

# Rules for Only the Holy See

## RULES

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**Only the Holy See** uses the Standard Rules. If you are not familiar with Guild standard rules, please *read that*. (They're available at <http://web.mit.edu/jemorris/Rules> and in /mit/jemorris/Rules.) Experienced SR users, see the "Edition History" appendix.

You need not read all of the Combat Systems appendix; we use only the *Phi* system.

This document covers only material that augments or overrides the Standard Rules.

- 1 Game Times** Game runs from 6pm Friday January 23rd and ends at noon on Sunday January 30th. Wrapup will start at 2pm in a room TBA.

For game purposes, Business Hours are 6pm to midnight. Several mechanics can only occur during Business Hours.

If you have a mechanic that talks about "once per day" or somesuch, pick a reasonable definition ("24 hours", "resets at noon", whatever) and stick with it.

- 2 Game Space** The Control Room is 26-328. The Box will live in 26-322.

Cardullo's Bar: 36-372. Swiss Guard headquarters: 13-5101. Train Station: 13-3101. The Lower Gallery: 4-163. Hall of Electors: 4-265. Opera: 24-407. Library: 4-149. Saint Peter's Basilica: 35-225. Sistine Chapel: 4-370. The Vatican Bank: 26-322.

You may **not** enter the basements in game except as covered in **Sewers**.

As the Box is one our prime ways of contacting you in game, please check it at *least* once per night.

- 3 Stats** The first digit of your badge number indicates your apparent age in decades; "0" indicates someone for which this is not applicable.

You have a Vice stat and a Virtue stat. These always sum to 8 – anything that affects one affects the other; no effect may set either above seven or below 1. You also have a Sin stat; whenever it is greater than your Vice stat, reduce your Sin by your Vice and increment your Vice by one.

Whenever you write your character's signature, append your Signature Number. You may choose to have a somewhat illegible signature, but the initial letters should be recognizable. You may *not* put down a false signature.

- 3.1 Influence** You have an Influence stat, which is generally relevant to Church politics. Mechanics for using Influence are covered in the relevant Greensheets. Influence is generated by a variety of methods. Each of the following can get you one per day:

- Hobnobbing at the Opera – spend at least five minutes at 24-407 conversing with other people while the show is on (between 8 and 8:30 p.m. every night).
- Get Noticed – A picture of you with someone (other than yourself) looking at one of the pieces of art around the city appears on <http://web.mit.edu/boojum/vatican>. This must be a different piece of art each time.
- Glad Handing – have a drink in the Bar (36-372) with someone Rich or Famous.

Spending Influence requires an appropriate ability or greensheet. Influence decays by fifty percent overnight. (You lose 50% of the Influence you left game with when you come in the next day.)

You may give someone else your Influence, but Influence received from someone else must be spent immediately.

**4 Items** Just about any item you could trivially acquire in a city is trivially available: you may act as if you have and/or write yourself item cards for any reasonable item that doesn't have a game effect.

**Rope** (which is one-hand bulky) and **Disc guns** are essentially freely available. If you've spent at least 2 minutes away from other players (not in line-of-sight or within a few ZoCs of someone), you may acquire either or both. Ammo is freely available.

**4.1 Bulky Items** Items which are labelled "Bulky" are 1-hand bulky unless labelled otherwise (and one-dot bulky is synonymous).

**4.2 Unstashable Items** Most items are marked Unstashable. Obviously, such items should not be stashed. Don't leave such items alone in a room or hallway intentionally; if you want to dispose of an Unstashable item, dump it in the sewers in the same fashion as a body and deliver it to the GMs (putting it in the GM folder in The Box with a note is fine).

If you find an Unstashable item sitting around, then you find it. However, do not intentionally pass Unstashable items in this manner.

**4.3 Art** Items of Art (which are Unstashable Bulky items, generally marked "Painting" and the like) can be found posted around game space. You may **not** freely remove them from where they are posted. If you find one lying around with tape on it, re-post it. If you find one sans tape (and see no evidence of it having fallen off the wall in a fashion that left its tape behind) treat it like any other Unstashable Bulky item.

**4.4 Briefcases** Briefcases are one-dot bulky containers that can hold up to one dot of bulkiness. A briefcase that contains an unstashable item is itself unstashable; treat it as such. Briefcases are physrepped by midsize manilla envelopes, and are essentially freely available – there should be more available in the Box room.

You may use large bags or backpacks as if they were briefcases (i.e. you can put one dot of bulkiness into one). However, such a bag is one-hand bulky and you must treat it as such – you may not have it slung over your shoulder.

**4.5 The Post** You can send non-bulky things (such as notes) to another character by putting it in an envelope, writing their name on it, and putting it in the folder in The Box marked "POST". Postmaster Cecilio will attempt to deliver it to common rooms a few times a night.

**4.6 The Train Station** You may find an envelope in your folder in The Box that's labelled so as to indicate that the contents are arriving on a train. In order to receive the delivery, you must go to the train station (13-3101). Once a train arrives while you are there, you can open the envelope and take its contents.

## 5 Violence

**5.1 Guns, Guns, Guns** Effects of being shot:

- First disc: you are Wounded, but will die 10 minutes after being first shot (not the 5 listed in the Standard Rules).
- Second disc: you are Wounded, and will die 5 minutes after being first shot.
- Third disc: you are dead.

There may be abilities or items that allow people to avoid the effects of gunfire; anyone using one will be saying "Dodge" or "Block" or will still fall down when shot.

**Dart guns** represent tranquilizing weapons. They are *not* freely available; you must have an item card for a dart gun. Expect any dart guns you run into to be one-hand bulky. (Ammo is freely available, but useless without a dart gun.)

If you are hit by a dart, you are Unconscious for five minutes.

**5.2 Martial Combat** Everyone can perform a five-second Waylay as per the standard rules.

We're using the Martial Phi system, as described in the Standard Rules. A healthy young normal human being probably has a Phi of 4.

Weapons that affect martial combat are *not* freely available. An item that indicates it provides a "Martial Attack" bonus increases the number you state; an item that indicates it provides a "Martial Defense" bonus increases the number you use to compare to the number announced by your opponent. Knives are freely available and have no effect on combat.

**5.3 Healing** Some people in game may have the ability to perform first aid or otherwise heal a Wounded character; you must have an appropriate ability card to do so.

There is an in-game hospital at 2-190. Any wounded character brought to that location will be treated and released after several hours. The sign at that location will cover this in more detail.

**5.4 Death and Bodies** If you die, do check in with the GMs. At the very least, we'll want to know what happened. Don't forget to leave your namebadge behind as your body when you tire of playing your corpse.

If you kill someone, you probably now have a body on your hands. You can dispose of it by dragging it to any stairwell (or into the basements), and doing a ten-count to dump it into the sewers ("I dump you into the sewers – One..."); the body will turn up about 24 hours later in the morgue. If you don't dump a body into the sewers, let the GMs know where you put it; it will be discovered by NPCs in significantly less time. If you have a cool idea for dealing with a body, talk to a GM, but don't expect it to hide the body for longer than 24 hours.

If you move a dead body, try to get that information to the GMs in a reasonably short amount of time.

**6 The Law** A willing or helpless person delivered to 13-5101 will be booked into jail and removed from game if there is an outstanding warrant for their arrest or if a sworn statement charging them with a crime is made at that time.

Someone so arrested will be held while a kludgite-perfect NPC forensics team collects and examines the evidence against them, which can take up to 24 hours. While so held, the only people who can talk to the prisoner are the Swiss Guard, one person designated by the prisoner as counsel, and licensed lawyers; no other in-game interactions are permitted (including no phone calls or electronic communication). Anyone who finds themselves in jail should let the GMs know, so we can start the forensics investigation.

Someone who is innocent of the crime charged will be released from jail immediately upon that determination. If the forensics team finds a character so held to have been guilty of crime charged, they will either be removed from game (placed in longer-term prison, removed from the country, etc). for a major crime – terrorism, murder, conspiracy to murder – or held for the remainder of the 24 hours and then released on bail for a minor crime – assault (attacking someone *and* knocking them out), robbery, grand larceny, bearing false witness, libel, holding a library book overdue.

For more details on the criminal justice system, consult a lawyer or a Swiss Guard.

**7 Temptation** When someone plays an ability card on you labelled "Temptation" (also referred to in places as "Vice Attacks", whether the ability card affects you is determined by a variant of the martial combat system:

Instead of Rock beats Paper beats Scissors, play Hear No Evil (touch your ear) beats Speak No Evil (touch your mouth) beats See No Evil (touch your eye).

In place of Phi, the person playing the ability card uses their Vice stat and the person defending uses their Virtue stat. If the attacker has not won in 5 rounds, the defender wins. The defender (using Virtue) never states their Virtue stat, and thus the attacker only loses when they run out of Vice or when the combat goes on too many rounds.

It is also likely that you'll have Temptations in your ability cards, even if you're personally unlikely to ever use them.

**7.1 The Bank** The Bank of Vatican City will supply you with a safe-deposit box, capable of holding one dot of bulkiness. You may give other people access to your safe-deposit box by writing, as an example, "I grant Ernst Stavro Blofeld access to my safety deposit box at the Bank of Vatican City." and your signature on a piece of paper and giving it to them. You will need to give them such a document for each time you want to allow them access to your safe-deposit box.

To access a safe-deposit box, visit the Box Room (26-322).

**8 Sewers** The basements of campus comprise the sewer system of Vatican City. They're flooded to some degree. The current Flooding Level in the sewers should be kept posted in common areas.

A green dot on a wall labelled "Holy" is an entrance to the sewers. You may only use a given entrance to the sewers if you know you can. If you know how to use a given entrance, you may show someone else how to open it; passing through such an entrance while conscious teaches you how to use it.

To use an entrance to the sewers, tag the dot and then take the nearest stairwell down to the basement. You are never out of game during this process, but if you stop for more than a few seconds or do not go directly to the basement you must re-tag the dot before entering the sewers.

Once in the sewers, you may not cross building boundaries unless you know otherwise. **Note:** For purposes of this rule, the portions of buildings 3 and 4 that are part of the Infinite Corridor are part of buildings 7 and 8, respectively (ie. if you're walking along the infinite corridor, 7 is adjacent to 10 is adjacent to 8).

There are three ways to get out of the sewers:

- Leaving through an entrance you can use.
- Spending an hour squirming up a stairwell (you can go out of game during this time-wait).
- Once per game, you may stumble across a one-shot exit at any stairwell and use it.

While you may not enter the sewers without tagging an aforementioned green dot, you **may** walk down the stairs as far as they go; you just may not step off of them or interact with anything in the basement.

**9 Electronic Communications** You may freely use email, zephyr, cell phones, and the like for ingame communications. You may contact other players before game starts to schedule meetings, but shouldn't have any other ingame interactions before 6pm Friday.

The GM mailing list is [holy-gms@mit.edu](mailto:holy-gms@mit.edu). You can find gms online by zephyring -c holy-gms; please don't subscribe there yourself, we'll answer you on personals.

There is an ingame webpage at <http://web.mit.edu/boojum/vatican>. When they appear, newspaper articles and tourist photos can be found there.