then last for 30 mins. It provides the same protections as a Sanctuary and must be raised and lowered to provide entry or exit. Gaze attacks will not go through a circle of protection. Anyone standing on the edge once it is lowered is thrown away when it is raised. When raised the caster must have an arm raised.

Warding

This spell must be cast on a building or room, and prevents any member of the specified race or name from entering the building or room for 1 event. Name or race must be written on tag.

Greater Weapon Rune

Will stop a disintegrate or destroy spell or effect hitting a weapon, shield, or armor. This is cast on the weapon, shield, or armor and not a person. This rune will activate itself if the item is hit with a disintegrate or destroy spell or effect if a spell shield doesn’t stop it first. “Greater Rune” must be said. Even if a suit of armor is reduced to 0 and you must get it repaired the rune will stay intact. An item can have either Armor Rune or Weapon Rune on it, not both at the same time.

Lvl 9

Giants

+5 str. for one combat. May not be stacked but can be used with Runes of Magic and Combat.

Critical Healing

Heals 40 LP and/or remove critical status

Spell Protection

Any spell that is 3rd Level or below the will "Flash" and not use up the rune. Any spell 4th – 9th will "Flash" and use up the protection. Runes will not flash this shield. Any spell of 10th level will still hit you and dispel the Spell Protection. May not be worn with Protection from Major/Minor Magic.

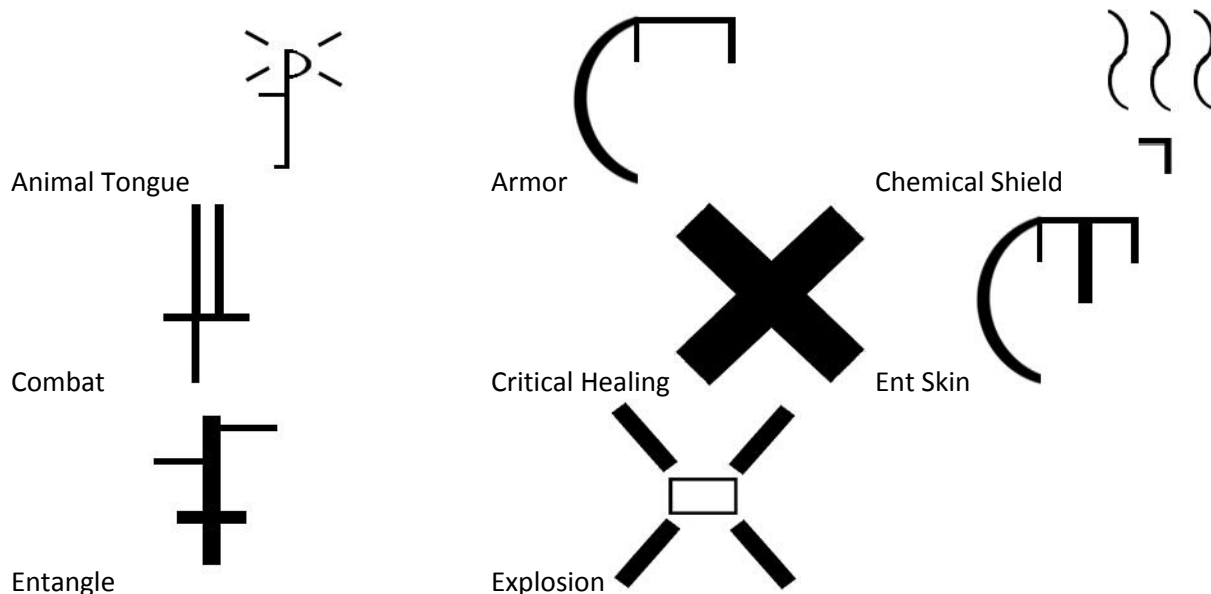
Lvl 10

Life

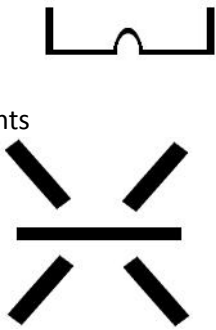
Returns you to life at one life point removing Dead status.

Sanctuary

Must be cast on a building or room. Up to five people may be present within the sanctuary's boundaries when it is cast. Those people will be "attuned" to the sanctuary and may raise and lower it freely while touching it. Their names must be written on the tag. No other physical beings, items, spells, or gasses may pass through the sanctuary unless the sanctuary is lowered. Gaze attacks will not pass through a sanctuary. Those attuned may also pass through the sanctuary without lowering it. The area can be seen in play as having a thin barrier of shiny clear magic around it. A large OOP 'P' (Protected) must be placed in plain sight. The room or building it must have at least 3 walls and a roof.

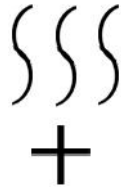


Giants



Life

Mist Form



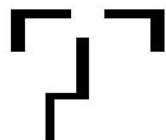
Release



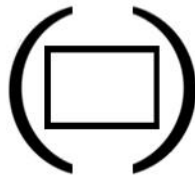
Spell Protection



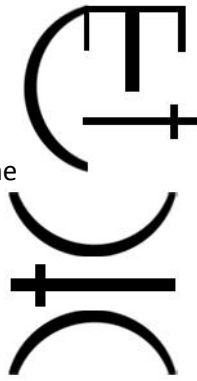
Tree Form



Warding



Greater Weapon Rune

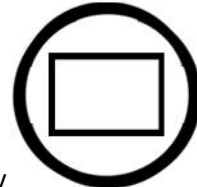


Magic

Neutralize Toxin



Sanctuary



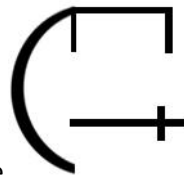
Spirit



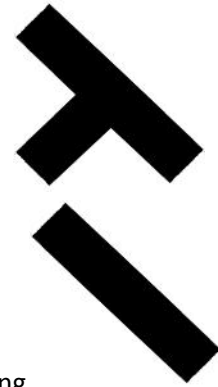
Truth



Weapon Rune

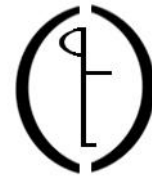


Healing



Minor Healing

Protection



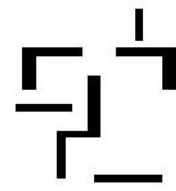
Soul Shield



Strength



Unbind



Ritual Magic

Unlike the spells before now Ritual Magic is rarely seen in combat. Most Ritual Magic takes several minutes to cast and the effects are not always seen immediately.

Some examples of what Ritual Magic is for are golems, attunements, magic items, opening portals, and summoning beings.

Each Ritual Magic ritual comes on a scroll and lists what is needed to complete it. Along with the scroll the rules listed here must be followed in order for the ritual to be completed correctly.

Something to keep in mind is that Ritual Magic is not always what it seems. The magic can sometimes reach out and pick up on what is around it. With this in mind role playing a ritual casting and thinking outside the box can sometimes be very rewarding.

Any time a ritual scroll requires a skill or ability, it is not consumed in the ritual. Example - "Ability to cast any Life spell." Unless it states the spell is consumed then no spell is used.

"All" type is not the same as "any". Example - "Any fire spell" does not mean you can use a spell who has the type "All". Psionic spells can be used when the requirement is "any spell" that doesn't have a type. For the purpose of Ritual Magic spell requirements, the Rune spells listed below are considered to have the planar type listed with them.

All	Combat	Earth	Tree Form
All	Protection	Earth	Unbind
All	Sanctuary	Earth	Ent Skin
All	Warding		
All	Chemical Shielding	Law	Armor
All	Spell Protection	Law	Truth
All	Weapon Shielding	Law	Strength
All	Greater Weapon Shielding		
Arcane	Magic	Life	Soul Shield
Arcane	Explosion	Life	Critical Healing
		Life	Healing
Earth	Entangle	Life	Life
Earth	Giants	Life	Minor Healing
Earth	Mist Form	Life	Neutralize Toxin
Earth	Release	Life	Spirit

Rules of Ritual Magic Casting

1. Make note of the exact time you started the ritual and where.
2. The area must have enough light to be able to clearly read the scroll.
3. Begin casting the ritual with the scroll and needed items together.
4. When the ritual is over send for or go find a marshal or staff member to pull the results. You may go OOP for this.

Role playing a ritual

You are where you will not be disturbed you are allowed to read, draw, sing and other IP type things as long as the scroll is easily accessible and uncovered and the components are near by it. Should someone enter the area you must put your focus fully on the scroll. You are not allowed to communicate with anyone IP and doing so will fail the ritual and the components are wasted. Keep this in mind if you ever feel the need to disrupt a ritual. If at any time your attention for focus is broken the ritual will fail. If you laugh, the lights go off and you can't see, you take damage, etc. Some beings are immune to some of these rules so don't assume this is a rule written in stone. Ask a staff member what is allowed during a role play ritual.

Working while casting

You may also work and help the game while casting rituals. If casting multiple rituals you will need to make note of which ones are in what order. Once you are at step 3 you may go OOP and do a work shift or anything else the staff may need someone to do. Once your OOP work is done you must go back IP and role play the rest of the ritual(s). You may NEVER cast a ritual while you are OOP unless you are working for STORM or the undeadninja team.

While you are OOP your character is still IP and casting a ritual. As such if something happened in the area you were casting at (A battle broke out, A band of dwarves ran around singing about a war, etc) it is up to the marshal or staff member to decide if the ritual failed or not.

Pulling a ritual

A ritual scroll will have a success rate listed on it. Example "1 in 10". This is how many fail counters go in a bag out of a total number of counters (1 blue and 9 red). The bag is then shaken up and either you or the marshal pulls one out. As long as a failure isn't pulled the ritual is a success.

Combat

“GAME PAUSE!”

This is the most important rule in all of STORM.

If a player, at any time feels unsafe for any reason or is being hit too hard, may call a hold. The person calling the game pause must yell “GAME PAUSE!” loudly enough for everyone in the immediate vicinity to hear. You may also hear “GAME HOLD!” which means the same.

When a game pause is called everyone involved must stop all actions and conversations and drop to one knee. Once in a game pause the person who called it should then resolve the reason for the game pause by telling his/her opponent or a marshal the problem. Once resolved, the player who called the game pause must call a “Game On”. To do so the player says, loudly, “Ready! 3...2...1...Game On!”

Players should remember the importance of calling a game pause and should only call one when necessary, as it detracts from the game.

Anyone ignoring a game pause may be subject to disciplinary action. Game pauses are sometimes used for emergencies and players should treat all game pauses as emergencies until it is determined there is not one. If there is a valid medical reason why you cannot drop to one knee please make an effort to crouch or stoop to signify you are in a game pause.

“MEDIC!”

During the course of the event your character shall need healing from damage it takes in combat. If your character is injured and needs healing in-play please call for a “healer”, “life caster”, “rune caster”, or some other in-play type term.

It is a necessity to make the calling of “Medic” forbidden unless a person is hurt in real life. If you have a REAL LIFE injury call “Medic” and someone will come to your aid or if you witness someone else get injured and see that they cannot call “Medic” do so for them. Anyone calling medic when it is not warranted may be subject to immediate disciplinary action.

For small injuries STORM will have a first aid kit located on site for use. If you need anything such as band-aids, ankle wraps, or aspirin, contact a staff member.

Please keep in mind that STORM is a “play at your own risk” game. While we may have medical staff playing they are not required to help you. You should not believe there is any more medical staff or help than there would be if you were camping.

Attacking an Opponent

When a player attacks another with a melee weapon the player must swing his/her weapon through an arc of no less than 45 degrees and no greater than 90 degrees. This keeps people from being hit too quickly or too hard. You should only be trying to make contact with your opponents, not knock them around. Some hits will require judgment calls on the part of the target. When wearing a lot of armor you may not feel the attack and will have to look to the attacker for how many times you were hit.

If a shot is blocked it does not count. However if the block was weak and allowed the opponent to hit at half or more of normal strength then the hit does count.

It is not legal to target or hit the head, neck, throat, groin, or hands. The "upper chest area" is not legal to target or hit on female players. Anyone hitting these areas will be subject to immediate disciplinary action.

Calling Damage

Calling damage is a function of combat. Called damage is OOP and must be called even if your character can't speak.

Each time your weapon makes contact with an opponent you must call the appropriate damage and tag line. ("5 Normal", "4 Magic", "7 Flaming"). This allows your opponent to know how much damage was done and what effect it had on him/her.

Some races and creatures are immune to certain types of damage or take more from others. It is the target's job to keep track of damage type and the affects. In other words, if you are fighting a target that you know takes double from your weapon type do NOT call double damage. The target must double the damage when it takes it.

Commonly heard types are Edge, Blunt, Silver, Flaming, Freezing, Lightning, and Magic. A character wielding a magic weapon does not have activate the magic weapon and call the magic tag line, but by not doing so it does not deal magic damage and instead deals edge/blunt or the material it is constructed from. Creatures that are only affected by magic weapons will not be affected until the magic tag line is used. An edged/ blunt weapon made of other materials may call either edge/blunt or its material. Example – a magic silver mace can call magic or silver or blunt. It is not unheard of to call all of the weapons types as well, though it will slow down your attacks. Example - "10 Magic Flaming Silver Blunt"

If you are hitting so quickly that you cannot announce the damage fast enough to keep up with your swings, you are “machine gunning” If this happens, your opponent has the right to lump all of those hits into one and only count the damage for one hit.

Other tag lines of note

Massive This can't be stopped or blocked. Even if it hits your weapon you take the damage.

Life Points This attack ignores armor. It can still be blocked with a weapon or shield.

Spell Type Any tag line that is also a spell (“2 Disarm”, “7 Poison”) will not affect you unless it damages your Life Points. They can also be blocked with a weapon or shield.

These can also be mixed together. “10 Massive Life Points Sleep” If it hits you, you will take 10 Life Points of damage and Sleep status because the sleep hit your Life Points.

Spell Strike Any spell type that follows “Spell Strike” (Spell Strike Death, Spell Strike Paralyze) is treated like a spell. This attack can hit your weapons, clothing, etc like a spell. A spell shield can stop it as if it was a normal spell.

Killing Attack (Killing Blow / Killing Spell)

If at any time a character or monster is reduced to zero Life Points, is at negative status, or is restrained in any way that the character could not move from in front of a weapon, the character is may be the target of a Killing Blow or Killing Spell. Note that a character that is fully conscious and unrestrained is NOT to be considered a target for a killing attack unless the character submits to it.

A Killing Blow is given by placing a weapon on the chest or back of the target and adding “killing blow” to your tag line. e.g. “4 Edge Killing Blow”

A Killing Blow can be dealt by placing a packet on the chest or back of the target and saying “Dealing a killing blow”

A Killing Blow can also be dealt by firing a missile weapon, throwing a damaging ranged attack or throwing a damaging element or acid at the chest or back of a legal killing attack target and adding “killing blow” to the tag line. e.g. “5 Acid Killing Blow”. Gasses cannot be used for killing attacks

A Killing Spell is given by throwing a damage spell at the chest or back of an immobile victim and adding “killing spell” to the end of the verbal.

After receiving a killing attack you are now at Dead status and must start your dissipate count. You must give your Spirit Chit to the player that dealt the killing attack if they ask for it. If you are a target of a Life spell/effect before you dissipate that lift spell/effect tag becomes your new Spirit Chit and you need to write your information on it. You may later trade it at a resurrection node for a more official looking chit if you wish.

Ranged attacks

Acids, alchemical fire, arrows, certain bullets, thrown weapons, physical elemental packet damage (“10 Freezing”), or other non magical or non gas ranged attack can be blocked by a shield. If these attacks strike a weapon you must still take the effect.

Spell, gas, and gaze packets that make contact with your body, shield, weapons, or even parts of clothing (cloak, cape) deal the effect of the spell unless stopped by a magical protection. Packet attacks with the tag line “Spell Effect” are considered spells.

Physical Strikes and Critical Strikes from ranged attacks cannot be tactical parried unless you are using a shield. They can be blocked normally with a shield however.

Illegal Maneuvers

A player fully hiding or trying to fully hide behind a shield so that his/her opponent may not reach him/her is turtling. The real world remedy for this would be to overbear the person and knock them over. For this reason turtling is not allowed and anyone seen doing it will be subject to disciplinary action.

You may never trap or pin another person’s weapon. The real world remedy for this is physical conduct and as such is not allowed. Anyone seen doing it will be subject to disciplinary action.

Aggressive rushing is also not allowed. If your opponent stops moving backwards from you and run into them you are aggressive rushing. This results in physical conduct and is never allowed. Also if your opponent is having to backpedal faster than a normal walk you are aggressive rushing.

The biggest thing is to use common sense. If something seems harmful or unsafe then don’t do it.

Duration

Some spells or effects last “a combat”. Outside of a field battle or node battle this is usually just the duration of an encounter with some monsters. After the last monster drops you are given a grace period of a minute in case some other monsters appear or if you get surprised attacked. After this minute the combat is officially over. You may NOT “attack” your friend’s weapon or shield in order for the combat to continue. For field battles or node battles “a combat” is considered the entire battle unless otherwise stated by a marshal. On a personal or group adventure it is up to the story marshal on how long “a combat” lasts.

Monsters

A majority of the combat in STORM will be against encounter monsters. These are identifiable by the large M on their colored tabards. When you see one you should ask “What do I see?” in order to get the monster description. This is an OOP question so you can ask it even if your character can’t speak. The monster player will then respond with a description of the monster. Some monsters are so common in folk lore, fiction, and day to day life that they will simply tell you the type. “Goblin” “Zombie” “Skeleton” “Bear”. Others you will have to figure out from what the player tells you. “5 foot humanoid made of stone”. This would be some sort of golem.

If some sort of OOP conflict arises between a player character and a monster player (amount of damage taken, spell that hit or missed, etc.) the monster is ALWAYS wrong. Just agree with the player and mention it to a marshal. If a player is mentioned continually to marshals they will be reviewed for cheating and disciplinary actions may be taken. Just because a monster is always wrong does not give you the right to cheat.

When a monster dies it does not have a dissipate count. As soon as they are searched for loot the player then goes OOP and returns to the encounter node. If you have waited a reasonable amount of time and no character has come to collect the loot go OOP, return to the encounter node, and give the loot back to the encounter marshal.

A few monsters (and rarely a few PCs) may have abilities that you need to be aware of and they will be covered in this section.

Breaking / Snapping – If a monster (or even a PC) has a constant strength bonus that is at least equal to a confining effect's level then they can break it on a count of that level. And take damage equal to the count. A "feat of strength" bonus cannot be used for breaking. Example – A creature with a +5 str is hit with a Web spell. It can break out of the spell on a breaking count equal to the spell's level. "Breaking 5. Breaking 4. Breaking 3. Breaking 2. Breaking 1. Break" And it now takes 5 points of damage. Anything that is "breaking out" cannot be the target of a killing attack, for it is no longer immobile. If the strength bonus is at least twice the level of the confining effect it can just "Snap" out and take no damage. A "feat of strength" bonus can be used for snapping. Example – A creature with a +7 str is hit with a Web spell. It can break out of the spell on a 5 count or if receives a Hero Strength (+10 total str for a feat of strength) it can snap out of it using up the Hero Strength

Damage Reduction – Whenever a monster has a DR number in its stats this is the amount of damage they subtract when taking non spell damage. Unless stated in the monster's stats, they subtract this damage from ANY and ALL tag lines. DR is also applied before a weakness. Example – A monster has a DR of 4 but also takes double from ice attacks. If it is hit with "5 freezing" it would take 2. $5 - 4 = 1$ then doubled from weakness = 2. Having a DR also makes it immune to subdue. Monsters with a DR are usually reserved for experienced players.

Dodge – Some creatures are designed to be VERY fast and agile, more so than the person playing them. Even if your aim with a spell packet was dead on and hit the player, the creature can step out of the way of the spell IP by using a "dodge". This works for weapon hits as well as packet attacks.

Fade – Usually granted from a magic item, but some creatures have this as a racial ability. When a spell hits the target they can choose to let it pass and hit them or their "fade" can stop it. Fades are usually specific. Examples; "Fade vs. fire" or "Fade vs. Cage Being". Fades act as spell shields but cannot be dispelled. Most fades usually only work a few times a day. Like "Flash" this has an in-play visual effect as the spell fades away.

Lesser Construct – Immune to toxins, metabolic, gasses, subdue, mind effecting, Time Magic, Death Magic, and Life Magic. Lesser constructs take 15 from destroy and 40 from disintegrate spells and effects. Spell target is “body”. Critical Strikes deal 40 and Death Strikes deal 45, as they are immune to critical and dead status.

Lesser Undead – Immune to toxins, metabolic, gasses, subdue, and mind effecting. Death Magic heals them instead of damages and Life Magic damages instead of heals. Critical Strikes deal 40 and Death Strikes deal 45, as they are immune to critical and dead status. Lesser skeletal undead take half damage from edged weapons and 15 points from destroy and 40 points from disintegrate spells and effects. Spell target is “body”.

Mindless – Any creature that is considered mindless has no way to communicate and is immune to spells or effects that would affect the mind (Fear, Terror, Feeble Mind, Berserk, Sleep, etc). These type creatures are usually immune to subdue as well, but not always.

Permanent – Whatever damage this tag line is with e.g. “4 Permanent” is how many Life Points you lose permanently for the current life you are on. This damage must by pass your armor and hit LP before it takes effect. The only way to recover these lost LP is with a resurrection or possibly some yet unknown powerful magic. If combined with any other effects they are permanent as well but won’t stack. “4 Permanent Weakness” You will have the weakness effect until you resurrect or have it removed in some way, but no matter how many hits you take you will only lose -4 str. (Though you will lose additional LP)

Phasing / Burrowing / Etc. – Certain monsters have abilities to come and go from their physical form as they wish. Whenever a monster has its weapons or hands crossed over its head it is IP but cannot be seen, heard, or attacked by anyone because it is on a different plane/buried underground/etc. When this creature comes into being it will start a count. “Phasing in 3. Phasing in 2. Phasing in 1. Phased in.” and begin to lower its hands. As soon as the count is started you can see and interact with the creature. If the creature decides to leave it will do another count. “Phasing out 3. Phasing out 2. Phasing out 1. Phased out.” And begin to raise its hands. You can still see and interact with the creature until the count is finished. Burrowing, Flying Away, etc. does not change the form of the creature. Phasing, Melding, etc. does change the form of the creature.

Pierce – This is followed after a spell or spell like effect. The spell pierces, or bypasses, your spell protections and hits you as if you had no spell protection against it. The effect leaves the spell shield intact though. This does not allow a spell to go through a Circle of Protection or a Sanctuary. If you have this ability/disability on yourself (Corrupted template) and are hit with a spell or effect that pierces your defenses you must say “Pierce” when hit with the spell or effect.

Push – When hit with this you must move backwards as many feet as specified by the attack, take that much damage, and sit or kneel down before you can continue. “10 Push” You take ten points of damage, move ten feet back. This damage cannot be blocked. Push can sometimes be combined with wave.

Terror –Treated as a fear effect but if the user of terror engages the target the effect is not dropped. The target can try to defend but may not attack back and must try to leave the area as quickly as possible.

Wave – When hit with this you must take that much damage, and sit or kneel down before you can continue but you are not moved back as you are with push. “10 Wave” You take ten points of damage and drop down. This may sometimes have an element tag as well. “10 Flame Wave” You take ten points of fire based damage and must drop down. This damage cannot be blocked. Wave can sometimes be combined with push.

Events

This is sort of a play by play example of that a usual STORM event consists of. There are some rules mentioned and covered here so don't skip over this section even if you have played before.

- Arrive on site and head to Logistical Building.
- Pay entrance fee and get Spirit Chit and Work Tag.
- Go to Character table and turn in any XP tags you may have. Update your character. Get tags pertaining to character.
- Go to other spell and/or skill tables. Show your spell book and/or skill tags and get spells and/or skills for the event.
- Turn in any temp tags to the appropriate members of staff for standard tags.
- Read any print outs about IP events.
- Listen to Opening Ceremonies.
- Any last minute details before game begins. (Costume, moving gear to cabin, any questions you may have, etc)
- Take part in safety course if you are a new player.
- Check in armor and weapons. (This is OOP even if you have to do it later.)
- Fill out Cabin Marshal Notes
- In play is called.

You see another player in a monster tabard approach. "What do I see?" (This is an OOP question asked to get a description of what the monster looks like IP.)

- Hear description of monster and choose to attack.
- Battle it out with monster and kill it. (If you lost skip the next two)
- "Loot!" or "Search!"(This is an OOP statement letting the other player know you are now physically searching the corpse for items it may have.)
- Receive loot and/or money.
- Monster player requests any tags for any skills you used or any damage it dealt you.

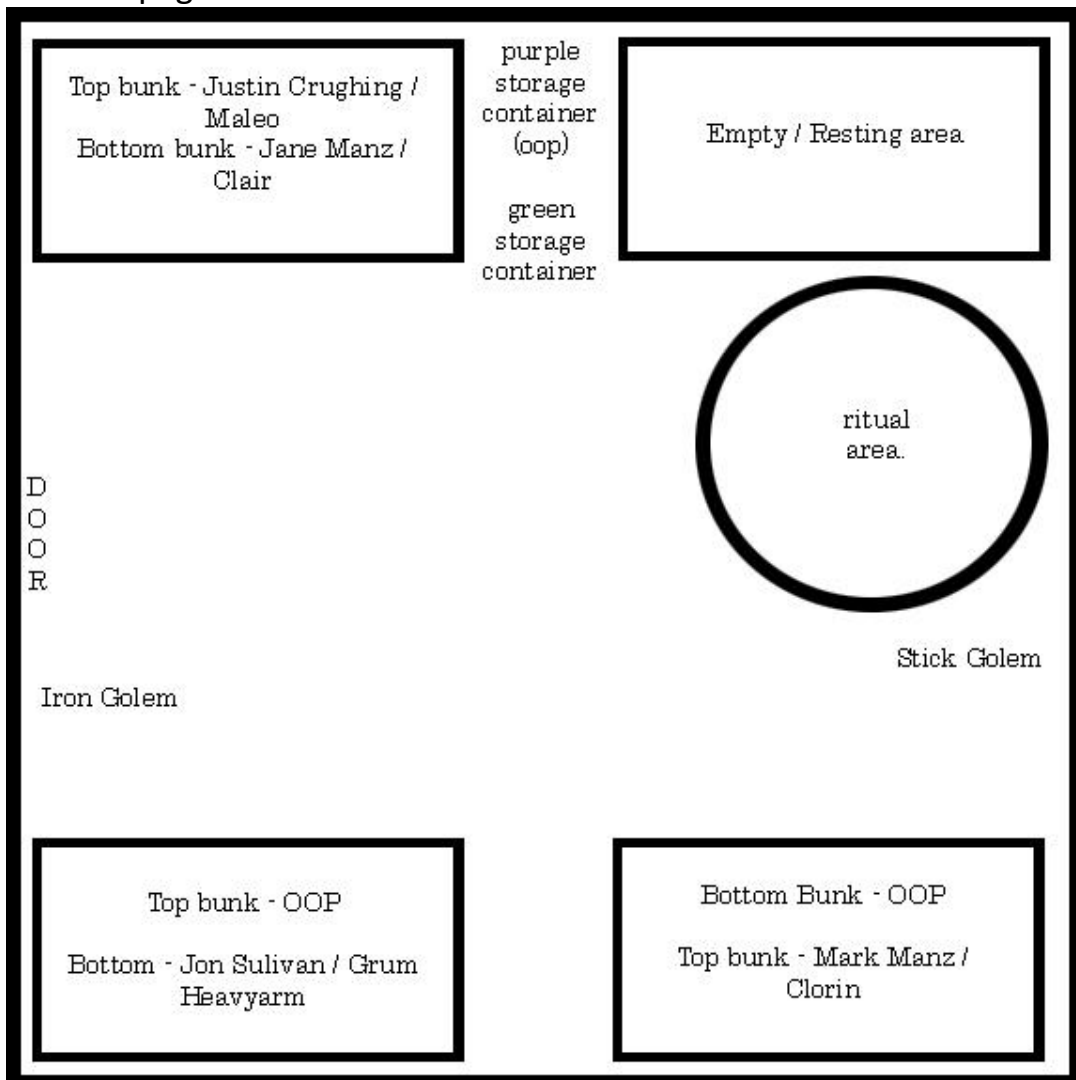
Cabin Rules

Marshaling Notes for each and every cabin must be filled out by the occupants. Every occupant's OOP name and their IP name must be recorded. Any OOP containers must be recorded but make sure no IP items are in them. It is also helpful if the items have a clear OOP marking on them. Any traps, protections, etc must be recorded as well as any information concerning them and their cards /tags. Any constructs, creatures, undead, etc. must be recorded as well as their commands and who has control of them and their cards must be included as well. Only a cabin marshal or the occupants of the cabin may look a cabin's marshaling notes.

If you enter an unoccupied cabin or enter a cabin with the intent of raiding it you MUST have a cabin marshal present.

This is an example of what a marshaling note for a cabin might look like.

Front of page with drawn areas and names-



Back of page –

Iron Golem, Clair, Clorin, Grum, Maleo are attuned to Sanctuary. Sanctuary was cast by Brisa. Sanctuary runs the walls around the whole cabin.

Grum's bunk has a Mage Lock around it. Cast by Clorin.

Command order of Stick Golem

Brisa - Creator

Clorin

Clair

Command order of Iron Golem

Brisa – Creator

Grum

Maleo

Clorin

Clair

Both Golems will defend against attacks.

Stick golem will wake up/alert cabin occupants if anyone is attacked or takes damage while in the ritual area.

Iron Golem will attack anything in the door if the Sanctuary is dispelled/destroyed. He will attack one target until it drops and killing attack it before continuing to another target.

Iron Golem has orders to never attack Klack for ANY reason what so ever. Brisa set that command.

Iron Golem will lower and raise sanctuary if/when asked by Brisa, Grum, Maleo, Clorin, Clair, Klack or if they wave at iron golem. (Iron golem is near window so it can see out)

From the example -

The green container is IP. If this cabin is raided it can be IP stolen as well as any contents.

Grum's bunk bed has blankets draped down from under the top bunk to make "walls" around the bottom so it can have a Mage Lock on it.

Unless stated on the ritual scroll or card cabin warders (golems, lesser undead, constructs, etc.) cannot speak, think for themselves, make decisions. In order to give orders or commands to them you must think in terms of a flow chart or "if x then y". They can see and hear however. Never EVER assume anything when filling out orders for your warders.

Any IP item can be stolen by anyone else that is IP, but the physical representation ("phys rep") must be given back OOP to the person as soon as possible. When this exchange occurs the tags/cards for the items stolen are given to the player returning the items. (If the items are magical, thus need have an Identify cast on them, the tags/cards are given to a Story Marshal.) You are then responsible for making or buying your own phys rep for these items. The new phys rep must look as close to the original as possible. If the item stolen has an extremely unique look to it then you must OOP show the new phys rep to the old owner so that they may recognize it if they see it IP.

If a character incapacitates another character, he/she may loot the victim. This is done, the same way you loot a monster, by telling your target you are looting them. The target who was incapacitated must give up all of his in-play items: in-play money, magic items, ritual components, items purchased totally with in-play money, in-play gems/jewelry, etc. It is assumed the looter is patting down the target, cutting open pouches, pulling off gloves and/or shoes, and otherwise being thorough in the process. No item can be "hidden in a secret compartment" unless it REALLY is hidden in a secret compartment.

It is recommended that you secure all OOP valuables. If possible leave your wallet, OOP Jewelry, phones, etc. locked away in your vehicle.

At the end of the event you must “check out” before you leave site. Take your Spirit Chit, signed Work Tag, and any other tags or cards you need to turn in and place them in a provided envelope at the logistics building with your name and character name on the front and place it in the container.

Make sure your cabin space is as clean, or cleaner, than when you arrived and if it isn't make it so. Keeping the owners of a campsite happy allows us to come back and hold events there. If you feel so inclined, ask around and see if anyone else needs help with any cleaning or breaking down of the site. If helping STORM staff and/or the undeadninja team you may be rewarded for your help.

Head back home and get some rest! Plan and dream on the next event and come back!

Leveling Chart – Player Characters start the game with 2000 XP

Level	XP	XP for attending an event
1	*	*
2	2000	1000
3	3000	1000
4	4000	1000
5	5000	1000
6	6000	1000
7	7000	500
8	8000	500
9	9000	500
10	10000	400
11	11000	400
12	12000	200
13	13000	200
14	14000	200
15	15000	200
16	16000	200
17	17000	200
18	18000	200
19	19000	200
20	20000	200
##	Level x 1000	200

Miscellaneous

This section may seem a bit random. It contains information that very well could have been listed in other sections but any rules listed here are important enough that they need to stand out.

“It doesn’t say I *can’t* do it.”

If at ANY time the above statement pops in your head about a rule or a skill or an idea or ANYTHING related to STORM or the undeadninja team; stop IMMEDIATELY and consult a staff member on the subject. This is also affectionately known as The Lomas Rule.

Doing something you can’t do.

Accidents do happen. After running around all day fighting you can get tired and sometimes things slip your mind. If it turns out you don’t have the tag for a spell you used then you must discard a spell tags equal to 1 level higher. If it was a level ten spell you must discard 11 levels of spell tags. Alchemy follows the same rules as spell levels. If it was something that used energy to do and you don’t have enough energy tags you must pay what you can and then lose the difference in LP. If it was an item you used and don’t have the tag for it you are now at 0 LP. While doing these things is technically cheating, it can be overlooked once as an accident. If it should continue to happen then disciplinary actions may be taken.

Metagaming

Using out-of-game information for an in-game affect. This is poor sportsmanship and also blatant cheating and is dealt with swiftly. Examples – A character did something to your character that you didn’t like so you do a monster shift and attack them repeatedly or maybe a player has different opinion on the traffic laws in Guam so your character takes it out of their character.

Working for the game.

Everyone must work for the game in some manner. If you don't work you don't get your Work Tag signed and if that doesn't happen then you don't get credit for the event. Unless you have an outstanding reason you must work as encounter monsters for the game. Depending on the length of the event the time required to work will vary but plan on 2 hours per event. Playing encounter monsters for more than the required time and/or during "prime time" is rewarded with bonus XP and/or items.

Recipes / Spells / Schematics

In order to get your daily spells and/or create your daily production you must have a book with the items you want in it. If you purchase any spell or production skills when you first make your character you will be given a piece of paper with a few low level spells/recipes/schematics on it. This may only be used for one event and a real book must be used from then on. The contents of that paper may be copied over to the book and those pages may be stamped and signed. Any further contents you wish to add to your book must come from an IP source.

A spell/recipe/schematic/technique book may only have one item per page (no other spell/recipe/schematic/technique on the same side of the page) and each page stamped and signed by a staff member. Each entry of a spell/recipe/schematic/technique must have the name, level, and/or verbal.

Staff Members

Cabin Marshal

Known sometimes as “Rogue Marshal”. They are required if you raid a cabin. To be a cabin marshal you must also be every other type of marshal, besides a story marshal, in case questions arise during a raid.

Combat Marshal

They are allowed to check in armor and weapons and at any time may ask to see your weapon check in tags. They may also recheck any weapon to make sure it is still safe to use. They have final word on combat matters.

Encounter Marshal

They will usually be seen where a “Monster Node” is. They are responsible for sending out the monsters that players encounter, giving the monster players their loot, and explaining to the monster players their stats and description. They are also responsible for the care and maintenance of the monster player sign in book, loot container (as well as contents), and monster stat book.

Ritual Marshal

They are allowed to pull ritual results and carry the Ritual Magic log during their shift.

Rules Marshal

They will have a copy of the rules nearby or on them at all times. Any rules question can be directed to them.

Story Marshal

Known sometimes as “Plot”. They are the people with the task of keeping a story line going and making the events interesting. In RPG terms they would be the game masters.

A marshal may NEVER marshal a situation his/her character is directly involved in.

Book Warden

Players that help with check in by handling updates for others in the character books. These players may or may not be a marshal. If you have a question that needs a ruling be sure to ask if they are the appropriate marshal.

Tag Jockey

Players that help with check in by handing out skill tags and cards. These players may or may not be a marshal. If you have a question that needs a ruling be sure to ask if they are the appropriate marshal.

Event Manager

This person will usually be the one handling the money in the logistics building during check in. Opening ceremonies is usually performed by this person.

Only marshals and /or managers can sign tags/cards/chits/etc.

You may see weapons of various colors. This is a brief list of the more common colors and what they are.

Normal metals, stone	Grey
Wood	Brown
Bone	Dingy / discolored white
Silver	Silver or Grey with some type of marking
Gold	Gold or Yellow with some type of marking
Mithril	White
Elemental	Yellow, red, blue, etc. depending on type
Jewel	Varies depending on type
Deep Ore	Black

Unless purchased or acquired IP, a character cannot have a weapon made of any material other than the top three.

Weapons used by monsters will have some sort of identifying mark on them. These weapons are considered poor or almost useless quality and cannot be sold or used by a PC.

Gold, silver, and starting weapon types can be destroyed or disintegrated. Mithril, Elemental, Jewel, Deep Ore can be disintegrated but are immune to destroy and destroy effects.

Armor values given are their “up to” value. If you can only wear 4 points of armor then you will only get 4 points for that piece even if it is worth up to 20.

Type	Torso (front and back -50% if only one side is covered)	Other locations
Costume only	8	*
Light Leather	14	2
Padded Cloth	14	2
Heavy Leather	28	6
Wood Plate	28	4
Thick Metal	56	8
Med. Metal	42	6
Thin Metal	14	4
Micro Chain Mail	42	6
Small Chain Mail	28	4
Large Chain Mail	14	2
Thick Scale Mail	42	6
Med. Scale Mail	28	4
Thin Scale Mail	14	2
Thick Metal Brig	36	6
Med. Metal Brig	22	4
Thin Metal Brig	8	2

Head (top to neck)

Thick Plate	12
Medium Plate	9
Light Plate	6
Heavy Leather	9
Micro Chain	9
Small Chain	6

“Other locations” – Neck, Left side of torso, Right side of torso, Left upper arm, Right upper arm, Left lower arm, Right lower arm, Left upper leg, Right upper leg, Left lower leg, Right lower leg, Left elbow, Right elbow, Left knee, Right knee,

If a location has studs that cover over 25% it is given a 10% bonus (round up) if they cover over 75% a 30% bonus is given (round up). Studs cannot be made in any shape that would harm a weapon.

The combat marshal that checks in armor may give more or less points depending on the covering, quality, or materials the armor is made from. These rules are just a guide line.

Metal of 20 gauge or higher is considered thin, 14-18 gauge is medium, and 12 gauge or lower is thick. Fake material (plastic, rubber, etc.) used to simulate an armor type will not receive full points.

If you remove any part of your armor for whatever reason you must remove the armor point tags given from that section. Using armor tags for armor you aren't wearing is cheating. If/when your armor takes damage it can be repaired at the armor smith for a small fee or by a person with the repair armor skill. The armor smith can also create/sell certain IP weapons should you need one.

Making a packet

A player is responsible for making their own packets. These are constructed using cloth (cannot be red in color) and birdseed. The cloth is cut into a 7" by 7" square. The birdseed (try not to use the kind that has sunflower seeds) should next be placed in the center of the cloth, which is then gathered around the birdseed and secured with a rubber band. A good measure of birdseed to use is a 35mm film canister. Cutting the "tail" off the packet is allowed.

Red packets are IP glass bottles used by alchemy. Spell packets (any other color) are IP items but have little to no value. They are considered components for casting spells and can be picked up or found anywhere there is a packet, even if it is one that was just destroyed.

Making a weapon

Weapons sizes in inches

	Blade length		Overall Length		Base damage
	Min	Max	Min	Max	
Small / Dagger	8	17	12	24	1
Thrown			6	18	1
Short Sword	18	24	25	32	2
Long Sword	25	36	33	44	3
Staff			60	72	3
Spear	5	10	48	66	3
2 Hand Sword	37	48	45	52	5
Polearm			60	72	5

Any overall length weapon of 44" or more MUST be made of ¾" pvc

"Head weapons" such as hammers, mace, axes, etc are constructed the same as a sword of the same length but the striking part (head) must be made out of open cell foam on top of the 5/8" pipe foam. The head must be at least 3 inches long.

Thrown weapons may never have pipe inside of them.

Staves are covered in 5/8" foam except for the middle section which can only be 1/3 of the overall length. They must be used with two hands at all times in middle section. You may not ever make a sweeping attack or swing.

A polearm is just a large two handed head weapon. They have a 1/2" piece of PVC inside of them for support.

Center grip weapons. These are constructed much like a staff. They are all considered one hand weapons and follow the overall size of long, short, and small weapons. All but the center, which is 1/3 the overall size, must be padded. A 33"-44" center grip calls base 2 and any smaller calls base 1.

Spears must have a 5-10 inch open cell foam tip that is attached to the top end of the weapon. A player who is hit with any part of the weapon other than the tip takes no damage. A Spear may not be thrown and two hands must be used to attack with a spear while only one is necessary to parry or block. The head of a spear and the shaft are not required to be made of the same IP material. If you wish to make a "one handed attack spear" then it may not have an over length of 44". You may not ever make a sweeping attack or swing. A spear must be covered in 5/8" foam except for the hand section which can be 1/3 of the overall length. Spears of normal size are considered a one or a two handed weapon for skill use.

A player is responsible for making their own weapons. These are constructed with 1/2" or 3/4" PVC pipe. (400 psi / 40 schedule is required for weapons over 44"). The foam for the weapon must have a wall thickness of 5/8". Open cell foam for the tips. No weapon can ever have moving parts. No ropes, strings, wires, etc. are allowed to attach any part of a weapon to another part.

All thrusting tips must be at least 2 inches. Any less could be a safety issue. Any part of the weapon that could come in contact with a player must have 5/8" foam on it.

When taping your weapon do not use a spiral pattern. All taping should be done lengthwise.

Gaffer tape and standard duct tape (non metallic / non foil) is allowed for weapons.

You must contact and get approval from a STORM combat marshal / the undeadninja team before you can use a weapon purchased from a LARP web site or company regardless of what approval they claim to have.

In this example a long sword will be created using standard grey duct tape. When cutting be sure to allow for the thrusting tip. The PVC is cut to a length of 41". Once cut each end of the PVC is taped closed with duct tape to reduce damage to the foam. The pipe foam is cut next. The maximum blade length for a long sword is 36" so the foam is cut to a length of 34". The foam is then slid over the PVC, leaving an overhang of one inch at the top of the blade. This hole is filled in with scrap open cell foam, packed semi-tight. A 2" block piece of open cell foam is then cut for the thrusting tip. The grey duct tape is unrolled about 40" and laid sticky-side up on a table. Once this is ready the sword is placed on the tape, allowing 1-1 1/2" to overhang at the bottom of the blade. After the sword has been properly placed on the tape, the 2" square foam tip is gently pressed against the top of the sword blade and then against the tape. The tape is then unrolled about another 40" and laid on the top of the sword. The tape is cut to allow 1-1 1/2" to overhang the bottom of the sword. The tape is then pressed lightly against the pipe foam without causing wrinkles in the tape. The two overhangs are pressed against the PVC pipe to hold the pipe foam in place. The process of unrolling the tape, placing the sword on the tape, unrolling more tape, and placing it on the sword is repeated for the other open sides. At this point the sword blade should be complete and no pipe foam should be visible. The cross guard, made out of pipe foam, is added next. Once the design of the cross guard is chosen the pipe foam should be compacted to remove the hole along its length. Duct Tape is used to hold the ends closed once it has been compacted. A hole is then cut in the middle to allow it to slide onto the PVC. Once on the sword the crosspiece is taped with electrical tape to hold it to the bottom of the blade as well as to the PVC. When it is completed there should be no pipe foam visible. After the crosspiece comes the base guard.

A 2" piece of pipe foam is placed on the bottom of the sword allowing 1" to hang over the bottom of the sword. The 1" hole on the bottom is filled in with open cell foam the same way as the hole on the top. Electrical tape is then used

to secure the base guard to the PVC. Once secure, the electrical tape is wrapped around the handgrip to cover the PVC.

Making a shield

First a few notes -

Shields may not be used as offensive weapons (i.e., no shield bashing). Shields are for defense only.

Shields may not be used with two-handed weapons. The longest weapon you can use while wielding a shield is 44 inches (a maximum length one-handed weapon.)

Shields do not protect the owner from any type of trap or AOE

Shields may be made of almost any material. Aluminum, plastic, wood, foam, etc.

The perimeter of any shield must be covered with pipe foam. Any bolts used in the shield must have the flat side on the front of the shield and the nut on the back.

The grip of a shield may not be located in the center.

Box shield – Longest Dimension 36” (corner to corner)

Circle shield – 26” from one “side” to the other

Other shapes should have around 530 square inches

These sizes are based on the user being around 5’ 8” in height. If you are considerably shorter or taller please contact a combat marshal or undeadninja team member for the size of shield you may use.

The first step in making a shield is the design and shape. Going by the restrictions above once you have a design the shield should be cut out of the material you plan to use. Once it is cut out the edges should be sanded for safety. Duct tape is placed all the way around the perimeter of the shield to reduce

damage on the pipe foam. The perimeter of the shield is now measured and enough pipe foam is used to allow it to be placed all the way around the shield with a little extra left over. After attaching the foam on the shield notches are cut in it at the corners. Once this is complete the extra foam is cut off and the two ends are lightly taped together (it will be removed shortly). The pipe foam is then pressed against the edge and marks are made every 2"- 3" just below the pipe foam. After all the marks have been made the pipe foam is removed and holes are drilled at each mark. Next two small (1"-2") square pieces of wood are cut. Once the location of the handle has been decided the two pieces of plywood are glued onto the shield to raise the handle off of the shield allowing for more room for the hand. Holes are drilled through the pieces of plywood and through the shield. These are will be used to hold the handle in place. Knowing the location of the handle the arm is placed on the shield until the elbow rests against it. A leather strap is placed comfortably on the arm and the holes are marked for the bolts that will hold the strap in place. Once all of the holes have been drilled the shield is painted the desired color. Keep in mind that the restrictions in place for the colors of weapons (found above) also apply to shields. After the paint dries the pipe foam is placed around the perimeter of the shield and taped lengthwise all the way around for better endurance (do not tape it to the shield). If cloth has been chosen to wrap the pipe foam it should be placed around the foam now. The cloth is cut the length of the perimeter. Once cut it is placed over the pipe foam with the sides pressed up under the foam. Shoelaces or an equally sturdy cord are then tied around the foam and through the holes, which were drilled around the perimeter to hold the foam in place. Any knots that must be tied should be tied in the back so they are not noticed. Glue is then placed on the knots to reinforce them. The handle and leather strap are then bolted to the shield.

If it isn't there then it isn't there

If you are ever in a situation like "the golem holds you until I get back" and there is no player playing the golem then you can act as if there is no golem. If something or someone is doing something then it must be actually

doing it. The few exceptions are with Ritual Magic and when things might come up with Story Marshals.

Constructs in a cabin must also be phys reped. This can be as simple as a monster type tabard taped to a wall or as involved as a suit for armor with led lights for eyes. Any construct you have in your cabin you are responsible for providing it with any items it may need. (tabard, weapons, packets, etc)

If you decide your character is “sleeping on a tree limb” and you are OOP sleeping in a cabin then you must go and put your Spirit Chit, any in play items, and some phys rep roughly the size of a body on that tree limb.

Fate of the party / Fate of the wild

At any time you are OOP doing something but your character is IP somewhere else and something happens to the other people there then it happens to you too. Example – You go OOP to play a monster but your character stays in your cabin and while you are gone your cabin gets raided and everyone dies, then so did your character. In the sleeping OOP example above - If you put your tags on a limb and are sleeping OOP and someone comes across them and decides to kill you they pull may pull your Spirit Chit and when you come back to get the tags you will need to go resurrect.

Spirit Chit Rewards

If you turn in another player’s Spirit Chit in your envelope at the end of the event you will be given XP equal to their level. Spirit Chit’s do not have a character’s level written on them so this will be handled by staff between events.

Lives

You start the game with 2 lives in reserve and the one you are living. You gain additional lives at every odd level starting at lvl 3. Max of 9 lives. You may “sell back” a life for 25 XP if you are going to gain a level and lose it.

Keeping a player OOP

Other than staff members no one can keep another player OOP for more than an hour at a time unless the player consents. This rule rarely, if ever, comes up but needs to be stated just in case. Now to clarify this a bit;

being the victim of a Cage Being spell 13 times in a row is not considered keeping you OOP. While it may be frustrating it is legal rules wise. Turning you into a Skeletal Minion and having you walk around with the Death mage that made you IS considered keeping you OOP but it is only for 20 mins. Once you resurrect your OOP time with that player is reset. So as soon as you come into being if the Death mage should do it all over again it is legal.

Performing some ritual magic spell that animates you into an evil incarnate undead and giving you the task of destroying all the barely fields on some distant plane is also legal. But even if the new undead body you now inhabit has a duration of 100 years once 60 mins is up you may go resurrect if you wish and play your character, which causes the evil incarnate undead to turn to dust.

Rules of Conduct

STORM staff and/or the undeadninja team will not allow any activity which promotes the use of alcohol, drugs, vandalism, pornographic materials, hazardous or toxic materials, OOP violence, damage and/or theft of non-game property (including physically represented IP items owned by an individual), open and/or gross lewdness, or any actions by an individual or individuals which demonstrates a blatant lack of respect for the safety of the people, property, or environment at any STORM and/or undeadninja team event.

STORM staff and/or the undeadninja team prohibit any form of discrimination against an individual or individuals because of their OOP affiliations. Be it age, ethnic background, disability, gender, handicap, ideals, physical appearance, race, religion, sexual orientation, or any other condition which may be part of a player's OOP life. STORM staff and/or the undeadninja team also ask players to not discuss religion or OOP politics at STORM and/or undeadninja team events and to keep all conversation at such events at a "teen rating".

Disciplinary Actions

Depending on the severity of a player's action(s) certain levels of disciplinary actions may be skipped.

Warnings

Any marshal may give a warning and usually this is all most players ever need. "Hey that blow was a little hard, ease up some." "You threw the packet before finishing the verbal, you need to wait a bit more." Etc. If you get to many warnings then further actions may be taken.

Combat Suspension

If you have been given three warnings about combat actions then you will be put on Combat Suspension. You are allowed to still play but may not be involved in any combat until taken off Combat Suspension.

Event Suspension

This usually only happens to players that are clearing ignoring rules. A player who receives an Event Suspension must pack up and leave the site immediately. A few examples – Any type of cheating, bringing alcohol and/or drugs to an event, vandalizing the site, destroying property, OOP stealing.

Ban

If you have been given an Event Suspension and clearly show no signs of improving your behavior then you shall be banned from STORM and any other undeadninja team events.

STORM staff and/or the undeadninja team may bring criminal charges against a player given an Event Suspension or a Ban.

Legal Release

Page 1 of 2

I, the undersigned, understand that STORM and the undeadninja team has taken all precautions and reasonable steps to minimize all risks to participants, players, staff, and members but is unable to completely guarantee that no injury will come to myself and/or them. Being that most events are mainly conducted outdoors in a wilderness area, there is always the possibility of a slip on rough ground, a fall over obstacles in the darkness, or the occurrence of some other unforeseeable accident. Also, since I may be participating in mock battles using padded weapons and/or projectiles, there is the risk of injury from other participants.

I understand the risks involved in events sponsored by STORM and the undeadninja team and I shall make no claim of any description against this organization, its members or its officers or any company doing business with this organization for any loss or damages suffered in the course of participating.

I am aware that the “weapons” used at STORM events were not intended for this type of use (insulated PVC, bird seed packets, foam dart guns) and reasonable safety measures must be taken so that myself and others are not harmed with their use.

I am also aware that the STORM LARP is in a “black powder setting” and STORM staff and the undeadninja team may use visual or auditory means for explosion and/or fire effects while I may be asleep or awake.

I also confirm I am in good physical health and do not suffer from any physical disabilities unknown to the organization, other than the ones listed on the back of this release or attached to this release. I agree also to the following restrictions placed upon me by STORM and the undeadninja team.

- I will use weapons and packets approved by the organization only AFTER I have completed the safety training course.
- I will not bring nor consume alcoholic beverages or any other drugs during the events nor will I come to events under the influence of alcohol or drugs. (Other than those proscribed to me by a medical doctor)
- I will not use any skills taught by the organization for illegal purposes.
- I will at all times abide by the rules of the organization at STORM events or events by the undeadninja team.
- I understand that failure to abide by these terms could result in expulsion from STORM and any further events by the undeadninja team.

Legal Release

Page 2 of 2

With my signature below, I confirm that I have read this release (both pages), understand the terms (both pages), and agree to the provisions (both pages). I understand that this form affects my legal rights.

Printed Name _____

Signature _____ Date ____/____/____

Signature of parent and/or legal guardian if under 18

_____ Date ____/____/____

Permission granted to photocopy or print both pages for signing and turning in to an approved STORM staff member for STORM events by the undeadninja team