

Wellspring - Core Rules

Version 1.0

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Introduction

Wellspring uses the GEAS 5 rules license, with additional elements from our sister LARP Arcanorum in Denver.

We understand that the rules contain a lot of information and may seem overwhelming at first, but you only need to know a tiny fraction of them to make and play a character. Here is a guide to help you get started: [☰ Wellspring New Player Guide/FAQ](#)

If you have played LARPs under the Tempest ruleset in the past, please note that we have some localizations for Wellspring. The full list of differences can be found here:

[☰ Tempest to Wellspring: Rules Changes](#)

All rules updates or changes will be logged within the [Changelog document](#) and announced via our [Discord server](#).

Errata

For brevity and ease of use, this document is an abridged version of the comprehensive core rules. The full errata, list of edge cases, and uncommon rules interactions can be found in this document: [☰ Wellspring Expanded Rules/Errata](#)

Have a rules question? Find something contradictory or broken? Please reach out on the Discord rules channel!

What is LARP?

In its most essential form, LARP, or Live Action Role Playing, is “becoming” a character in a fictional setting and acting out their story. In a tabletop roleplaying game, you can indirectly control your character by declaring what they do - in a LARP, you just do it yourself! LARP is often a mix of improv theater and contact sport - you directly take on the role of a character in a world, see what they see, say what they say, and fight what they fight. There is no external “audience” - everyone whoLARPs together is part of the story and an active participant.

Wellspring LARP also has rules and mechanics to determine your character’s skills, even ones that you yourself may not have. There are mechanics for combat, magic, crafting, and many other skills, so not only can you design the type of person your character is, but what they can do, and how they affect the game world.

General LARP related terms used in this rulebook:

PC: Player Character. A participant who designs their own character, and plays them over the course of the event. PCs have full control over their character’s motivations and actions, and their statistics and abilities can progress each event.

NPC: Non-Player Character. A participant who is directed by the plot team to play all of the roles that PCs interact with during the event, in order to construct the collaborative story. NPCs have motivations and statistics given to them by the plot team.

Plot or plot team: Members of staff who create the world and setting of the LARP, as well as plan, write and direct the scenarios for the PCs to interact with.

In Game/IG: Being or acting as your character, in the game’s world.

Out-of-Game/OOG: Being or acting as yourself, separated from the game’s world.

Phys-Rep: Short for “Physical Representation”. Refers to either a prop that portrays an item within the game environment, or a visual act of roleplay.

Character Creation

If making a character from scratch seems too overwhelming, we have also created a series of starter character sheets here: [☰ Starter Character Sheets](#)

1. Choose your **Class** levels. Characters start the campaign at Level 4, with 9 BP (build points) to spend on Skills and Perks. Classes provide innate Powers and starting Skills.
[☰ Base Classes \(All\)](#)
2. Choose a **Lineage**: [☰ Lineages \(All\)](#)
Note: By default, player characters are from Auros. Making characters with sub-lineages from other civilizations is possible, but requires that you read the disclaimer in “The Main Camera of the Story” section of the Setting doc. Feel free to reach out to staff for any clarification on this.
3. Choose any desired **Challenges** from your Lineage, up to 10 awarded LBP (Lineage Build Points). You may spend the corresponding amount of rewarded LBP on **Advantages** for that Lineage.
4. Select your class **Powers or Spells**. As you level up, you gain a number of Powers or Spells to choose from, based on your class.
5. Choose any desired **Flaws** from the Skills, Perks, and Flaws document, up to 5 awarded BP. [☰ Base Skills, Perks, and Flaws](#)
6. Optionally, choose a **Devotion**. [☰ Devotions & Divine Beings](#)
7. Spend your BP, or save it for later. You can purchase **Skills, Perks, Divine Domain Powers** from your Devotion (if you have the Worship skill), or **Class Skills** from any Class you have taken levels in.
8. Determine your total **Life Points** and **Spikes**. By default, starting level 4 characters will have 3 LP and 2 Spikes, and certain Powers or Perks may increase these values.
9. Get your **starting gear** and **Wealth**. By default, all characters start with 8 Wealth and any mundane equipment that the player phys-reps.
10. Submit your character to the plot team, optionally including a **character backstory**. Approved backstories provide the character with 2 additional BP. For more info about the game’s setting and character concepts you could make, see the Setting doc.
[Character Submission Form](#)
[☰ Wellspring Setting Start Guide](#)
Note: By default, player characters are from Auros. Making characters from other locations is possible, but requires that you read the disclaimer in “The Main Camera of the Story” section of the Setting doc. Feel free to reach out to staff for any clarification on this.

Your character is ready to play!

Rebuild Policy

New players may rebuild their character's sheet freely between events, up to the start of their third attended event, at which point their build will be locked in and changes will require either retraining by leveling up, or by other in-game methods. Please note: Once a backstory for a character is approved and the player has played an event as that character, the backstory cannot be changed - a new backstory requires a new character.

Advancement

Each event you attend, your character will earn 14 Experience, and some games may award additional Experience to all in attendance. Your character will gain 2 BP (Build Points) every level. Additionally, there is a pool of bonus BP that may be acquired, up to a maximum of your total Character Level. Bonus BP may be awarded through a number of actions related to supporting the game, such as fulfilling NPC shifts, full-event NPCing, or donating to the game - for more details, see [Wellspring Community Service System](#)

Bonus BP Example: Monique the Empire Rebel joins her first game in game 3, when the level floor is 6. She creates a level 6 character with 13 base BP. She can also earn up to 6 total additional Build Points, her bonus BP maximum. The next game, Monique's player decides to full-event NPC, and as a result earns 2 BP towards her bonus BP maximum, on top of her normal rate of advancement.

When your character levels up, your Life Points and maximum Spikes will increase based on the below chart. Note: this is for total Character Level, even if you are multiclassing. Your number of Powers will also increase based on the chart for your Class (see Classes doc).

Retraining

Each time you advance a level in a Class, you may also choose one of the following:

- Remove a Tiered Power your character currently has and gain a new Tiered Power of the same Tier in the Class you are leveling into.
- Remove a Known Spell and replace it with a spell from the Class you are leveling into.
- Remove a Cantrip or Utility Power and choose another (of either) in the Class you are leveling into.

Tiered Power, Utility Power, and Cantrip alterations must remain within the limits set from the character's Base Class Progression Table.

Level Progression Table

Character Level	Total XP	Base BP	LP	Spikes
4	0	9	3	2
5	10	11	3	2
6	21	13	4	2
7	33	15	4	3
8	46	17	4	3
9	60	19	4	3
10	75	21	4	3
11	91	23	5	3
12	108	25	5	3
13	126	27	5	3
14	145	29	5	3
15	165	31	5	4

Level Floor

If you are creating a new character partway into the campaign, the character will start at a higher Character Level based on how many events have already taken place. In addition, your character will gain experience at 1.5 times the normal rate while under the seasonal cap, until they “catch up” to the game’s current maximum XP.

Event Number	Level Floor	Starting BP
1	4	9
2	5	11
3	6	13
4	6	13
5	7	15
6	8	17
7	8	17
8	9	19

9	9	19
10	10	21
11	10	21
12	11	23

Multi-Classing

A character may put levels into multiple Classes. When taking levels in a new Class that is not your first, you gain the “Multi-Class Skills” listed, rather than the “Starting Skills”. Otherwise, follow the Class level progression as normal, based on the levels in that Class only.

Advanced Classes

Once a character has reached total level 10, they may begin taking levels in Advanced Classes for which they have met the requirements. Each Advanced Class has a maximum of five levels. One character can have a maximum of two Advanced Classes.

Retraining for Advanced Classes: Unlike the standard retraining rules, when taking a level in an Advanced Class, you may remove a Tiered Power, Utility Power, Cantrip, or Known Spell from a Base Class in order to gain one of the same type and tier from the new Advanced Class.

Advanced Classes will be published when the campaign draws closer to players having access to them.

Power Words and Power Phrases

The following spoken words and phrases are always out-of-game. If you hear these exact words or phrases used during the game, they will have a standard meaning, and some will have instructions that all players are expected to follow.

“Hold!”

The “Hold” call is an important “pause button” for the game. If someone calls "Hold!", all players must immediately stop playing the game, stay where they are, and repeat “Hold!” until the entire game is paused. If possible, uninvolved players should take a knee for easier visibility. At this point, no one should speak or move, other than game staff or medical staff, until the issue has been resolved. "Hold" is generally called for one of two reasons:

Safety Hold

A Safety Hold will be called if a player is in out of game physical danger, or has been injured. The only people who may move, speak and act during a Safety Hold are staff and first aid certified participants. The injured player may move off the battlefield during the Hold.

Narrative Hold

A Narrative Hold will be called for large, important story or mechanical effects that everyone must be aware of. The only people who may move, speak and act during a Narrative Hold are staff.

Players should keep quiet and still during a Hold so that any necessary communication is not disrupted. When the Hold has been resolved, a staff member will call "Is there any reason for this Hold to continue?" If anyone says "Yes," the Hold will continue. If there is no response (saying "No" is not necessary), the Hold will be ended by the call "3, 2, 1, lay on!"

Personal Hold

If a player needs to withdraw from a combat for out of game reasons, such as minor injury or equipment malfunction, but does not wish to pause the scene, they may take a Personal Hold. Personal Holds are shown by placing your hand on your head and moving directly to outside of the scene or battlefield. A player who takes a Personal Hold may rejoin the scene when they are ready, but should use discretion to determine when it would not be disruptive.

Caution

If there is potential out-of-game danger, such as a player fighting near an unseen tripping hazard, any player may call “Caution”. When hearing this call, nearby players should pause gameplay for a few seconds until the hazard has been seen or dealt with.

Clarify

If you are ever hit with an effect or call in combat that you don't understand, you may call "Clarify" and point both hands or weapons at the player who made the call. They will also point both hands back at you, and briefly explain the effect. While players are making the visible Clarify signal, all other players should avoid or play around them until the clarification is resolved - this should not be used as an opportunity to attack them as soon as they come back into the game.

Instruction

When staff needs to directly tell a player or players to take an action, they will use "Instruction" to make it clear that it is an out-of-game request. This can also be written on info cards, in which case the players should follow the Instruction when read.

Example: "Instruction: All players please close your eyes and open them again when the music stops."

It Has Been Told...

This phrase signifies official setting lore. Once stated, players can treat it as a pre-existing fact their characters might "remember." Staff will use this only to introduce established canon, and players should only use this if a Skill or Power allows.

Example: "It Has Been Told that Lady Verity threw *the* social event of the season last year."

It Can Be Seen...

This phrase will describe something that characters can perceive in-game that may not be physically represented.

Example: "It Can Be Seen that there is a faint glow coming from within Kroznaks's bag."

It Can Be Believed...

This phrase is used to clear up out-of-game confusion around in-game situations.

Examples:

If a plot member plays two different NPCs, Aeos and Damien, a PC who approaches and mistakes them for "Damien" could be told by that plot member, "It Can Be Believed that this is Aeos, not Damien."

If a PC had to leave a module early because of an out-of-game injury, and returns to the tavern during loot split, the player could say "It Can Be Believed that I was there the whole time."

"What Would Your Mother Say?"

The phrase "What would your mother say?" means that a player is OOG uncomfortable with the current roleplay. For more information, please see the Consent and Calibration section.

“Prepare for Action”

This phrase is an out-of-game indicator that character antagonism is about to happen, so that the receiving player is not taken by surprise. For more information, see the Character Antagonism section under Consent and Calibration.

Game Markers and Signals

Out-of-Game

To briefly indicate “out-of-game”, such as to ask a clarification question, players should put their fist or weapon on their head.

If someone is wearing a **white headband** (or white glowstick at night), they are passively out-of-game and should be ignored by characters until the headband is removed.

For guidance about when to be in-game vs out-of-game, see the Roleplay Etiquette section of the core rules.

Non-Combatant

Non-combatant players ("non-coms") do not participate in physical combat due to out-of-game reasons like medical conditions. They wear a **bright pink headband or sash** at all times (or pink glowstick at night) for clear visibility.

Players must not physically hit non-coms, and non-coms should try to avoid combat areas. If a non-com does end up being attacked, the attacker in striking distance should point their hand or weapon at the non-com and state the Call. Non-combatant players should inform staff in advance when possible.

Clarify

A clarifying player will point both hands or weapons at any other involved player(s). For more information, see the Power Words and Power Phrases section.

Lookdown

The “Lookdown” signal is the player putting their head down with one hand shading the eyes. A player using Lookdown needs to eject themselves from a roleplay scene for OOG reasons. Characters should continue the scene without commenting on the Lookdown player’s absence. For more information, see the Consent and Calibration section.

OK Check

An “OK” hand signal signifies that a player is checking in on another player’s emotional state. For more information, see the Consent and Calibration section.

Spirit Form

If a character is visibly in Spirit Form, they will wear an **orange headband** (or orange glowstick at night). If a player finds themselves in Spirit Form and does not have immediate access to an

orange headband, they may instead use the Insubstantial hand sign (see below). More information on Spirit Form can be found in the Death and Dying section.

Insubstantial

If a character is *insubstantial* for an extended length of time, they may optionally use the hand sign of one hand or weapon bent parallel in front of the face (ie “vampire cape”), rather than calling “Insubstantial” repeatedly. More information on *insubstantial* can be found in the Conditions section.

Flying

Characters that are under the *flying* condition will demonstrate this by pointing one hand (with closed fist) or weapon straight up in the air. More information on *flying* can be found in the Conditions section.

Imprisoned

Characters under the *imprisoned* condition may optionally demonstrate this by crossing both arms or weapons across their chest. More information on *imprisoned* can be found in the Conditions section.

Object and Location Markers

The following visual markers have a specific mechanic for the game.

White Halo

Objects or locations marked with a plain white halo are considered “out-of-game” and should be ignored.

A white halo on a **red or green background** means that the object or location should be ignored by default, but some Powers and abilities allow a character to see or interact with them.

Black Key

An item marked with a black key is in-game, but cannot be opened, moved, or broken by default. Some black key signs will include written conditions about who can open the item.

Yellow Lock

Areas marked with a yellow lock are not allowed to be entered by players for any reason, unless given express permission by a staff member.

Blue Exclamation Point

This marker is generally posted at the entrance to an area. It means that there is important game mechanic information that must be conveyed to players before they enter the area. Players should look for an accompanying written sheet and read it before proceeding.

Location Cards

Some skills and Powers will reference a named location, such as an Arcane Locus. These locations will be set up on-site by staff during the game. They will be marked with a **blue information card** that explains any game mechanics associated with the location. Some cards will have additional information that can only be read by characters with certain skills - this info will be on the reverse of the card, and the requirements to read them will be listed on the front.

Calls

Wellspring uses a system of Calls to communicate when abilities are being used in-game. The Call has a standard format of the following:

“[Delivery] [Duration] [Effect] to [Qualifier] by [Accent]”

While this may seem like a lot, many of the possible keywords are optional and most Calls are much shorter.

Any ability that uses a Call is perceptible in-game to anyone who hears it, unless the call starts with Subtle (see Modifiers).

Definitions for each section of the Call is described below.

Uncalled Damage

Melee weapons can be swung with no Call made. If so, then it is assumed that the weapon is dealing 1 point of damage with no Accent. Uncalled damage can be blocked with weapons or shields. Ranged weapons and packets should always include a damage Call, even if they are dealing 1 unaccented damage. **All weapons deal base 1 damage by default.**

Damage Calls

Any attack that deals more than 1 point of damage, or includes an Accent, will have a Call. If the Call is only numbered damage with an Accent, the “by” can be left out of the Call (i.e. “2 Ice” instead of “2 by Ice”). Any damage Calls that **start with a number** can be blocked with weapons or shields.

Any player may also call “Zero” or “Padded” to indicate that they are sparring with a weapon and not dealing damage.

Effect Calls

Effect Calls include an Effect keyword. Any attack with an Effect Call **cannot** be blocked by weapons or shields - if it lands anywhere on the player or their equipment, they must resolve the attack. This includes Effects that modify damage such as Wounding or Piercing, since they will not start with a number.

Delivery

This keyword defines how the Call lands on the target.

Weapon Delivery

The Call is delivered through a strike with a weapon. By default, this includes melee, ranged, and thrown weapons, though individual Powers may restrict this further. This delivery is not included in the actual Call.

Packet Delivery

The Call is delivered by throwing a cloth packet, which is called “materia” in-game. Any Spell that is listed as Packet Delivery can also be delivered as Touch, as long as the target is willing or *Helpless*. This delivery is not included in the actual Call.

Touch Delivery

The Call is delivered by reaching a hand to within 6” of the target, who must be willing or *Helpless*. Please note that physical touch outside of a tag on the shoulder requires OOG consent in advance. This delivery is not included in the actual Call.

Verbal Delivery

The Call is delivered by the user verbally indicating their target, either by calling their in-game or out-of-game name, or giving a description of the target. The target then resolves the Call. Examples: *“Cora, 2 Ice!” “Saffi, Heal 1 by Flame!” “You in the red dress, Short Sleep by Poison!”*

“By My Voice” Delivery

The Call is delivered to everyone within range of hearing the Call, not including the user. If the Call also has a Qualifier, it should be moved to immediately after “By My Voice” so that the appropriate targets are aware. Examples: *“By My Voice, 5 Flame!” “By My Voice to Undead, Expose by Radiant!”*

“In This Room” Delivery

The Call is delivered to everyone physically present inside the designated area.

Roleplay Delivery

The Call is delivered through a roleplayed action, such as teaching another character, or acting out item repair. This delivery is not included in the actual Call.

Duration

This keyword defines how long the Call lasts.

Instantaneous

These Calls happen immediately and do not wear off. This can include damage, healing, and Shattering items.

“Quick X” Count

The word “Quick” followed by a number means that the duration is as long as it takes for the affected player to count to that number under their breath. If “Quick” is in a call without a number, the default count is 100. If a Quick count is interrupted, or a player pauses a Quick count to take a different action, the player may resume the count at the previous number rather than having to start over.

“Slow X” Count

The word “Slow” followed by a number means that the duration is X number of seconds. Players should make a good faith attempt to silently count at the rate of seconds, not slower or faster. Slow counts are passive unless otherwise stated (the time will pass even if the character is incapacitated).

Optionally, a player who needs to make a Quick count may instead perform an active Slow count equal to the Quick count value divided by 3. This count must still follow all mechanical properties of a Quick count (i.e. it must be done actively and verbally).

Short

These Calls will last until the target takes a Short Rest. (See the Rests section for more information.)

Long

These Calls will last until the target takes a Long Rest. (See the Rests section for more information.)

Permanent

When a Call is made without a Duration keyword and is not an Instantaneous effect, it is assumed to be Permanent. Permanent duration lasts until either the end of the event or until the effect is removed with another Call.

Qualifier

A Qualifier in a Call means that only targets who are under that Qualifier will be affected. If the delivery is single-target, and the character who is hit does not count as that Qualifier, they can respond with “No Effect.” Examples: *“Death to Helpless!”* *“Heal 1 to Dying by Flame!”* *“By my voice to Clerics, Short Charm by Shadow!”*

Accent

The Accent is the “flavor” of the call, describing how the Call looks or feels in-game. Some Powers also only work for specific Accents, and monsters may have defenses or immunities to different Accents.

Whenever damage and an Accent are paired, it can be called as “[Damage] [Accent]” without the normal “by.” There is also no need to Call the Accent on Powers a character uses on themselves, as long as they are aware of the Accent.

The known Accents that exist in Wellspring are:

Agony - Wracking pain and physical torment.

Acid [Elemental] - Caustic substances that burn chemically, eating away at flesh and bone.

Disease - Plague, rot, and decay: all detrimental to the living.

Divine - Associated with direct expressions of the divine: the outpouring of the raw energies of reality’s undercurrent. It is often asked “what does the divine feel like?” - but all those who have witnessed it never forget.

Fear - Even the most formidable warrior is subject to fear, hesitation, and doubt.

Flame [Elemental] - Searing heat and crackling blasts of fire to burn and incinerate.

Force - Physical power generated magically or otherwise. These effects can be invisible to the eye, but more often felt as a thrumming in the air.

Ice [Elemental] - Just as often extreme cold as actual shards of deadly ice.

Life - The vibrant energy of life itself.

Lightning [Elemental] - Blue-white bolts of electricity that crackle through the air, leaving the scent of ozone.

Mind - Represents mental or psionic power, or sometimes sheer willpower.

Poison - Venoms, gasses and toxins, whether natural or manufactured.

Radiant - Brilliant blinding light.

Shadow - Crushing blinding darkness.

Void - Suffocating nothingness: usually from the creatures of the Void.

Defense Calls

There are a few different ways for the target of a Call to indicate that the Call did not have the intended effect. These are called “defense calls” and consist of the following:

Counter

If actively using a Power that negates the effect of a Call, the target will say “Counter,” followed by the name of the Power being used. (**Note:** if the name of the Power is long, you are allowed to abbreviate it for ease of play. For example, instead of “Counter, Scales of the Serpent”, it is OK to say “Counter, Scales.”)

Protect

Some Powers grant a “Protect” vs a specific Effect, damage, Accent, or Delivery (examples: Protect vs Sleep, Protect vs Packets, Protect vs Flame). Once active on the target, these Protects can be used as a Counter, but the Call is “Protect!” instead. Note that this is a “smart” defense and the target can choose not to activate it until they wish to. **Only 3 Protects can be active on one target at a time.**

Resist

The call “Resist” means that the target took 1 point of damage instead of the original Call. Resistance is generally a condition, meaning that the “Resist” call can be used repeatedly for the

duration. Unless this is a **Selective Resistance**, the target cannot choose to take the Call they are Resistant to.

Altered

The call of “Altered to <new result>” means that the target changed the incoming Call into a different result. Note: Altered can be used against Calls with the Final modifier.

Reduced

The “Reduced” call means the target took less damage or a shorter duration than the original effect.

Immune

The call of “Immune” means that the target will not take that particular effect, damage, Accent, Effect, Condition, or Delivery, defined by the Immunity that the target has. Unless this is a **Selective Immunity**, the target cannot choose to take a Call that they are Immune to.

No Effect

If an incoming effect does not work on the target for any other reason, the target should call “No Effect” followed by the reason. Example: a character in Spirit Form would call “No Effect, Spirit” to any Power used on them that does not use the “to Spirit” modifier.

Modifiers

Modifiers are uncommon extra keywords that can be added to Calls. They are as follows:

Environmental

This modifier is added to the beginning of a Call to show that the effect is coming from the location that the characters are in, rather than from a specific target. Any Calls with the Environment modifier will not wear off and cannot be Cured until the characters leave that location. These effects can still be defended against as normal.

Final

This modifier is added to the end of a Call. Final effects cannot be Countered, Protected, or Resisted. The only defense calls that work against Final effects are “Immune” and “Altered.”

Inherent

This modifier applies to Conditions. If a Condition is Inherent, it cannot be Cured or removed by any means, as it is an innate property of the target.

Obvious

This modifier is added to the beginning of a Call to signal that it is extremely noticeable to anyone who can hear the Call.

Self

If it is ambiguous who is being targeted by a Call, the user can add “to Self” as a Qualifier to make it clear that they are targeting themselves.

Subtle

This modifier is added to the beginning of a Call to signal that it cannot be perceived by characters in-game.

Combat Rules

A core element of Wellspring is combat, which should be expected to be “medium impact.” This means that players in combat should have their combat swings be slightly more forceful than a “tag” - they should be felt and noticed in a chaotic situation, but not hard enough to cause pain. It is the responsibility of each player to gauge their swings depending on their opponent, whether they are fighting someone in no armor or in heavy armor.

No Tests of Strength

After each swing hits a valid target or is blocked, then you should pull your weapon away to begin a new swing. If your swing is blocked, you may not continue physically pushing against the player with your weapon. You are also not allowed to physically pin or trap an opponent’s weapon.

Physical Contact

In combat, you may only tag other players with a weapon or packet. If you use a Power with the range “Touch” on a willing or Helpless target, you may physically tag players on the shoulder. Out of combat, you may only touch other players if you have express OOG permission. It is your responsibility to gauge your proximity to others and ensure you do not collide with players in combat.

Speed of Combat

Both for physical safety and to ensure a good rhythm of combat, players should allow a “beat” of time between each attack that lands on their target, in order for the defender to call a defense. Attackers should calibrate their attack speed to how quickly their attacks are acknowledged, so that the defender can process the attacks correctly.

Conversely, defenders, as a courtesy, should ensure each attack that lands is acknowledged, either with a defense call, roleplaying the impact or effect, or saying “got it.” Additionally, if a player is moving and takes an attack, they should not continue moving until they resolve the attack.

Weapon Safety

All melee weapons, ranged weapons, and shields brought to the game must be approved by a Safety Marshal before use. See the [Weapon Construction](#) document for more details on approved weapons. Weapons should not be used to thrust. [Equipment Construction](#)

Valid Hits

A melee hit is considered valid if it lands solidly on the target as part of its initial swing. Once a hit has been blocked, angling the weapon to contact the target before pulling back is not valid. Hands holding melee weapons are not valid targets, and garb outside of the player’s silhouette (such as a flowing cloak) also does not count. Weapon attacks should never be aimed at the head, neck, or groin and any accidental hits to those locations are not valid.

Blocking Hits

Weapons and shields can block any attack that **starts with a number**, i.e. a damaging attack with no additional Effects such as Wounding or Piercing. This applies to any physically delivered attack, whether via a melee weapon, projectile, or packet. Uncalled damage swings can also be blocked.

Any attack that **starts with a word**, i.e. an Effect or Wounding/Piercing damage, cannot be blocked - if the attack lands anywhere on the target or their equipment, they must resolve the attack.

Proficiency

Characters can only use weapons or shields in combat that they have proficiency with. Proficiencies are Skills that can be purchased or gained through taking Class levels. If a character attempts to use a weapon that they are not proficient with, they cannot deal damage or block with it, and incoming attacks go through the weapon or shield as if it hit their limb.

Natural Weapons

A character using claws, tentacles, or other natural weapons will be represented using red weapons, or weapons with prominent red markings. Natural weapons cannot be dropped, looted, or Disarmed. If a natural weapon takes a Disarm effect, it is Altered to a Disable effect. If it is Shattered, it is no longer usable and hits to that weapon are considered to have landed on the limb. Shields can also be marked as “natural” and follow the same rules.

Life Points

Life Points, or LP, represent your character’s physical health and will to keep fighting. When a damaging attack lands, the damage number is subtracted from your Life Points. Life Points can be restored with the Heal effect. Characters begin each event at full Life Points.

Armor Points

Armor Points, or AP, are extra Life Points that are subtracted first when taking damage. The exception is the Piercing effect, which bypasses Armor Points and goes directly to Life Points. A character’s armor proficiency determines the maximum amount of Armor Points they can benefit from. Their phys-repped armor is what calculates the actual number of Armor Points they have, up to their maximum. Armor Points can be restored with the Mend effect, or by a Tinker at a Workshop.

Calculating Physical Armor Points

First, determine the types of armor you are wearing. Armor phys-reps can either use real or simulated materials, but should reasonably resemble the type being simulated. Armor must be approved by an Armor Marshal when being brought into game.

Quilted - Thick padded or reinforced cloth armor. Worth 2 points.

Leather - Armor made of hardened leather or hide. Worth 4 points.

Chainmail - Armor made of metallic rings. Worth 6 points.

Brigandine/Scale/Lamellar - Overlapping plates, sometimes between layers of leather. Worth 8 points.

Plate Mail - Armor made of rigid metallic plates, shaped to the body. Worth 10 points.

Next, determine which body locations have the type of armor you are wearing.

The ten locations are:

Neck

Shoulders

Upper Torso

Lower Torso

Back

Sides

Upper Arms

Lower Arms

Upper Legs

Lower Legs

Lastly, each armor piece that is particularly high quality or well crafted can be awarded a bonus point by an Armor Marshal for each location it covers.

Add the point values of all locations together, divide by 10, and round to the nearest whole number. This number is your total calculated Armor Points. This system allows mixing and matching of different types of physical armor for an averaged total, if desired.

Natural Armor

Natural armor can be granted from Powers, Advantages, or Perks. Like physical armor, it also grants Armor Points, and can be Shattered or Rebuilt. Unlike physical armor, natural armor can be restored **both** by the Mend effect and by the Heal effect. Note that different types of armor cannot be stacked on the same character.

Summoned Armor

Summoned armor is created by Powers, Spells, or other abilities. Like physical armor, it also grants Armor Points, and can be Shattered or Rebuilt. Unlike physical armor, summoned armor can only be restored by Mend or Rebuild effects from spells and Powers, or by an Enchanter at an Enchanting Forge. The Dispel effect will remove Summoned Armor entirely. Note that different types of armor cannot be stacked on the same character.

Barrier

Barrier is a type of temporary Armor Points that can be granted by Powers or Effects. These points are subtracted first by damage and cannot be Mended.

Spikes

Spikes are a universal resource that all characters gain through leveling up. Spikes are refreshed to their maximum value any time a character completes a short rest.

Many Powers require spending a Spike as part of their cost. In addition, any character can spend Spikes to temporarily boost their weapon damage.

By default, spending a Spike will allow a character to increase their weapon damage by 1 for the next swing (regardless of whether it hits or misses). Some Classes can increase their Spike damage temporarily or permanently.

Carrying

In order to move a character who is Dying, Dead, or Helpless:

- The carrying character stands next to the downed character with both hands free and calls "Carrying".
- The downed character stands up with their head down and leaves any handheld items behind.
- Both characters can then move at a walking pace, until the carrier states that they are putting the downed character back down.
- If the carrier is hit with Effects or damage, that will not end the carry unless it causes the carrier to become Helpless. If the carried person is hit with Effects or damage, they will take it normally.

Searching

To search a willing or Helpless target, any character can spend a Quick 100 miming the act of searching. At the end of the count, they may state "Instruction: Give me your treasure." Note that searching and Scavenging can occur simultaneously - for more information on Scavenging, see the Skills document.

Rests

There are two types of rests in Wellspring that are referenced by Durations and Refresh mechanics: short rests and long rests. Note: by default, **resting does not restore Life Points**.

Short Rests

A character completes a short rest when they have spent 5 minutes out of combat, not actively Dying, and having used no Powers. A character who completes a short rest refreshes their Spikes up to their maximum. Short duration conditions will end, and Powers with a Refresh of Short Rest will become available again.

Long Rests

A character completes a long rest at 7am and 7pm each in-game day. Long duration conditions will end, and Powers with a Refresh of Long Rest will become available again. Completing a Long Rest also counts as completing a Short Rest.

Death and Dying

Self-Diagnosis

Each character is aware of their current Life Point and Armor Point value, but should try not to communicate with numbers in-character. A character is also aware of any Conditions they are currently under, except for Charm (you never believe you are *Charmed*).

Dying

When a character reaches 0 Life Points, they enter the Dying state and are Helpless. They should (safely) lower themselves to the ground and drop any items held in their hands. Dying characters cannot move by default, cannot take in-game actions, and cannot communicate other than roleplaying bleeding out and calling for help. Dying characters also begin their “death count”, and will become Dead in a Slow 180.

Stabilized

If a character takes a Stabilize effect, they will pause their death count until they take additional damage. After 5 minutes of being Stabilized, they will restore 1 Life Point and exit the Dying state.

Deathblows

Any character can use a deathblow on a Dying or Helpless target. To do so, the character should pantomime taking an obvious killing action, which should take 3-5 seconds, and then call “Deathblow.” A completed deathblow reduces that character’s death count to a Slow 10. Any character who willingly allows a deathblow to happen to them (i.e. a character playing dead) will still be affected, even if they were not actually Helpless.

Dead

Once a character completes their Death Count, they become Dead and can only be healed by a Revive effect. All Conditions and the durations of active Powers end. Dead characters begin their “disincorporation count”, and will disincorporate and become a Spirit in a Slow 180.

Spirit

A character who disincorporates after death enters Spirit Form and should put on an orange headband or glowstick. A character in Spirit Form should pick up any of their equipment not being actively held by someone else and walk slowly toward the Spirit River (an in-game location designated by staff). By default, Spirits cannot communicate (or even make eye contact) with the living, and are not affected by any Powers or abilities without the Qualifier “to Spirit”.

Passing through the River

Upon arrival at the Spirit River, the player should read the blue card and follow the instructions to signal a staff member, who will guide them through what happens next. What happens when a

spirit crosses into the Spirit River is unknown - normally when a soul leaves the body for sufficient time, they are largely unrecoverable, but more will be discovered in time.

Resurrection

While a soul returning from the Spirit River is incredibly rare, if it did it would look something like this: When leaving the River, the character will forget the past hour of their life up to their death and discorporation, though there may be lingering emotions out of context. The character in Spirit Form should walk to a location near town where they feel the safest. They will remain there for a Focus Slow 300 as they return to life. At the end of the count, the character will be alive at 1 Life Point.

Powers

Abilities that characters use in the game are called Powers. All Powers have a specific format, which includes the following information:

- **Name** - The name of the Power.
- **Tag** - Some Powers have specific “tags” that indicate it falls under a specific mechanical category, such as [Utility] or [Artificer]. These tags will always be in brackets [] after the Power name.
- **Requirement/Prerequisite**: Anything that qualifies the character to obtain the Power, such as minimum Level, or previous Skills/Powers.
- **Incant** - The verbal incant or roleplay requirement of the Power, if applicable.
- **Call** - The mechanical information that needs to be explained to the target.
 - [Delivery] [Duration] [Effect] to [Qualifier] by [Accent]
 - Ex: “Wounding 5 by Lightning”
- **Target** - Who or what the Power can be used on.
- **Duration** - How long the Power lasts. *(See the Duration section for more info.)*
- **Delivery** - How the Power is delivered to the target. *(See the Delivery section for more info.)*
- **Refresh** - How often the Power can be Refreshed to use again.
- **Accent** - The Accent of the Power. *(See the Accent section for more info.)*
- **Effect** - Which Effect or Effects the Power does. *(See the Effects section for more info.)*
- **Description** - The flavor and full mechanical description of the Power.

Power Requirements

Some Powers have specific conditions or requirements in order to be used or Refreshed. The common keywords referenced in Power requirements are the following:

Focus

If an action requires a Focus count to complete, the character must spend the count silently concentrating or meditating, and cannot move or take any other actions during the Focus count. If a Focus count is interrupted by resolving damage or Effects, the Focus count must be restarted from the beginning.

Sacrifice

If a Power requires a character to “sacrifice” a resource (usually Life Points), the Power cannot be used unless the character has that resource available to spend, and the character cannot apply any defenses to the sacrifice (including Immunity).

Spellcasting

Spells are a type of Power that have extra mechanics for how they are used and delivered.

Spheres of Magic

In Wellspring, there are several types of magic, each defined by the source of its power. In game terms, these Spheres are wholly distinct from each other, and are cast and powered by different spell-slots, and often granted by different classes. The two most well known Spheres are Arcane and Divine, representing the source of the power.

Spellbook

Any character with levels in a spellcasting class will have a spellbook, an in-game item recording all of their known spells. This can be phys-repped as a book, scroll, slate, or any other item that can be written on.

A spellbook must contain, at minimum, the name and incantation of each spell that the character has learned, including Cantrips. Spellcasting classes cannot Refresh their spell-slots unless their spellbook prop is on their person.

Spell-Slots

Gaining levels in spellcasting classes will grant numbers of spell-slots. There are three Tiers of spells: Novice, Adept, and Greater. In order for a character to cast a spell that they know, they must spend one spell-slot of the spell's Tier or higher. Spell-slots do not refresh automatically - see the Class descriptions for the mechanics of how each class refreshes their spell-slots.

Cantrips

Cantrips are Powers that can be cast without spending spell-slots. Cantrips are gained by leveling up in spellcasting classes, separately from spell-slots.

Incanting

Spells (and some other Powers) require a verbal incantation in order to activate. The “standard incantation” for each class will be listed in its class description. The higher Tier the spell, the more lines of the standard incant are required. Each incant should be ended with “to cast <Name of Spell>”.

While incanting, the caster must have one foot planted and a free hand holding only the appropriate packet, weapon, or nothing in the case of Touch delivered spells. The incantation, once begun, should not pause for longer than 2 seconds between words, and should be at a clear volume. If the caster takes any Damage or Effects, the incant is interrupted and the caster must start over.

When the incantation is completed successfully, the caster should immediately make the Call of the spell. However, if a Spell is packet- or weapon-delivered, the incantation can be used in advance to “charge” the packet or weapon, at which point it can be held indefinitely until the caster chooses to throw or swing the Call. Only one spell can be “charged” at a time, and the caster cannot put down the packet or weapon while charged - doing so will cause the spell to be lost.

Effects

The following is a list of standard Effect keywords and their mechanics.

Berserk

Causes the *Berserk* Condition.

Charm

Causes the *Charmed* Condition.

Cure [Condition or Accent]

Removes the stated Condition, or if an Accent was called, all Conditions that were caused by that Accent. Note: Cure cannot be used on Inherent conditions (see the Modifiers section for more info).

Death

Cause the target to die.

Disable [Limb]

Causes the Disabled Condition to one limb. If no limb is specified, this is whichever limb is struck by the attack. If no limb is specified and the attack does not strike a limb, the target of the attack can choose which limb is Disabled.

Disarm [Equipment/Limb]

A "Disarm" call requires naming a hand-held item or a limb. The specified item, or one held by that limb, must be dropped. If a shield is named (or worn on the limb), the arm must extend straight down to allow the shield to fall. Unless a duration is specified, Disarm is instantaneous, and the item can be picked up immediately. Any stated duration dictates how long the item remains inaccessible.

Discern [Information]

The target must answer the question given in the Call. The Call and response are out of game and the response must be truthful (unless a Power allows otherwise). Unless the Subtle modifier is used, the contents of the question are understood by observers, but the response should be ignored (i.e. the player must act as if she has not heard the answer to the Discern).

Dispel [Condition, Accent, or Description]

Dispel is a more powerful form of Cure. It can be used to remove Conditions, anything that came from a specific Accent, anything Granted by another Power, or other specific things that are noted in the Call. In general, Dispel is used to remove Conditions without the character's consent. Note: Dispel cannot be used on Inherent conditions (see the Modifiers section for more info).

Dominate

Causes the *Dominated* Condition.

Drain

Causes the *Drained* Condition.

Expose

An Expose Call usually uses a Voice Delivery and includes a Qualifier, such as “By My Voice to Clerics, Expose.” Any character that qualifies must respond to the Call with a verbal response that reveals her location, such as “Here.” The verbal response is an out-of-game abstraction for the target becoming perceivable in-game. (Note: if you are hiding and do not qualify, you can stay silent rather than saying “No Effect”.)

Grant

Using the Grant Effect applies one of the following Conditions. By default, these Conditions are considered a Bonus, and subject to Stacking (see the Stacking Effects section).

Grant Protect Vs. [Accent, Effect, Delivery, Damage, or Description]

This gives the target one “Protect” against the listed type given. (See the Defense Calls sections for more information.)

Grant [Number] Barrier

This gives the target additional Armor Points. These Armor Points cannot be Mended.

Grant [Number] [Type] Armor

Gives the target a number of Armor Points. These Armor Points can be Mended. This will not add to existing armor, but will only replace it.

Grant Plus [Number] Armor

Adds a number of Armor Points to the target’s current and maximum Armor Points. This can only be used on a target with existing armor (either physical, natural, or summoned).

Grant [Number] Spikes

Gives the target a number of additional Spikes. These Spikes can be refreshed unless otherwise stated.

Grant Plus [Number] Spike Damage

Adds to the damage that the target deals when spending a Spike.

Grant Plus [Number] Damage

Adds to the constant damage that the target does. (This is very rare.) The target’s attack must already have a base damage value in order to increase it.

Grant [Accent]

Gives the target the ability to change or add the Accent for all Effects and Damage the target does. Note: Accents granted in this way can replace the normal Accent of the Power.

Grant [Condition] or [Type]

The Grant Effect can be used to give Conditions or Types directly. Grant Melee Immunity, Grant Undead are examples of this.

Grant [Number] Dark Territory

Adds the number indicated to the Dark Territory for all Rituals cast by the target for the duration. This can be negative, in which case the number would be subtracted instead.

Grant Plus [X] Maximum Life Points

Adds to the current and maximum Life Points of the target. These points can be healed as normal.

Grant Power [Description/Power Name]

This gives the target character some ability which is too complex to be handled by Imbue. This always requires a full explanation of what is being given, and in general is limited to out of combat Powers.

Grant [Other]

Grant can be used in a number of other ways at staff discretion, but will always be communicated as clearly as possible.

Heal [Number] or [to Full]

Restores the number of Life Points stated, up to the target's maximum. "Heal to Full" or "Heal to Full Life Points" sets the creature's Life Points to their maximum and will fully Mend natural armor.

Imbue [Delivery] with [Call]

Imbue is used to give one use of a Power to another individual. Imbued Effects can have a Duration, but the Imbue Call itself cannot be given Accents or Modifiers. Example: "Short Imbue Weapon with Wounding 5 by Flame" would allow the target to call "Wounding 5 by Flame" once with their weapon, any time before their next short rest.

Imprison

Causes the *Imprisoned* Condition.

Intoxicate

Causes the *Intoxicated* Condition.

Mend [Number] or [to Full]

Restores the number of Armor Points stated, up to the target's maximum. "Mend to Full" sets the target's Armor Points to their maximum. Mend does not work on Shattered armor or items, which must be Rebuilt instead.

Obey [Command]

Obey [Command] - Causes the *Obedient* Condition. (Note: This will not cause any physical or romantic roleplay that is not consented to by both or all involved characters.)

Obfuscate [Discern/Expose]

Causes the *Obfuscated* Condition.

Piercing [Number]

Piercing damage bypasses any Armor Points (including Barrier) and directly harms Life Points. Note that Piercing is considered both an Effect and damage.

Provoke

Causes the *Provoked* condition.

Rebuild [Item]

Makes a Shattered or broken item usable again. A suit of armor will be returned to 1 Armor Point. A weapon will be returned to full functionality. Single use, “consumable” items, such as potions and scrolls, cannot be Rebuilt if they are Shattered.

Refresh [Power, Spell-Slot, or Description of Power]

By use of this Effect, a Power that has been expended can be recharged as if it had not been used. The individual Power will give the limitations of what kind of Power can be recharged. **Note: The Refresh effect cannot be used on Powers that also give the Refresh effect.**

Repel

Causes the *Repelled* Condition.

Revive

If dead, the recipient of a Revive will be alive with one Life Point. If used on an Undead, it will cause the creature to immediately disincorporate and take Spirit Form.

Root

Causes the *Rooted* Condition.

Shatter [Item]

Breaks the item specified in the Call, making it unusable until Rebuilt. If armor (of any type) is Shattered, even just a single piece (such as a bracer), the whole suit of armor is reduced to zero Armor Points and cannot be Mended until Rebuilt. A Shattered weapon is broken and cannot be used to do damage or block, until Rebuilt.

There are a few special kinds of Shatter that only come up in special circumstances. These are not valid Calls unless specifically stated in the Power.

“Shatter Corpse” on an inanimate corpse will cause it to immediately disincorporate. This only includes Undead if they are inanimate at 0 Life Points.

“Shatter Body” will cause the body to immediately disincorporate. If it was living, it will die first.

“Shatter Spirit” will cause the character to die, the body to disincorporate, and the Spirit to dissipate, causing the character to die permanently.

Silence

Causes the *Silenced* Condition.

Sleep

Causes the *Slept* Condition.

Slow

Causes the *Slowed* Condition.

Stabilize

Causes a Dying target to pause their death-count until they take additional damage. After 5 minutes of being Stabilized, the target may heal 1 Life Point. Note: the target is still considered to be Dying while Stabilized.

Taint

Causes the *Tainted* Condition.

Weakness

Causes the *Weakened* Condition.

Wounding [Number]

Causes the damage call to be unblockable by weapons and shields, resolving like an Effect call rather than a damage call.

Stacking Effects

Characters can be under any number of different Conditions at the same time. If the same Effect is applied multiple times, the longer duration will take precedence.

Any bonus to a “Base” value can be stacked with any other “Base” bonus, such as from class levels. Otherwise, a character cannot stack together more than the following bonuses from multiple sources:

- 3 points of Barrier
- +3 Maximum Spikes
- +3 bonus to Spike Damage
- +3 bonus to Damage
- +3 Maximum Life Points
- +3 bonus to Physical Armor Points
- +3 bonus to Natural or Summoned Armor Points
- +3 bonus to received healing
- +3 bonus to granted healing
- 3 total Protects
 - The same type of Protect cannot stack with itself (ex. You cannot have more than one “Protect vs Packets” at the same time.)
 - Note that Protects on items you are using do not count towards your maximum: they are counted towards the item’s maximum, which is also three.
- 1 total Imbued Power

Conditions

The following is a list of standard Condition keywords and their mechanics.

Berserk

The target becomes *Immune* to Charm, Dominate, Obey, and Provoke. They will attack the nearest creature, regardless of ally or enemy. They cannot activate Powers or use Deathblow. If there are no creatures to attack, or if the target has no means of attack, they will pass out and become *Slept* for a Quick 100. Berserk will end automatically if the target drops to 0 Life Points or becomes *Slept*.

Charmed

The target will treat the source of the Charm as a trusted ally and will defend them to the best of their ability (including using Powers and skills). The target will not be aware of the Charm until after the condition ends. If the source of the Charm attacks the target, the condition ends immediately. One target can be *Charmed* from multiple sources at once. Note: This will not cause any physical or romantic roleplay that is not consented to by both or all involved players.

Disabled

The *disabled* limb becomes unusable. Any held items must be dropped, and any attached weapons or shields will take hits as if they hit the limb. A *disabled* leg cannot support weight, though the target can manage to hobble while dragging the leg. All *disabled* Conditions are removed by a single “Cure Disabled” Effect.

Dominated

The target must immediately cease all hostility towards the source of the Dominate and will follow any instructions they are given, in the spirit they are given. The target may refuse directly suicidal commands. If a creature becomes *dominated* by a second source, it will override and Cure the previous source (unless it is Inherent). The target will not be aware that they are *dominated* until after the condition ends. Note: This will not cause any physical or romantic roleplay that is not consented to by all involved players.

Drained

The target cannot do damage, activate items, or activate Powers. They can still use Skills, block, parry and call defenses that were previously activated. This does not affect already charged packets, passive Powers, or passive effects from items.

Flying

A *flying* character cannot be targeted with melee attacks except from other *flying characters* (call “No Effect, Flying”), and also cannot deliver melee attacks except to other *flying* characters, until the condition ends. The *flying* condition may allow safe passage over gaps and obstacles, at the discretion of the Marshal. Characters will demonstrate *flying* with one hand (in a closed fist) or weapon pointed straight up.

[Kind] Immunity

The target will call “Immune” instead of taking the effect/damage, including the Final modifier. *Immunity* may be granted to equipment, limbs (or even parts of limbs), or entire creatures. There

is no limit to the number of *immunities* a character can have. An *immunity* can be against damage, Accents, Effects, Conditions, Types, or Deliveries. Type *immunity* works against being Granted that Type, not against creatures of that Type. Damage *immunity* does not include Wounding or Piercing.

If the *immunity* is from a specific Power or item, the source can be added to the defense Call (for example, if a character has a sword with Ice *immunity* and blocks a Piercing 2 by Ice, they can call “Immune, Sword.”)

Imprisoned

The target cannot move or make noise, and has immunity to all damage and Effects, except those that would remove the *imprisoned* Condition or have the “to Imprisoned” Qualifier. Characters under the *imprisoned* condition may optionally demonstrate this by crossing both arms or weapons across their chest. As with all *immunity*, the player must respond with “No Effect, Imprisoned” when relevant. An *imprisoned* character is considered Helpless against anything that can affect them during the condition.

Intoxicated

The target is under an inebriating effect, ranging from disorientation to hallucinations, depending on the source (like alcohol or Nyte Tea). The player may roleplay these effects based on the source's description, but this is optional and only enforced to the player's comfort level. A Short Rest always removes the Intoxicated condition.

Insubstantial

The target appears slightly see-through and gains immunity to attacks, damage, and Powers not specifically targeting *Insubstantial* (except traps). Their carried items (excluding creatures) also become *Insubstantial* but revert if dropped.

Insubstantial creatures cannot intentionally interact with physical objects (doors, traps, etc.). If they trigger physical traps, they suffer the consequences. They can use non-physical Skills and Powers targeting *Insubstantial* creatures on themselves.

They cannot attack others unless using a Power specifically targeting non-*Insubstantial* (“to Substantial” or “to Corporeal”). While they can't be physically blocked or block others, they also cannot pass through solid objects, and solid attacks stop upon hitting them.

Players of *Insubstantial* creatures should avoid obstructing physical creatures, and vice versa. *Insubstantial* creatures can Cure or Dispel Insubstantial on themselves without needing the “to Insubstantial” Qualifier.

Players must verbally announce “Insubstantial” when others inspect, interact closely, or attack them. In combat, this should be loud. Optionally, they may instead use the hand signal of one hand or weapon bent parallel in front of the face (ie “vampire cape”). Ineffective attacks should be met with “No Effect, Insubstantial.”

Obedient

The target will attempt to follow the command given with the Effect. By default, the character will follow the command until it is complete or until the duration ends, whichever comes first. A

character can have multiple *obedient* Conditions in effect at once, each one for a separate Obey Effect and command. If the *obedient* Condition is Cured or Dispelled, all instances of *obedient* will be removed from the target. Note: This will not cause any physical or romantic roleplay that is not consented to by both or all involved characters.

Obfuscated

While under the effects of Obfuscate, the player may lie to or ignore one Discern and/or Expose call that targets them. By default, the *Obfuscated* Condition ends after it is used on one Discern or Expose Effect. Some Obfuscate Powers require a specific response, but otherwise, the player may answer however they wish. *Obfuscated* does not work against the Final modifier.

Provoked

The *provoked* target cannot use offensive Calls against anyone but the source of the Provoke for the duration. (Note that this does not include uncalled damage.) If anyone other than the source of the Provoke attacks the target, the target can also use offensive Calls against that attacker from then on.

Repelled

A creature that is *Repelled* must move back outside melee range, and cannot attack the source of the Repel. Once out of range the target cannot voluntarily come within melee range of the source, but need not retreat or move if the source of the *Repelled* Condition moves towards them (though the target still may not attack the source). If a *repelled* character is attacked by the source of the Repel, the Condition ends immediately for that character. A Short Rest always ends a *Repelled* Condition.

[Kind] Resistance

The target takes one point of damage instead of the Effect or damage they have *resistance* to and will call “Resist” in response. *Resistance* does not work against Final Calls or passive sources. Note: Unless the target has *Selective Resistance*, they cannot choose to take an Effect they are *Resistant* to.

Rooted

The target may not move their dominant foot except to pivot. When the Condition begins, the target should immediately and safely come to a full stop and plant the foot.

Silenced

A *Silenced* creature cannot speak or make any voluntary vocal or oral noise. Note that this does not stop the player from making out-of-game Calls, including Voice and Verbal Delivery Powers.

Slept

The target cannot move or speak and must fall to the ground (or take a knee if it is unsafe to fall down). They are unaware of anything happening around them and should roleplay being asleep, taking no voluntary actions. A *slept* character is considered Helpless.

Slowed

The target may not run. One foot must always be on the ground if the character is going somewhere.

Tainted

The target cannot gain Life Points. In addition, if the target has this Condition at the end of a Short Rest, they immediately die. (This includes if the duration of the Taint is Short - it will still kill the target before wearing off.)

Vulnerable to [Kind]

The target will take all damage or Effects from the specified *Vulnerability* as Final.

Weakened

The *Weakened* target can't do more than one point of damage. There may be additional in-game effects such as being unable to move in-game heavy objects.

Types

There are some features of a creature that act like Conditions, but are intrinsic to that creature, and cannot be Cured. The Type indicates a suite of features common to these beings. Creatures can also have multiple Types.

The following is a list of commonly known Types in Wellspring.

Animal

Non-sapient living creatures that typically live in natural areas.

Construct

Constructed from non-organic matter, constructs possess a wide range of sentience - some are unthinking autonomous creatures devoid of the spark of life while others are highly intelligent beings of stone, wood, or metal.

Exalted

Creatures or people directly manifested by the raw power of divine energies.

Living

These creatures generally breathe, need to eat and sleep and experience mortality.

Plant

Living creatures that grow in the earth or in water, and generally have roots, leaves, or seeds.

Spirit

A creature that has the Spirit Type is Inherently Insubstantial. Represents souls without corporeal form.

Undead

The dead risen again, devoid of the full essence of life that once made them living. Typically requires some form of power keeping them in this state - the secrets of undeath are poorly understood by most.

Voidborn

Creatures inhabiting the void are known to many, but understood by few. Often barely sentient, but possessing a strength that chills the living, these creatures plague many lands across the Wellspring. The Lost Lineage counts as both Voidborn and Living types.

Items

Items can be purchased, gathered, and crafted in-game. For more information on gathering resources and income, see the Skills, Perks, and Flaws document. For more information on crafting items, see the Crafting document: [Crafting \(all\)](#)

Magic Items are found with information cards revealing their basic powers. Folded cards have inner details readable only by those meeting the outer requirements (e.g., "Attuned Owner," "Any Fighter"). Spells that identify magic items allow the reader to see all information. Players must keep the card with the item - giving an item away without its card means it won't function magically for the new owner. Crafted items don't need a card for the creator, but do for others. Item cards will detail its Powers, Refresh, and activation.

Attunement


Magic items may require Attunement (often via a ritual) to use their magic. New items may have unique attunement instructions. By default, a character can attune to a maximum of three magic items at once. Un-attuning any number of items is possible during a Long Rest.


Signature Items

Some very powerful Magic Items are listed as Signature Items. These are always items that require Attunement to use, and no character can have more than one Signature Item Attuned to themselves at any one time by normal means.

Divine Relics

This is a special, mysterious category of magic items that are associated with a Devotion or Divine Being. These items cannot be Identified with standard magic, and typically have very specific limitations on who can use or wield them.

	Example Item	
	Effect: This is the effect of the item.	
	11/14/25	
	1 Year	
Requires:	Attuned Owner	

Example Item	11/14/25
This is the hidden effect of the item.	
	

Code of Conduct

Please note: This Code of Conduct is not exhaustive. Any behavior determined to be harmful or disruptive to the game or community may cause disinvitation from the game at staff discretion. In other words, this Code of Conduct should not be “rules lawyered”.

The Code of Conduct applies to both in-person events and the Wellspring Discord server.

Age Requirement

All Wellspring players must be 18 or older.

Drugs/Alcohol/Smoking Policy

The possession or use of recreational drugs or alcohol at events is not allowed. Smoking is only allowed in the designated smoking area, which will be announced at the start of the event based on the site conditions.

Photo Policy

Staff and players shall not share any photos taken during events to public social media or advertising materials without the consent of the depicted players.

Additionally, goodwill from Camp Hi-Sierra is important to continuing to hold the events. Players may take whatever photos they like, but should not publicly post any photos containing smoking/vaping, simulated alcohol, or LARP weapons that also contain Hi-Sierra logos or other identifiable features of the camp. Do not tag the camp in any of the above types of photos. Players should use their judgement when considering whether to post any other types of photos not listed here that they think people might not want associated with a camp for children.

Personal Property

Do not touch, move, or take physical items/props belonging to other players without out-of-game permission.

Real World Bigotry

Derogatory behavior targeting race, sexual orientation, gender expression, gender, body, national origin, age, ability, physical/mental health, or any other self-identity is not allowed. This encompasses all forms of language, actions, and out-of-game communication. While the game setting may have in-game forms of discrimination, these should never be used to harass or bully players out-of-game (when in doubt, calibrate with the player in advance).

Themes to Avoid

Sexual assault or related themes should never be included in any roleplay, conversations, or backstories. It does not exist in this setting or game world.

Physical Contact

The expected level of physical touch in combat, outside of boffer weapons or packets, is tagging on the shoulder/upper arm for Touch delivered effects. Any other physical touch, in or out of combat, requires out-of-game consent (see the Consent and Calibration section of the core rules).

Calibration

All out-of-game roleplay calibration requests shall be respected at all times, whether for physical roleplay, romance/intimacy roleplay, or antagonistic roleplay. In addition, players may communicate their out-of-game boundaries or needs at any time. For further details and specific calibration tools, see the Consent and Calibration section of the core rules.

Treatment of Others

When interacting with other players and staff on an OOG interpersonal level, all participants are expected to treat each other with courtesy and respect. Verbal abuse, unwanted romantic or sexual advances, bullying, harassment, and any other actions that make others feel unsafe will not be tolerated.

Reporting

To report a violation of the Code of Conduct, reach out to a Player Representative. If the issue involves a Player Representative, or you do not feel comfortable speaking with them, please reach out to the Head of Staff. Reports can be made in person during the event at any time, or in between events via email (wellspringlarp@gmail.com) or Discord.

Consent and Calibration

Roleplay Consent and Boundaries

Any physical or romantic roleplay must have OOG consent before it is played out in-character. Typically, this is done by saying “Physical roleplay negotiation:” or “Intimacy negotiation:” followed by the specific request (examples: “May I pet your head?” “May I flirt in-character?”). **Any response other than an enthusiastic “yes”** means that the request must not be pursued any further. A “no” does not require a stated reason. Agreeing to one specific request does not imply consent to any other requests - each one must be asked individually. Lastly, consent to any level of physical, romantic, or intimate roleplay can be revoked at any time, and a reason does not need to be given.

Additionally, players are allowed at any time to assert their general OOG boundaries. All players and staff are expected to respect and abide by other player’s communicated boundaries at all times during roleplay, including allowing a player to depart from the scene if necessary (see Lookdown).

“What Would Your Mother Say?”

If a player is uncomfortable with their current roleplay interactions and would like to de-escalate a scene without breaking character, they may use the phrase “What would your mother say?” This phrase requires any involved characters to “back off” or lower the intensity of their current roleplay.

Lookdown

The “Lookdown” signal is the player putting their head down with one hand shading the eyes. A player using Lookdown needs to eject themselves from a roleplay scene for OOG reasons. Characters should continue the scene without commenting on the Lookdown player’s absence.

Calibration

Players may also calibrate to help resolve intense scenes. This involves OOG negotiation about specific boundaries or desired OOG outcomes to avoid OOG hurt, before going back into the scene. Requests for calibration must always be honored - **“Keep it in game” is not a valid response** when OOG emotions are involved.

Note: These tools are not only between players, but between players and NPCs as well - staff will honor and use this system to the same capacity, and staff failing to uphold this system should be reported to either the Player Representative or the head of staff directly.

Bleed and OK Check

“Bleed” is a term for when the lines between your character’s emotions and your own emotions are blurred. While bleed is neither inherently positive or negative, it can have a negative impact on players’ enjoyment of the game if they are unprepared. If a roleplay scene is getting intense or heated, players may feel unsure whether other participants are emotionally well out-of-game. To

mitigate this, they can use the “OK Check” system: while roleplaying the scene, a player makes the “OK” hand signal to silently ask another player if they are okay. The options for responses are:

Thumbs up: I am fine, continue the scene

“So-so” hand: I am unsure, lower the intensity or calibrate OOG

Thumbs down: I am not okay. If this response is given, all players should stop the scene and go OOG immediately to assist the player with whatever they need.

Note: While OK Check is a useful tool for a player concerned about another’s OOG feelings, a player who is in emotional distress should still take the initiative to de-escalate the scene or request calibration. It is ultimately the responsibility of each player to communicate their own boundaries and needs.

Character Antagonism

At Wellspring, the intended main source of conflict in the game storyline is against external threats, which will be provided by NPCs. However, it is still possible for PCs to come into conflict, whether with words or with weapons. If this occurs, the following rules apply:

1. The ideal result of character antagonism is when the **players** are having fun together, even when the **characters** aren’t. Stay conscious of any potential bleed (see Bleed section above) and ensure that in-character actions are not negatively impacting the players’ overall game experience.
2. Always treat **players** with respect and compassion. The Golden Rule does NOT apply to character antagonism – Rather than treating others how you wish to be treated, treat other players the way **those players** wish to be treated. Some players love conflict; they thrill in knowing that their characters may be killed, betrayed, or abandoned. Others do not. Remember that these differences exist, and that communication and compassion are the keys to a strong game community.
3. If character antagonism is going to come to blows, the initiating player must say the phrase “Prepare for Action” to their target. This is intended to give the targeted player a moment to mentally prepare rather than being taken completely by surprise OOG. Once the target takes any action other than speaking briefly to the initiator, this window ends.
4. At the start of a character combat, any involved player may instead choose to opt out of using the combat LARP rules and lose automatically. They may then either act out the fight theatrically, or choose to resolve the combat “offscreen” narratively.
5. No Excessive Force - If a character “wins” a conflict and is in a position to harm another character, they should generally not go beyond the stakes of the initiated conflict. For example, if there is a fight over a specific plot-relevant MacGuffin, taking the MacGuffin is not excessive, but executing the losing character *is* excessive, unless the players are explicitly aware that they have all opted in to those stakes (see Rule 2).
6. Any character antagonism that involves combat or theft must be reported to a staff member as soon as one is available (or in advance, if premeditated) for their tracking purposes. Repeated instances of character antagonism may be investigated by staff to ensure that the spirit of these rules is still being followed, especially if targeting characters of lower in-game power. If a character becomes consistently opposed to the goals of the

playerbase, the player must accept the risk of that character becoming an NPC or unplayable.

7. Any player who initiates pre-meditated character antagonism must stay in game for a minimum of 2 hours before exiting. (E.g. If you have an NPC shift, any antagonistic actions must be completed 2 hours before your shift starts, etc.)
8. Remember that the Code of Conduct still applies – advance consent is still required for physical touch, as well as for taking or moving players' personal equipment/physreps.

Serenity

"Serenity" is a designated out-of-game area for players to relax and step away from intense roleplay or conflict. It is intended for decompressing or managing bleed, but not as a refuge from in-game consequences. Players should only follow someone else into Serenity with explicit invitation.

Combat Etiquette

Unnoticed Attacks

Some large combats can get chaotic and the target of your attack may not register a Call. If this occurs, you may take back any game resources you spent and try again.

Sportsmanship and the Honor System

All players are expected to make a good faith effort to play by and understand the rules of the game, and to track their own stats and abilities accurately in combat.

When resolving hits, the general rule is "tie goes to the defender": if it is unclear whether an attack should have hit or not, the defender gets to make the call. If there is a disagreement over the rules in the middle of a combat or scene, players should resolve it as quickly as possible and move on to preserve the flow of the game, or ask a Marshal if one is present in the scene.

If a player has significant concerns over rule misuse, they can go to a staff member and speak with them OOG after the scene or combat is over. If a player intentionally or repeatedly breaks the rules, they may be asked by staff not to participate until they can use the rules more effectively.

Roleplay Etiquette

Immersion/Staying in Game

At Wellspring, once the event begins on Friday evening, players will be considered in-character through the entire weekend until the game ends on Sunday, including while eating and sleeping. Players should make their best effort to stay "in character" as much as possible, in order to contribute to the atmosphere of the game for everyone.

Briefly going “out of character” for clarification or calibration can be done by putting your hand or weapon on your head. If you need to go out of game for an extended amount of time, you should put on a white headband.

In-game players and out-of-game players are expected to avoid interacting with each other or having extended out-of-character conversations in in-game areas - this can disrupt the flow of the game. Make your best efforts to minimize switching in and out of talking out-of-character, and try to ask questions in character whenever possible.

Bathrooms, Serenity, and the staff headquarters are always Out of Game.

Game Tone

While Wellspring is intended to be a full immersion game, with many serious and oftentimes dark tones, Wellspring is also a game run by people who like silly things and moments of levity, and all players should understand that these tones will exist.

Aesthetics

Players should make good faith efforts to avoid obtrusively modern costuming or items in common in-game areas, and generally attempt to stay in the genre of the setting. If a modern object is needed for a player accessibility concern, accommodations will be made - please reach out to Staff.

Lights

Lights should be disguised so as not to appear as modern flashlights, and should represent the technology style of the civilization who produced them. The total amount of light emitted should be at a reasonable level to avoid affecting others’ enjoyment of the game and immersion. Lights of a higher tech society should be modified so as to not appear like modern Earth-made flashlights. Large floodlights, building lights, phone lights, etc. are generally disallowed, and Staff has the final say on any light source.

Social Power and Steering

"Positive metagaming" or “steering” is using the OOG goal of giving other players fun or interesting roleplay, to influence your character's in-game actions. For example, if your character would only have a reason to interact with a small group of characters, steering would be coming up with excuses to interact with characters outside of that group, in order to provide roleplay scenes for more people.

If your character has a position in the game that gives them clout or social sway over others, you are responsible OOG for ensuring that all other characters are not excluded from game content, social interactions, and roleplay, including using steering to achieve this. If you do not want to have this responsibility, do not make a character who has or pursues this type of social power.

Along the same lines, if your character or a group of characters set up an in-game space over which you have ownership or social control, this space cannot be in one of the central player areas, as these are designed to be accessible to all players at all times.

Core Rules - Miscellaneous

Locks

Locks, whether provided by staff or by players, should be physrepped by simple “diary” or luggage locks, and attached to the relevant latch but not actually keeping it closed (in case someone needs to access the inside OOG). They must be physically picked before the character can open the latch in-game, but the actual difficulty is intended to be low for anyone who has the in-game skill. The Shatter effect will bypass a lock, but will set off any associated Latch Traps.

All locks will have an associated “Trap” card, even if the lock is not trapped. If a lockpicking attempt begins and fails (i.e. the lockpicker takes damage, or uses another power), the person failing it should open the card and read the effect of the trap.

Traps

In-game traps will have a physrepped triggering object, along with an Information Card describing its effects. By default, a character may not physically interact with a trap physrep in any way without setting it off.

When the trap goes off, everyone nearby should stop until the card on the trap is read, describing the area and the effect of the trap. If a Marshal is present, they will read the information card aloud, but if not, the nearest player should move to read the card and then return to where they started.

Trap Information Cards

All Traps and any locks need a trap information card to go with them. It can be of any size but needs to be able to be viewable from about ten feet, although not necessarily obvious until after the trap has been activated. On the outside it should have the word “Trap” and a description of the kind of thing that sets it off (“opening the door”). On the inside or back of the information card, should be all the details of the trap. These details will include who is affected by the trap, what it does, any Effects, etc.

If a trap is set in a container no larger than 3 feet in any dimension, by default, setting it off will apply a Shatter Effect to everything inside the area regardless of the other Effect(s) of the trap. Generally, this means that Wealth, items, paper, and everything else inside will be destroyed and cannot be taken from the box.

After a trap is set off, the card will also have information as to what should be done with the card. Often, it should be discarded (taken to the Ashbin), but other times it will need to be put back in place.

Disarming Traps

If the character interacting with the object has the Basic Traps Skill, they may attempt to disarm the Trap per the Skill. Characters with the Advanced Traps Skill may keep the Trap Card, if they are successful at disarming it.

A trigger trap may be disarmed by any means which does not permanently damage the trap prop. Permanent damage means treating the trap in such a way that a Marshal cannot fix the damage within ten minutes or needs a tool.

For Example: popping a battery clip off a battery, untying a trip line, or carefully unsetting a mousetrap (so that it does not snap shut) can all represent the disarming of the trap.

Conversely, a trap cannot require specific tools to disarm (If the only way to prevent a trap from making a noise requires a screwdriver to open the battery compartment, that trap isn't valid).

Nighttime Content

By default, content at Wellspring may come into play anytime between the start of the event Friday and the end of the event Sunday, including during the night.

Players staying in the same cabin may choose how they wish to interact with nighttime content between 11pm and 7am. To do so, they may attach a visual hanging marker of a specific color on their cabin's front door, at least 10" long by 4" wide.

The options for nighttime content consent are the following:

Green

This Consent Status is marked with a Green door hanger, indicating that the cabin is open to nighttime NPC encounters of all types, from peaceful roleplay encounters, up to violent, combat-based, or strongly emotionally-engaging content. This is the default state of all player cabins, and a lack of a colored door hanger will be interpreted as "Green."

Yellow

This Consent Status is marked with a Yellow door hanger, indicating that the cabin is open to nighttime NPC encounters of limited types, including peaceful roleplay encounters, messengers, or invitations to more strenuous encounters outside the cabin, such as module hooks, which may include combat, or other more strenuous content elsewhere.

Red

This Consent Status is marked with a Red door hanger, indicating that the cabin is closed to nighttime NPC encounters of all types. Plot and wandering encounters will consider the residence off limits, and will not engage with the cabin directly. Note that using the Red marker does not exempt residing players from the consequences of in-game actions.

Blue

This Consent Status is marked with a Blue door hanger, and some form of moderate light source, indicating that the cabin is closed to NPC encounters of all types due to medical necessity. This exemption from content extends into the daytime, and is considered active 24 hours a day.

The residents of the cabin should notify Staff that they intend to use the Blue hanger in pre-registration when possible, to allow adjustments in sleeping accommodations to avoid interactions and disruptions to the game and the needs of the residents. Plot and wandering encounters will consider the residence off limits, and will not engage with the cabin unless specifically requested to do so by the residents.

Tents

If players are inside tents and it is unsafe for combat NPCs to engage them, they will approach within melee distance and announce that the tent is under attack, and collect the names of each character inside the tent. Each player inside the tent should respond with one of the following:

“Responding” - the players intend to move to a safe location to continue playing out the scenario. They have a few minutes to quietly put on essential costuming or makeup, but should be considered “paused” and not use this time to use any Powers or call for help.

“Remaining Within” - Once the responding players have left the tent and combat has begun, any characters staying inside the tent in-game will have a Slow 100 before they become valid targets of attacking NPCs. For NPCs to attack characters remaining within, they may call any damage or Effects they have as Verbal delivery.

"Staff Discretion" - Staff will describe what happens to all involved without playing it out, including mechanics and statuses. This affords the least control to the Players, as should be used as a last resort.

Note that tents are still subject to Nighttime Content consent policies above, and tent doors can be marked in the same way.

Glossary/Index

Accent: The flavor of an Effect. Indicates the source or properties of an Effect such as “by Flame,” or “by Shadow,” and may affect what defenses will protect against it.

Advantage: Lineage-related Perks that can be purchased by taking Lineage Challenges.

Advanced Class: This is a class into which you can put levels. They will always have certain prerequisites, which may be skills, character level, plot interactions, or even another certain Advanced Class. Abbreviated as “AC.”

Armor: Armor can be physically represented (meaning that the player is wearing something that looks like actual armor) or summoned (created invisibly by a Power). Natural Armor is armor that is part of a creature's skin or hide and can be repaired with Healing. Armor acts just like Life Points except it must be mended, rather than healed.

Attune: Some potent magic items require Attunement and can then be used only by the character they are Attuned to. Characters by default can only Attune to three items.

Base Class: One of the Core Eight beginning Classes, a class is sort of like a profession. It determines a number of different statistics, such as Spike damage, what Powers and spell-progression a character has, what Proficiencies, and so forth.

Base Damage: The damage a character does when swinging a weapon without any temporary damage bonuses or detriments. In the vast majority of cases, this number is one, and is uncalled damage. However, some classes, powers, and abilities can alter this number.

Build Points: These are points that are earned by a character as they go up in level and can be spent to buy Advantages, Skills, or Perks.

Call: Calls are the out-of-game words used to communicate damage, Effects, durations, and so forth to the target of a game Effect. Calls are separate from the in-game Incantations, and have a defined structure.

Challenge: Lineage-specific Flaws, often costume related, that grant Lineage Build Points that can purchase Advantages.

Cantrip: Magical Powers possessed by spell-casting classes that do not require Spell-Slots, but otherwise follow the rules of Spellcasting.

Character Options: These are the various Perks and Flaws characters can take.

Casting Class: A Class that casts spells.

Conditions: States that a character can have such as Imprisoned or Dead.

Count: Durations are measured by Count. A Slow Count is a counting of seconds. A Quick Count is however fast the player can verbally (audibly) count to the number. Thus a Slow 5 is about 5 seconds, and a Quick 30 is also about 5 seconds.

Counter: A Power that is called immediately to negate an attack or other Power.

Dawn: The Long Rest time of 7am.

Dead: A dead character begins their “discorporation-count” which is a Slow 180. After this they disincorporate, become a Spirit, pick up any unattended equipment and proceed to a Spirit River.

Death-count: A Slow 180 that starts when the character drops to 0 Life Points. At the end of the death-count the character is dead.

Delivery: The method by which an Effect can be applied to a target, such as by Packet, by weapon hit, etc. Packet, Touch, Weapon, Verbal, and Voice are the most common.

Dusk: The Long Rest time of 7pm.

Dying: When a character drops to 0 Life Points they are Dying. They can make noise, but not impart information. After a Slow 180 (their “death-count”) they will die. Dying characters are considered Helpless, and also gain the Qualifier “Dying.”

Effects: These are the methods by which Conditions are applied, such as “Sleep” to make someone Slept. There are some Effects, such as Cure or Grant, that do more than just apply Conditions.

Flaw: This is a special hardship or obstacle that a character takes on. It grants additional Build Points that can be spent on Skills or Perks.

Focus: Focus is basically a silent Incantation. It is an amount of time that a character must concentrate on activating a Power. If a creature is attacked while focusing, the Power is ineffective and must be begun again.

Helpless: When a character is incapable or unwilling to defend themselves they are considered Helpless, and are subject to Touch spells by foes, and gain the Qualifier “Helpless.”

Hold: If any participant calls out “Hold!” the entire game should come to a complete stop. No game actions (or even discussions) will take place while the issue is being handled.

Incantation: The Incantation for a Power is a series of words that must be spoken in order to activate that Power. In order to complete the incantation, the right foot must stay planted, one hand must be free, and the character must remain undisturbed.

Life Points: These represent how much damage a character can take before they start Dying.

Lineage: The character’s ancestry. The make-up, appearance, and roleplaying requirements of Lineages, called Challenges, are treated as Flaws (see below) that give Lineage Build Points that can be spent on Lineage-specific Perks called Advantages.

Long Rest: Applies each game day at 7am and 7pm. Long duration conditions will end, and Powers with a Refresh of Long will become available again.

Martial Class: A Class that doesn't cast spells (Generally uses Tiered Powers).

Marshal: A member of Staff devoted to answering questions, giving descriptions, or otherwise adjudicating rules and imparting knowledge.

Materia: Materia are the special material components needed to cast many spells. It is what makes up spell-packets. Often, in-game, Packets are just called “Materia.”

Paces: If a rules text references movement distance in "paces", it assumes that one "pace" is approximately 2 feet. Exact measurements are not required, but players should use their best judgment when taking steps to keep them at this average.

Packet: A Packet is a small, soft bundle, an inch or so in diameter and filled with birdseed, that is thrown at others and can be charged with power.

Perk: This is a special attribute. It may grant access to special Powers or other benefits. Perks usually cost Build Points to purchase.

Power: Powers are anything listed with a name, Incantation, Call, Effect, target, Accent, duration, Delivery, and Refresh, or anything specifically referenced as a Power (such as NPC abilities).

Power Phrases: These are phrases that connote that information is already understood by the character hearing the phrase, even if it's new to the player.

Power Words: Spoken words that are always out-of-game. If you hear these exact words used during the game, they will have a standard meaning, and some will have instructions that all players are expected to follow.

Prevented: A Power is Prevented if it is Countered, Resisted, or if "No Effect" is called. Many Powers are not expended if their effects are Prevented.

Proficiency: Being able to use a particular weapon, shield, or armor effectively.

Qualifier: A Qualifier is a special part of a call which limits an effect only to a certain kind of person. "10 by Flame to *Undead*" (italics indicate the Qualifier) would only damage those creatures that have the Undead trait.

Refresh: This is a term used to describe getting back access to a Power or spell-slot that has been exhausted. Many Powers refresh at the end of a Short Rest.

Repped Armor: Physical armor that is worn is often referred to as the represented or "repped" armor that a character is wearing. This is the total armor points that the character is awarded for the armor that is currently worn via the physical armor table.

Selective Immunity: This ability allows the recipient to have immunity to a source (such as an Accent), but at-will, the character may "turn off" this immunity on an Effect by Effect basis.

Short Rest: Any five minute rest that the character wishes to count as a Short Rest. This can be spent doing anything non-strenuous, up to slow walking. Fighting, combat, running, and heavy exertion or high emotion will disrupt a Short Rest. Completing a Long Rest will also complete a Short Rest.

Signature Item: An especially powerful attuned item. No character can be attuned to more than one Signature Item at a time and a Signature Item also takes up one of the character's Attunement slots.

Skills: Skills are abilities, such as being able to use a sword, or being able to track. They are usually purchased with Build Points just like Perks.

Spells: Magical Powers possessed by spell-casting classes that require Spell-slots of the appropriate tier. These Powers follow the rules of Spellcasting.

Spell-slots: Spell-casting classes have a limited number of spells they can cast each day from each tier of spell. This number is represented by spell-slots.

Sphere: Spell-casters can cast Arcane or Divine spells. These are the two different standard spheres of magic.

Spike Damage: By default, all weapon hits do one point of damage, unless an audible Call is made. Characters have a certain number of attacks that do extra damage, called Spikes. A character's Spike Damage is their Base Damage, plus one, plus any Spike Damage modifiers.

Tier: Powers are organized into three tiers. For martial Powers, these are Basic, Advanced, and Veteran. For spells, they are Novice, Adept, and Greater.

Wielding: A general term to denote that you are using an item that you are proficient in one or both hands, whatever is the standard legal way of using that item.