

CAUSE & EFFECT



Calls and In-Game Dialogue and Awareness: During the game everything you say will be treated as dialogue from your Character with the exception of Calls. A Call is a signal to the other Players that something important is happening. There are a few Information Calls and many Effect Calls. Anyone can make Information Calls when they believe they are necessary. You can only use Effect Calls as allowed by your Character's Skills.

Skills and Action Points (AP): Your Character will have Skills, and some Skills require Actions Points to use. AP represent the endurance, willpower, or energy you need to perform difficult tasks. You cannot attack or block with any Melee or Ranged props without a Skill that grants that ability.

Hit Points (HP): Every Character has a number of HP that determine how much damage they can take before they are Knocked Out. HP represent some mix of physical toughness, protective gear, defensive agility and general combat experience. Each time an opponent who does not make an Effect Call strikes you with a Melee or Ranged prop, you lose one HP. Strikes using an Effect Call cause the Effect, but do not also deal one damage. Make a pained noise to acknowledge each time you get hit. Whenever you reach 0 HP you take the Knock Out Effect.

Combat Rules: Melee hits to the throat, groin, and head are disallowed and do not count. If your opponent also has a Melee prop, they can use it to block your Melee or Ranged attack. Forcing through their block does not count as a hit. Strikes to hands holding Melee props are considered blocked. If you successfully hit with a Melee prop, your next Melee attack must target a different location on your opponent's body. Do not Melee attack a Player who is close enough that you could touch their torso with your hand; they can call "No Effect, Proximity".

Game Items: Any Item that you can take will be stamped or stickered to show it is a Game Item, often with a tag describing properties or granting Skills. Never take items that are not marked without permission.

Spirits, Bystanders and Holograms: Sometimes you might not be "In Game" as your Character, such as when you are walking to face Consequences, or helping Staff set up. During this time you should avoid interacting with other Characters and walk with your head down so others know you are not currently part of the scene. If anyone tries to attack or interact with you, call "Spirit", "Bystander", or "Hologram" depending on the Campaign's genre.

Causes: Causes give context to Effects and alter how an Effect is roleplayed, cured or defended against. Causes vary by Campaign, but a few examples are: Freezing, Psionic, Arcane, and Innate.

Effect Calls: When you make an Effect Call, state the Cause then one or more Effect (ex. "Sonic Agony", "Sonic Agony and Repel"). You can only call an Effect if you have a Skill that allows you to, and this typically costs AP. An explanation of what each Effect does is on the reverse page. Every Effect Call uses a Delivery which determines who is affected by the Call. If all targets of an Effect call "No Effect", the AP or other cost to call the Effect are not spent. The Deliveries are:

- 🔪 **Melee** – Call "<Cause> <Effect>" then strike your target's body once with a Melee prop. If your strike is not a hit, the AP or other cost are not spent. Remember the Combat Rules.
- 🔪 **Ranged** – Call "<Cause> <Effect>" then throw your thrown prop or fire your gun/bow/crossbow. If you miss your target or they block with a Melee prop, the Effect or AP are wasted.
- 🔪 **Touch** – With an empty hand, touch your target's arm and call "<Cause> <Effect>". Anyone who is not Unconscious, Frozen or Bound (both hands and feet), can call "No Effect, Refused."
- 🔪 **Self** – Call "<Cause> <Effect> to Self" and you are affected.
- 🔪 **Gesture** – Dramatically point at your target with your hand or prop and call "Gesture: <Cause> <Effect>" to affect your target. The Effect duration is unchanged.
- 🔪 **Area** – Call "Area <Cause> <Effect>" – Everyone who hears the Effect is affected. You are not affected by your own Area Effects. If an Area Effect is used in a building, only people in the building will be affected.
- 🔪 **Environmental** – Call "Environmental <Cause> Effect" – This variation of Area means the Effect comes from the surrounding environment (volcano, ice cave, etc.) and is not directly generated by the Character who made the Call.

Descriptors: Some Effect calls only affect Characters with a certain "Descriptor", added to the end of the call (ex. "Divine Repel to Vampire"). In this case, if you do not have the stated Descriptor, just call "No Effect". All Characters have their own name and the name of their race/species as Descriptors. Any other Descriptors you have will be listed on your Character card.

Unconscious: If an Effect makes you Unconscious, you must fall down, you cannot move or speak, and you can only use Effects with the "Reflexive" Cause. Your Character will not remember anything that happened while you were Unconscious.

Consequences: If you ever spend more than 3 minutes under the Critical Effect (see 'Critical' on reverse page), there are Consequences. Consequences vary by Campaign, but may include permanent penalties, up to the permanent loss of your Character.

Traps are noisemakers (like buzzers and mousetraps) that you might trigger by accident (like tripwires, pressure plates, or opening a rigged box or door). If something you do sets off a noisemaker, you take the Critical Effect. You cannot set up or attempt to move or disarm Traps unless a Skill allows you to.

Info Signs and Cards tell you about the area or an opportunity to use a Skill to affect an object or area. Signs are put up by Staff, and unless you have a Skill that states otherwise, you may not put up or move an Info Sign. Assume that all information on an Info Sign or Card is true in the game. Do not pass through a door or move a prop with an Info Sign without reading it first.

Hazards are Info Signs that have "Hazard: <Cause> <Effect>" on them. If you touch the object or area of a floor that the Hazard is attached to, you take the Effect. If there are step-stones or platforms over/across a Hazard floor, you may step on them without taking the Effect.

Safety Rules: Control your actions and do not hit hard enough to hurt anyone. No grabbing, pushing or striking with anything other than a combat prop that has been approved by Staff. Avoid sharp edges or points on your costume and props. Do not climb trees or onto rooftops. Other than Touch Effects on the arm, do not touch anyone without permission.

Information Calls:

- ① **No Effect** – If you receive an Effect that for some reason cannot affect you, call "No Effect" to let everyone know it did not work.
- ① **Caution** – Use when combat seems like it is about to become a safety risk for a Player (not their Character). For example, if someone is about to back into a dangerous obstacle, someone is about to attack you on terrain too dangerous for combat such as inside brambles or on extremely slick ice, or a person's glasses are knocked to the ground, call "Caution". If someone in combat calls Caution, stop attacking and take a few seconds to step away from any safety risk, make sure your combat props have not become dangerous, or help find the fallen glasses. Caution only stops combat in the immediate area, and Players not in that area can continue as usual.
- ① **Emergency** – Use when someone needs immediate medical attention. If someone suffers a scrape or a minor fall, they can call Caution and excuse themselves from the combat. Emergency is reserved for the rare situation when someone needs to be checked out by a medic or carried out of the play area. If someone shouts "Emergency", game-play stops until the situation is resolved. If you do not think everyone present heard the call, you should shout "Emergency" to let them know. When the injured Player is cleared to rejoin the game or moved out of harm's way, a member of the game Staff will restart game-play by calling "3, 2, 1. Game on!"
- ① **Clarify** – Use when you have a question about the rules or the meaning of an Info Sign. For example, "Clarify: Can I hop with a Maimed leg?" (You cannot.)
- ① **Let Me Clarify** – This call can only be used when authorized by Staff. It is used to explain how a rule works or clarify something about an area or the Hazards within. Example: "Let Me Clarify: If you fall in this water Hazard, the current carries you back to the bridge."

CAUSE & EFFECT **GLOSSARY OF EFFECTS:**

- ✎ **# Damage** – You lose # Hit Points. When you reach 0 HP, you take the Knock Out Effect.
- ✎ **Agony** – Cry out in pain. You can still block but you cannot make any attacks for 10 seconds.
- ✎ **Bind Feet** – For the next 3 minutes, keep your feet in place, as though they were nailed to the ground, unless you are Pushed, Pulled or Dragged.
- ✎ **Bind Hands** – For 3 minutes, keep your hands behind you, as though you were tied up. You cannot use your hands to make attacks.
- ✎ **Break <Item>** - The <Item> named can no longer be used to generate Effects, block, or make attacks. Break lasts until it is Negated. The Break Effect can be blocked normally.
- ✎ **Command <One Task>** - You must attempt the given task to the best of your ability. Command ends after 3 minutes or when the task is complete, whichever comes first. If you are Commanded to kill yourself or to obey multiple orders, call “No Effect.”
- ✎ **Condemn** – For the next 3 minutes, call “No Effect” to all Heal, Restore and Revive Effects.
- ✎ **Critical** – You are Unconscious with 0 HP and must call “No Effect” to Heal Effects. Critical cannot be Negated. If you are not Revived within 3 minutes, leave your Game Items where you are and become a Spirit, Bystander, or Hologram. Go to Staff for Consequences.
- ✎ **Detect <Descriptor, Cause, or Effect>** - If you possess the <Descriptor>, are under the <Effect> or under an Effect with the <Cause>, say “Yes” even if you are Unconscious, Frozen, or Silenced.
- ✎ **Drag** – (Touch Delivered) Follow whoever is Dragging you with your head bowed. Drag ends if you get hit or if they cease having an empty hand, travel faster than a walk, or outpace you by 5+ feet.
- ✎ **Foil <Effect, Cause, Delivery, ‘Attack’>** – (Self Only) Use Foil to ignore one attack that targeted you in the last 3 seconds. The type of attack you can ignore is part of the Foil call. ‘Attack’ means any Effect.
- ✎ **Forbid <Delivery or Skill>** - For the next 3 minutes you cannot use the named Delivery or Skill.
- ✎ **Freeze** – Freeze in a dramatic pose for 3 minutes. You can hum, but you cannot speak, move, or use any Effect that does not have the “Reflexive” Cause. If you become Unconscious, fall down.

- ✎ **Frenzy** - Continuously attack the nearest conscious target until everyone you see is Unconscious. If a target is No Effect to your attacks, move to the next nearest target. Frenzy ends in 3 minutes or as soon as you become Unconscious.
- ✎ **Grant # <Action, Hit, Etc.> Points** - You gain # Points of the stated Type, to be used before your normal points. The Points cannot be Restored/Healed. You cannot have multiple Grants of the same Type.
- ✎ **Heal #** - You regain # HP, up to your maximum.
- ✎ **Imbue or Inflict <Specific>** - You permanently gain <Specific> as a Descriptor until it is Negated. This Effect sometimes comes with an Info Card detailing additional ways your character is affected.
- ✎ **Knock Out** – You are Unconscious with 0 HP. After 3 minutes you wake up with 1 HP. Knock Out ends if you are Healed or Revived.
- ✎ **Maim Arm** - For the next 3 minutes, you cannot use one of your arms to attack or use Skills (the arm struck if it was a Melee attack). Hang the arm limp at your side. If a Melee Maim Arm does not hit you in the arm, call “No Effect”.
- ✎ **Maim Leg** – For the next 3 minutes, you cannot use one of your legs (the one struck if it was a Melee attack). Keep the affected knee in contact with the ground (you can still crawl with it). Move normally when Pushed, Pulled or Dragged. If a Melee Maim Leg does not hit you in the leg, call “No Effect”.
- ✎ **Negate <Effect, Cause or ‘All Effects’>** - The named <Effect>, all Effects from the named <Cause>, or simply ‘All Effects’ you are under end. This does not end the Knock Out or Critical Effects.
- ✎ **Pacify** – For the next 3 minutes, you cannot attack other Characters. You can still generate Effects on yourself and beneficial Effects on others.
- ✎ **Push / Pull** - Run 30 feet away from the person who Pushed you or toward the person who Pulled you. You cannot attack while you move. The Effect ends if you are blocked by an obstacle or person.
- ✎ **Repel** – For the next 3 minutes, do not advance closer than 10 feet or attack the person who Repelled you. Repel ends if they attack you.
- ✎ **Restore # <Type> Point(s)** - You regain # Points of the stated type (ex. “Restore 3 Faith Points”), up to the maximum on your Character card. If you do not have that type of points call “No Effect.”

- ✎ **Revive** – If you had less than half of your maximum Hit Points left, you now have half, rounded up. This ends the Critical Effect.
- ✎ **Search** – (Touch Delivered) Give all of your Game Items, including tags and money, to the Character that Searched you. If you have no Game Items, state “You find nothing.” Some Skills might reduce what can be taken from you.
- ✎ **Shield Against <Cause, Effect or Delivery>** - Next time you take the stated <Effect>, or an Effect with the stated <Cause> or <Delivery>, you must call “Shield <Cause/Effect/Delivery>” and ignore the Effect. If you are already Shielded Against the same Cause, Effect, or Delivery, call “No Effect.”
- ✎ **Silence** – You cannot say anything other than Effect Calls for 3 minutes. If Skill requires speech (magic incantations, singing, etc.), you cannot use it.
- ✎ **Sleep** – Fall Unconscious for 3 minutes. Sleep ends if you take damage.
- ✎ **Slow** – For the next 3 minutes, you cannot travel faster than a walk. You can still attack at full speed.
- ✎ **Taken As <Effect>** - (Self Only) Ignore an attack that targeted you in the last 3 seconds, instead taking <Effect>. No further defenses may follow.
- ✎ **Travel** – For the next 3 minutes, call “No Effect, <Cause> Travel” to all Effects other than Negate. You are still affected by Traps and Hazards. While Traveling you cannot generate Effects of any kind and must keep your hands in front of your chest with your knuckles together or your Travel Effect ends immediately.

Effect Prefixes (Optional: Not all campaigns use these) Prefixes are added before an Effect to modify the result. Examples: “Sonic Short Repel”, “Arcane Flawless Sleep”

Short: A 3 minute Effect instead ends after 30 seconds
Long: A 3 minute Effect instead lasts for an hour
Double: Effect occurs twice, as if it was called two times
Flawless: Effect cannot be Shielded, Foiled, or Negated
Massive or Precise: Effect cannot be blocked with Melee props (Ranged and/or Melee Delivery only)