

Empire rules summary

General rules on hits

All characters have global hits but have 6 locations (head, torso, 4 limbs). Being struck on any location causes you to lose 1 hit from your global hits.

Any blow that strikes a location causes you to lose 1 global hit unless stated otherwise.

The One Second rule - You can only lose 1 global hit each second from each enemy no matter how many times they strike you.

Heroic Calls:

You have to have the requisite skill and unused hero points to make a Heroic call.

You have to strike a location or the target's weapon/shield to inflict a Heroic Call, if it misses then it has no effect.

You cannot use more than one effect on each blow.

If your target takes no additional effect from the heroic call then the hero point is not used.

Cleave

- A limb struck with a Cleave stops working until it is restored and you take one global hit.
- If the Torso is struck then you lose all global hits and are dying.
- If the head is struck then you take one global hit.
- This call has no effect if parried.
- Medium or heavy armour prevents Cleave if it strikes the armour, but you still take one hit

Impale

- All arrows and bolts inflict Impale when fired from a bow or crossbow.
- A limb struck with an Impale blow stops working until restored and you take one global hit.
- If the torso is struck you lose all global hits and are dying.
- If the head is struck then you take one global hit.
- Heavy armour prevents Impale if it strikes the armour, but you still take one hit
- This call has no effect if parried.

Shatter

- Any weapon, implement or shield struck by a Shatter call is broken and useless until repaired by the Mend spell and should be safely discarded while in battle.
- This blow inflicts one global hit if it strikes a location.
- If you cannot discard a shield safely then any blows that strike the shield are considered to hit the arm instead.

Strikedown

- If you, your weapons or your shield is struck by a Strikedown effect then you are knocked from your feet.
- If this blow strikes a location then you also lose one global hit.
- You cannot roll or dive away and should roleplay this effect appropriately.

Heroic Call Summary:

Call	Head	Limb	Body	Weapon or Shield	Heavy armour	Medium armour
CLEAVE	Lose a hit	Limb is ruined	Lose all hits	No effect	Lose a hit	Lose a hit
IMPALE	Lose a hit	Limb is ruined	Lose all hits	No effect	Lose a hit	As head, limb, body
SHATTER	Lose a hit	Lose a hit	Lose a hit	Weapon or shield is ruined	Lose a hit	Lose a hit
STRIKEDOWN	Fall over. Lose a hit.	Fall over. Lose a hit.	Fall over. Lose a hit.	Fall over	Fall over. Lose a hit.	Fall over. Lose a hit.

Traumatic wounds

Sometimes in battle you will receive a Traumatic Wound card from a referee or crew member. You must follow all effects on the card until the Traumatic Wound is removed by someone using the appropriate skill.

Casting spells

Regular spell: If you have mana and know a regular spell then you can spend ten seconds casting it. If you or your target makes an attack or is hit while you cast, the mana is spent but the spell fails.

Offensive spell: If you have mana and know an offensive spell then you can spend five seconds casting it. You can carry on casting the spell if hit during the casting time so long as you are not dying. Once you have cast the spell then you have ten seconds to strike the target with an implement and make the call granted by the spell. If you fail to make contact in this time, the mana is spent and the spell is wasted. Spell effects will never affect *inhumanly large* monsters. Some “offensive” spells are beneficial; you may want to make clear in your roleplaying that you’re not striking to cause damage when you use your implement to deliver the spell.

The negative effects inflicted by weapon blow are listed below. You must be struck on a location to take the effect and you will take a global hit in addition to the effects below.

Call	Hits you
CURSE	Find a ref as soon as you can.
ENTANGLE	Don’t move your feet for 10 seconds.
PARALYSE	Don’t move for 10 seconds. You can still talk/shout normally.
REPEL	Move away from the caster as fast as is safe. Ends when you get 20’ away, or after 10 seconds.
VENOM	Your <i>bleed time</i> is zero until cured.
WEAKNESS	You cannot use hero skills, cast spells, use your enchantments, or activate magic items until cured.

Healing

This is a summary of the healing skills that you can use if you have the requisite skills and required mana.

Skill	Beneficial effect
Heal/Swift heal	Regain all global hits
Get it together	If you are not dying then regain 3 global hits.
Stay with me	If you’re dying then regain 1 global hit.
Chirurgeon	Pause your bleed count while they work. Once finished, if you are dying then regain 1 lost hit.
Mend	One ruined weapon or shield is repaired
Restore limb	One ruined limb is repaired
Purify	Removes the VENOM and WEAKNESS effects
Empower	You can make one heroic call within the next ten seconds without spending hero points. If you have a pole weapon then the call is STRIKEDOWN. If you are using a two handed weapon then the call is SHATTER. If you have a one handed weapon then the call is CLEAVE.

Regaining hits

- You cannot regain more hits than your maximum number of hits.
- If you remove your armour when you are on less than maximum hits then you drop to 1 global hit.
- If you spend two hours without taking any damage then you regain all global hits.

Dying

- When you reach zero global hits you fall over and start dying
- You stop dying if you regain a global hit for any reason
- You become terminal after your bleed time expires. Your bleed time is three minutes unless something alters it.
- You are automatically unresisting while you are dying
- You must roleplay that you are dying
- You must not take any action other than talking or screaming

Terminal

Once you have become Terminal then your character will die a short while later. This can be no later than the start of the next event.

While terminal you can make no actions other than to talk and roleplay your death.