

## Good Things That Can Happen To You

**Heal:** You regain all lost hits.

**Swift Heal:** You regain up to three lost hits

**Chirurgeon:** If you are dying, regain one hit. Pause your bleed count while the chirurgeon works.

**Stay with me:** If you are dying, regain one hit. Takes 5 seconds and you cannot attack during this time.

**Get it together:** If you are not dying, regain up to three hits. Takes five seconds and you cannot attack during this time.

**Purify:** You are cured of any Venom or Weakness effect

**Swift Purify:** You are cured of any Venom, Weakness, Paralyse or Entangle effect.

**Mend:** Your shattered weapon, shield or implement is fully repaired.

**Restore Limb:** Your ruined limb is restored to full function.

**Empower:** Within 10 seconds of being subject to this spell, you may make a single heroic call according to the weapon you have. If you are wielding a polearm, you may call STRIKEDOWN. If you are wielding a great weapon, you may call IMPALE. If you are wielding a one-handed weapon, you may call CLEAVE. Implements cannot be used to deliver an empowered blow.

**Two hours' rest and relaxation:** You regain all lost hits.

## Other Useful Stuff!

**Money:** 20 rings to a crown, 8 crowns to a throne

**Nations:** The Brass Coast, Dawn, Highguard, Imperial Orcs, The League, The Marches, Navarr, Urizen, Varushka, Wintermark

**Virtues:** Ambition, Courage, Loyalty, Pride, Prosperity, Vigilance, Wisdom

**Realms:** Spring, Summer, Autumn, Winter, Day, Night

## Behaviour While IC

The themes that exist within Empire include mind-influencing magic, drugs and addiction, human sacrifice, racism and prejudice, prostitution, violence, robbery, torture and murder. They do not include non-consensual sex or sex with minors. It is not possible to know what real life experiences other players have suffered, so you must avoid IC references to either of these two subjects in play to ensure that you do not upset any of your fellow players.

The wiki lays out forms of prejudice that are specific to the Empire setting. It is not acceptable to discriminate against players or characters based on real-world characteristics such as sexuality, gender, or out of character religion or race.



## Rules Summary – Key Things You Need To Know

This document contains a brief overview of the key rules for Empire. It only covers the general rules: if you have a briefing, item or ability that contradicts this summary, follow that instead.

### Basic Ideas

**In character (IC):** When you are IC, you are interacting as your character. You are assumed to be IC whenever you're in the IC area during time in.

**Out of character (OOC):** When you are OOC, you are interacting as yourself. If you need to communicate OOC when you're assumed to be IC (for example, to point out a dangerous environment, to check if someone is dead or dying, or to indicate that you're unable to continue roleplaying a scene), prefix the statement with "Out of character" or "OOC".

**Time in:** Time in is from 6 pm to 1 am on the first day of the event, 10 am to 3 pm on the last day of the event, and 10 am to 1 am on all other days of the event. Players in the IC area are assumed to be in character during this time. Try to avoid disrupting roleplay if you are not IC.

**Phys-rep:** Physical representation of an in-game item. For example, cast polyurethane armour might be a phys-rep of enchanted mithril plate.

**Roleplaying effect:** Some effects ask you to modify your roleplaying. You decide how this interacts with your characterization, but you cannot simply ignore them.

### Combat At Empire

**Combat:** Empire uses padded polymer/foam/latex weapons for combat. You must pull your blows so that your weapon strikes with negligible force. You must have your weapon checked and passed by a member of the Weapons Check team before use. Please roleplay appropriately when your character has been hit by a weapon.

**Hits:** How much damage your character can sustain. You have one pool of hits - you start with two hits (armour and the Endurance skill provide more), and lose one each time you are struck by a weapon. When you reach zero hits, you should fall to the ground: your character is dying. There are lots of ways to regain lost hits: see "Good things that can happen to you". You can never have negative hits.

**One-second rule:** If someone hits you with a rapid flurry of blows, you take only one hit per second from that attacker.

**Calls:** If a weapon blow is accompanied by a call, it has additional effects: see "Bad things that can happen to you".

## Death and Dying

**Dying:** You are dying when you are on zero hits: if you gain hits, you will no longer be dying. While dying, your character is incapacitated by injury: they can twitch, talk, scream or be fed a potion. You should roleplay that you are seriously injured.

**Death Count:** If you are dying for longer than your maximum death count in one go, your character becomes terminal. The normal death count is Three minutes, but the Fortitude skill and the VENOM call modify this.

**Terminal:** A terminal character is fatally wounded. You are incapacitated, and can never recover any hits. You may decide at any time that your terminal character has died. They will die, at the latest, just before the next PD Empire event.

**Execution:** You may execute a dying or terminal character by spending at least five seconds safely roleplaying a fatal blow, then calling EXECUTE. They immediately die.

## Armour

**Armour:** Any character can wear armour, although spells cannot be cast while wearing light, medium or heavy armour. Armour grants extra hits if it covers the majority of your torso, and at least one other location (head, arms, or legs). Some armour will protect you from the effects of a call but *only if the blow strikes the actual phys-rep*.

**Light armour:** Padded cloth or thin leather (between 1.5mm and 3mm thick). Provides 2 extra hits but does not protect against any calls.

**Medium armour:** Thick leather or looks like thick leather (over 3mm thick). Provides 3 extra hits and protects against CLEAVE *if it hits the phys-rep*, although you still lose one hit. Provides one hero point if not wearing any Heavy Armour.

**Heavy armour:** Metal or looks like metal. Provides 4 extra hits and protects against CLEAVE and IMPALE *if it hits the phys-rep*, although you still lose one hit.

**Mage armour:** Characters must have the Battle Mage skill to wear mage armour. Wearing mage armour does not stop you casting spells. Provides 2 extra hits but does not protect against any calls. Must cover at least three locations but one location must be one of pauldrons (shoulders), pectorals (upper chest), or hero belt (waist).

## Important Safety Calls

Safety calls are out-of-character calls used to indicate that there is a safety issue that needs to be immediately addressed. Everyone who hears a safety call must immediately stop whatever they are doing and follow the safety call as appropriate.

**FIRST AID (previously MAN DOWN):** If you hear this, someone has suffered an OOC injury. Stop moving or fighting, and carefully kneel down. Do not repeat the call or pass it on. You should only call this if you suffer an OOC injury or see someone else suffer an OOC injury.

**TIME FREEZE:** If you hear this, a referee has noticed some impending danger. Stop talking and fighting, and await a briefing.

## Where To Go For Help

Referees, egregores, and the bar all have radios and can summon assistance. Games Operations is staffed throughout time in. The PD telephone number is 07817 133793; this will reach the event management or security team.

## Other Combat Rules

**Missile weapons:** Arrows and bolts always do IMPALE. Thrown javelins and axes never have a call: lose a hit if one strikes you. You must be at least 18 to use a crossbow.

**Unarmed combat:** Grappling and stage-fighting between consenting players requires a referee, who will check for safety, sobriety and enthusiastic consent. You may never grapple on a battlefield or quest.

**Traumatic wound:** Sometimes after an injury a referee will give you a rip-open card with a briefing. The briefing affects your character until the wound is treated by a character with the Physick skill.

**Carrying:** Moving an injured character requires two free hands, which can either be one person with both hands free, or two people each with a free hand. Roleplay carrying the person. Do not attempt to physically lift or drag someone.

## Bad Things That Can Happen To You

If you're hit by a weapon, lose a hit. If you parry with a weapon, or block with a shield, you haven't been hit by a weapon: don't lose a hit. Calls have extra effects, in addition to the lost hit from being struck.

**CLEAVE:** If you were hit on the head or neck, or on medium or heavy armour, this has no extra effect. If you were hit on the torso, immediately lose all your hits: you are now dying. If you were hit on a limb, that limb is now ruined and cannot be used until it is healed.

**IMPALE:** If you were hit on the head or neck, or on heavy armour, this has no extra effect. If you were hit on the torso, immediately lose all your hits: you are now dying. If you were hit on a limb, that limb is now ruined and cannot be used until it is healed.

**STRIKEDOWN:** Fall over. If you parry or block this call, you still fall over your backside or torso must touch the ground.

**SHATTER:** If this hits a weapon, shield or implement, that item is shattered and cannot be used until it is repaired. If you cannot easily discard a shattered shield, you must treat any blows that hit the shield as if they had struck your arm.

**PARALYSE:** For the next ten seconds, you can't move at all. You can still talk or be fed a potion.

**ENTANGLE:** For the next ten seconds, you can't move your feet. You can still fight and act normally apart from that. This call affects you even if you parry or block it.

**REPEL:** Move safely away from whoever hit you until you are 20 feet away, 10 seconds have passed, or you are blocked by an obstacle. This call affects you even if you parry or block it.

**VENOM:** Your maximum bleed count is thirty seconds plus ten seconds per rank of fortitude, until the venom is cured.

**WEAKNESS:** Until the effect is cured, you may not make any calls other than OOC safety calls, use any heroic skills, use any religious skills, cast any spells, contribute to any rituals, or activate any magic items.

**CURSE:** Find a referee after the fight, even if there wasn't an attack associated with this call or you successfully avoided it.

**MASS:** If a call is preceded by the word MASS, it affects everyone in a 90° by 20' arc indicated by the caller.