

Character building:

Classes

Bruiser:

- Long weapon (staff, greatsword, etc)
- 20 Glory
- 0 projectiles/play
- Respawn timer: 8 beats

Runner:

- Dagger
- 40 Glory
- 1 projectiles/play
- Respawn timer: 6 beats

Balanced:

- Sword
- 30 Glory
- 3 projectiles/play
- Respawn timer: 6 beats

Skirmisher:

- Sword
- 20 Glory
- 3 projectiles/play
- Respawn timer: 4 beats

Mage:

- Dagger
- 30 Glory
- 3 projectiles/play, recover anyone's projectiles from ground (check for anything stuck to them)
- Respawn timer: 6 beats

Any character may swap their weapon for a shield between plays (dagger -> buckler, sword->medium shield, staff->big shield)

Also pick a quirk:

- Fearsome: 1/play, call YOU: PUSH
- Petrifying: 1/play, call YOU: ROOT
- Alluring: 1/play, call YOU: PULL
- Exhausting: 1/play call YOU:WEAKEN
- Stubborn: 1/play, RESIST a call made against you
- Stoneskinned: 1/play, call RESIST to a melee strike
- Precise: 1/play, call YOU:BANISH after a near miss (<1ft, or hits cloak/forearms/lower legs) with a ranged shot, against the target you were aiming for.

Basic Mechanics

Each character has one hit - when hit with a melee weapon, a ranged spell packet, or a BANISH call, they are banished. Hits only count to the torso, upper legs (including the knee) and upper arms (including the elbow). If a character is mid-swing when banished, and they hit an opponent, that opponent is banished.

While banished:

- Put one hand in the air with two fingers up, to indicate you are OC
- You must get out of the way of play, and cannot interfere with play in any way
- You must either be:
 - stood at a respawn point (stone pillar physrep),
 - moving towards a respawn point, or
 - moving towards your own back line (behind your pyre).
- You **cannot** move towards the enemy pyre (even if your closest respawn point is in that direction).
- You respawn (dropping your hand and resuming play) either:
 - When your respawn timer runs out (while standing at a respawn point or while moving)
 - Immediately, when you reach your own back line

Getting the ball into the opposing team's pyre will damage it by the scorer's Glory stat. This can be done by throwing it in or placing it in. If you scored in the previous play, you will only do 10 damage on the next play.

Each pyre begins on **120** health. The match ends when either pyre is reduced to 0 health, and the team whose pyre is reduced to 0 loses.

4 characters to a team, of which 3 are on the field for each play (substitutions between plays).

Time is measured in "beats". If we have a drum, count beats of that drum, if not then this is seconds.

Each play begins with the ball in the centre, on a plinth, and the players stood behind their pyre (can be spread out laterally). Each play ends when a goal is scored. Referees may call STOP PLAY to stop a play due to safety or rules confusion, which will then be reset - such a reset does not refresh "per play" abilities, remove the scorer penalty, etc. A character can request a STOP PLAY with a "timeout" gesture to request a rest pause - the ref will initiate a 10 second countdown, out loud, then call STOP PLAY.

Any character holding the ball cannot attack (melee or ranged), or make offensive calls. If you are hit by a character holding the ball, you can call RESIST. They may defend themselves with their weapon (holding the ball in the "hilt-end" hand if it's a 2 handed weapon). The ball can be passed between players, dropped, thrown, etc. Weapons/shields may be used to block the ball, but not to actively move it. When a character holding the ball is banished, they must let go of it immediately.

Ranged attacks cannot be made while engaged in melee combat (i.e. within range to clash weapons with an enemy). Ranged attacks can be blocked with weapons, but not hit back with weapons. All projectiles are recovered at the end of each play.

Calls

PUSH - The target is pushed away from the caller for 5m (go around players)

PULL - The target is pulled towards the caller for 5m, or until they hit an obstacle or are in sword reach of the caller

WEAKEN - the target cannot attack (melee, ranged, or calls) for 5 beats, can still defend themselves

ROOT - The target cannot move from where they are standing for 5 beats

BANISH - The target is banished

RESIST - The caller was not affected by the last call, or ignored the last melee or ranged hit dealt to them.