

Final Fantasy: Bitches in Space!

June 30, 2012

Rules and Scenario

The following are the rules for *Final Fantasy: Bitches in Space!*, a real-time, real-space roleplaying game sponsored by the MIT Assassins' Guild. You are responsible for knowing these rules. Many of them are nigh-impossible to enforce and rely upon the honor system. Do not cheat. Do not abuse loopholes. Play fair. Be your own harshest critic.

The **gamemasters (GMs)** run the game. If you have any problems or questions concerning the game, contact a GM. Rulings they make are final. They may violate the letter of the rules to preserve the spirit. The GMs promise to be as fair and reasonable as possible. Neither they nor these rules are perfect.

This game is intended to be fun. Getting into character, roleplaying, being dramatic, and playing competitively can all increase the fun of the game. Do not take the game too seriously. Even if you are losing, keep a good attitude. When the game is over, the real winners are the players with the best stories.

This is only a game. Everyone involved should act with courtesy, sportsmanship, patience, and taste. The GMs may expel anyone they believe to be violating the spirit of the rules or the game. Emotions may run high. If you think things are crossing the line from game to reality too much, or if you are just getting too stressed, calm down and maybe take a break. Stay in control. Use common sense. Always, play safely, then play to have fun.

This game is a work of fiction. Although it may refer to things in the real world, it does so only for the sake of the scenario. It does not represent the opinions of the GMs or the MIT Assassins' Guild. These rules are modifications of those used in previous games. This game and all materials thereof are copyright 2012 by Ken Clary, Cassie Huang, Will Lowenthal, Jim Waldrop, and the MIT Assassins' Guild.

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1 Scenario

This is an extremely uncouth and hijinks-filled stoner/roadtrip movie in the style of Harold & Kumar, Cheech & Chong, and, especially, Jay & Silent Bob. There is stuff in this game that you will almost certainly find offensive. In fact, if there is nothing in this game that you find offensive, we will give you your money back.¹

In addition, there is a great deal of simulated drug use in this game. The Esperville GM Team does not condone the use of real drugs of the illegal variety. That is illegal. We do not endorse illegal things.

On that note, we present game four in the Esperville universe. . . *Final Fantasy Biggs & Wedge: Bitches in Space!*

1500 years ago, evil beings,² known as the Zodiac Demons, called down METEOR to strike Gaia, shattering the globe and leaving the world devastated beyond belief. Most of Gaia's population died as half of the world exploded into the heavens, the seas boiled, and the air burned.

The demons established 13 cities based around powerful Guardian Spirits that they summoned and entrapped in Heart Stones. They then saved and subjugated the small number of survivors; beginning a centuries long campaign of coverup that created the Church and heralded the Zodiac as heroic warriors who saved the world.

But in the last year, the truth was revealed. The Zodiac Demons and the Church were exposed and turmoil and war broke out around Gaia.³

Strife now rages throughout the Debris — the thousands upon thousands of islands of rock, remnants of the shattering of the world, that float in the sky around Gaia. Now that order has broken down across the world, pirates, bandits, and monsters roam freely throughout the orbital wastes. . .

. . . and sometimes stoners run their grow operations on little islands in the Debris. We're just saying.

Cid looked extra distracted today, not that Biggs knew why. . . or cared. He was wandering around from room to room in the Debris island they had acquired a few months ago. Construction was well underway. Biggs was just always amused at how Cid's pom-pom bounced whenever he jumped up to hit some piece of machinery in the building with a wrench. If he wasn't used to torrents of foul speech, he might find Cid's muttering distracting.

Wedge stumbled into the room, completely baked of course. His pom-pom was drooping and taking on that strange hue that it always does when he's been hitting the fluffup greens. Strange, Biggs thought, he thought that they had run out of fluffup.

"Kupo, I think I just filled the vial," Wedge muttered. "You know, sometimes I wish I did a little more with my life instead of hanging out places selling kupo greens. Like, maybe be an animal doctor. Why not me? I like Cactuars, kupo. Or maybe a real voidnaut. Yeah. Like, be the first motherfucker to see a new world, or find a new crystalline lifeform. . . and fuck it. And people'd be like, 'There he goes. Homeboy fucked a Celestial once.'"

Cid looked up, his attention to non-machinery coming back into focus, "Ah! Good, you're both here. I need to run out and deal with something or we're never going to get this plan underway." He wiped his forehead with a rag smearing even more black grease across it. "I'm going to take the *Venture* since it's already fueled up."

Cid sighed. "Now listen to me very carefully." He glared at both of them. "Are you listening?" Biggs tried to stand up straighter. Wedge just lazily looked around with his bleary eyes. "Do. Not. Take. Out. The. *Oberon*. You got that?"

Biggs nodded. Wedge continued to look around at random things in the room. Cid nodded to himself and walked out.

"Dude," Wedge said turning slowly towards Biggs, "You know what this means, my platonic hetero black mage life partner, kupo?"

". . . ?"

"PARTY!"

Only one thing Biggs could say to this: "Word."

¹Void where prohibited, including here. Suck it.

²Your mom's an evil being.

³Party foul, kupo.

2 Getting Started

2.1 Character Packets

Your character packet is a big manila envelope. It contains your role: who you are, what you're up to; everything about your part as a **player-character (PC)** in the game. Read all the contents and generally keep them with you during the game. If you are missing something or find something which doesn't seem to belong to you, tell one of the GMs. Character packets are confidential. Game materials which cannot be given to other players are marked "Not Transferable," whereas things which can be given to others are marked "Freely Transferable" or "Game Item."

Name-Badge: A name-badge with your player name, character description, and **badge number** on it shows that you are in the game; wear it visibly while you are playing. It represents your character's body in-game. Badge numbers are not in-game information. See the *Character Bodies* and *Badge Numbers* sections for more details.

Character Sheet: Your character sheet describes who you are and what you are up to. It contains a list of everything else that should be in your character packet. Do not show or read your character sheet to other players.

Bluesheets: A bluesheet describes information common to members of a group. When in conflict, character sheet information overrides bluesheet information. Do not show or read a bluesheet to other players.

Greensheets: A greensheet describes and expands abilities, mechanics, or in-game knowledge. Do not show or read a greensheet to other players.

Skill List: Your skill list lists your statistics and skills. You might not know what all of your stats mean. Do not show your stats or skills to others.

Ability Cards: An ability card explains a special ability your character has. The front side describes the effects; show it to players when you use the ability. The reverse is the rules of use and must not be shown to other players.

Memory/Event Packets: A memory packet is an envelope or stapled piece of paper with a **trigger** which describes when to open and read it. If the trigger is a number, open the packet when you see something with that number. If it's a quoted phrase, open when you hear or read it in-game. If it's a symbol, open when instructed. Do not take game action based on an unopened trigger. Do not show or read a memory packet to other players.

Items: In-game items may be transferred from character to character, and should be marked as such. See the *Items Etc.* section for more details.

2.2 Reality and Game Reality

There is a big difference between reality and game reality. Players must treat each other with courtesy and explain to each other what their characters perceive in confusing situations; e.g. "My character's hands are covered in blood," an **out-of-game** statement. Characters are under no such restrictions, and may do what it takes to further their goals; e.g. "Uh, hi Bob. Just got back from the butcher shop," an **in-game** statement.

Metagaming is inferring in-game knowledge that is inappropriate for your character from out-of-game information. Do your best to not metagame and especially to prevent the risk of metagaming. Be your own harshest critic.

Halts: A halt pauses game action. To call one, say “game halt” in a clear and audible voice; other players around a corner should hear you, but you shouldn’t scare some poor grad student. End a halt by saying “three, two, one, resume.” Call a halt for one of only three reasons: because a rule instructs you to, for safety and similar out-of-game issues, or to pause game and fetch a GM (which you should avoid).

Not-Here: You may go not-here by turning your name-badge around so the “I’m Not Here” side is showing (or by removing your badge entirely, if you are leaving game). Putting a hand on your head, visible from a distance, helps if you’re near other players. Go not-here for one of only three reasons: because a rule instructs you to, to leave game, or to fetch a GM while in a halt (which you should avoid).

When you are not-here, your character is not there. Your character cannot see, hear, or remember any game actions or information you (the player) happen to encounter. Avoid other characters, common game areas, game signs, or any sort of game interaction.

Non-Players: Use tact and common sense when dealing with non-players (NPs). You are encouraged to spread the gospel of real-time, real-space roleplaying; however, many NPs prefer to sleep, study, or work undisturbed.

NPs may not knowingly affect the game. They and their rooms may not be used to hold items or information. They may not help you kill. Do not use the presence of NPs to hide from rampaging mobs that want your blood.

Avoid conspicuous or threatening game actions in front of NPs. Shooting your friend outside of a classroom one minute before class lets out is a bad idea, as is screaming bloody murder down a hallway. If, despite your most valiant efforts, some NPs do get upset, call the GMs who will help calm them down.

Observers: An observer is someone not playing the game who has agreed to watch. They generally wear an observer headband or an observer name-badge. Observers have traditionally been called “ghosts.” They should stay out of the way; you can always ask an observer to leave. If a friend who is not playing wants to observe game, send them to the GMs.

Non-Player-Characters: Non-player-characters (NPCs) are characters in the game’s universe not played by a full-time player. They are minor characters, bit parts, or random people. Some may have name-badges; sometimes called “GM plants,” these are often not readily distinguishable from PCs.

Mechanics: Many actions your character can take, such as walking, talking, and general interaction with other characters, are represented by you doing them. Others, like combat, are performed via abstract mechanics, which are described in ability cards, greensheets, and rules. The abstract information for mechanics (like badge numbers) may not be discussed in-game. If you want to do something special for which there is no mechanic, ask a GM.

Become familiar with your mechanics before game starts, especially those which occur under time-pressure (like combat). Game action will not stop for memory packets, greensheets, or such.

A **kludge** (and derivative forms like “kludge-ite”) is something impervious to logic and cleverness, usually for game-balance. You can’t affect a kludge without a specified mechanic.

Zone of Control (ZoC) is a rough distance measurement. You are within ZoC of someone if your outstretched fingers can touch their outstretched fingers. Double-ZoC is twice this distance, triple-ZoC is three times, etc.

Headbands represent obvious visual effects; wear them visibly on your head. If you see a headband and don’t know what it represents, ask. If you are wearing a headband, tell people what their characters see.

An **interruptible** mechanic has some duration, and may involve continuous roleplaying. It is stopped if you are attacked or if someone within ZoC says “**I stop you**” or an equivalent phrase. Some mechanics may be easier or harder to interrupt.

Safety: This is a game. Real violence is unacceptable. Game action should cause no real-world damage, either to people or property. If something dangerous is happening, call a halt. Stay in control, use common sense, and do not endanger yourself or others. You should not run or otherwise force your way into or through someone else’s ZoC, and you should not make physical contact with another player without permission.

3 Items Etc.

Many in-game items are represented by little white cards with a number and description. Item cards may be shown to others, passed around, stolen, etc. The **item number** on the card is not in-game information and may not be discussed. Not all in-game items have cards or numbers; whatever they are represented by should be clearly marked “in-game item” or “freely transferable.”

Written Information: If you write in-game information down on a piece of paper, that paper is now an in-game item and must be clearly marked as such. Don’t write in-game information on out-of-game documents (character sheet, etc.). Don’t write out-of-game information (like memory packet triggers) on in-game documents.

Envelopes: Some items and locations may have an attached envelope (or just be a labeled packet or folded paper). The envelope may include directions for when to open these (“open packet if you press the big red button” or “open packet if you eat this”); otherwise you may only open them if instructed. Close them when you are done. Open and close packets gently.

Signs: Some locations and other game materials are represented by signs or packets posted throughout game area. You may read any signs and must follow any rules printed on them. If a sign or packet doesn’t have some sort of in-game description (it only has out-of-game mechanics information, like a number or just a colored dot), then your character doesn’t even see it or know that anything unusual is there.

Bulkiness: A bulky item is too big or heavy to be carried or concealed freely. Bulkiness is measured in **hands** or **dots** (how many hands it takes to carry it). If you are carrying a bulky item, make it clear to onlookers (hold the card). A hand carrying a bulky object may do nothing else. With one hand less than required, you may drag a bulky item at a slow pace.

Props: Some items may have props (physical representations or **physreps**) associated with them. The card and physrep should be kept together. If they are separated, the card is the real item. Prop items are as bulky as the physrep. They can be carried in bags that can hold them, on straps that are attached to them, etc.

Character Bodies: A body is **three hands bulky** and usually represented by a name-badge. It must be willing or unable to resist for you to carry it. Carry the badge conspicuously. Onlookers can’t tell if it’s dead without close examination, unless it would be obvious (like headless).

Searching, Stashing, and Stealing: To search a place, search it. Normal items can be stashed in any reasonable, legal place. Don’t put items behind locked doors, inside ceilings, in construction sites, or in hacking locations; consequently, don’t go rummaging through such places for game items. Don’t stash or search in places that are not in-game; see the *Game Areas* section for more information.

All searches of characters or their belongings are conducted via player dialogue. Someone must be willing or unable to resist for you to search them. You need at least one free hand to search someone. Anyone within ZoC of either you or your victim can prevent the search by saying “I stop you” or an equivalent phrase. A search reveals all in-game items, and takes as long as your victim spends handing over possessions. If you’re the victim, hand over items at a reasonable pace.

4 “Inspiration”

Inspiration is the catch-all spark that drives research and other mechanics. In a normal Esperville game, you would have a mechanic that dealt with raw inspiration and converting it to typed inspiration. But you are playing a stoner-roadtrip-movie game. Your inspiration stat is now **sigma** (σ): 1 σ is equal to 0.01 raw inspiration. Coincidentally, σ is also the stat that tells you just how baked you are.

You will gain σ by injecting, ingesting, inhaling, or otherwise intaking the psychoactive component in the many various subspecies of the *Cannabis chocobus awesomesaus* plant, commonly called “chocobo greens” (Gysahl greens being a common variety). As your σ increases, your **stoned level** goes up.

σ	stoned level
0 to 20	0
21 to 40	1
41 to 60	2
61+	3

σ is converted to **typed inspiration** for use. Each type of inspiration is a stat; if your stat is currently 0 (or a “-”), you cannot convert to that type. Some items and other mechanics may change your inspiration type stats; if this gives you a number in a stat that you previously had a 0 or a “-” in, you can now convert σ into that type of inspiration.

Inspiration is non-transferrable. Multiple people can, by default, contribute typed inspiration to a particular goal. Some mechanics may further specify how, when, and by whom inspiration must be spent.

Types of Inspiration

- | | |
|-----------------|--------------|
| - Research | - Nature |
| - Investigation | - Theology |
| - Magery | - Leadership |
| - Artifice | - Tactics |

You **convert** 100 σ (i.e. 1 point of raw inspiration) into \langle stat rating \rangle points of typed inspiration, rounded down (e.g. if you have 25 σ and an Artifice of 8, you can turn that σ into 2 points of Artifice inspiration). Conversion cannot be reversed. **How and when you can convert is limited.**

Twice per hour, you may have a **revelation**. You may sit down, lie down, or pose dramatically in some way for **10 seconds** to convert σ to a **single point** of typed inspiration. Try to roleplay a bit here, you’re having a Moment. I mean, dude. Have you ever really looked at your hand? I mean really. Looked at. Your hand. Seriously. Daaaaaaaamn.

Example: If you are baked off your ass and currently have a σ of 22, and you have a Theology stat of 5, you can sit down for 10 seconds, mumble something about the Church, and convert 20 σ to 1 point of Theology inspiration. If you have 42 σ , you still can only convert 20 to 1 point of Theology.

Greens: You can ingest chocobo greens (or more generally any item card with a σ effect, which may be referred to as a ‘green’) at a rate of **3 joints and 15 bonghits per hour**. Some σ -effect items may not be a joint or be smokable in a bong. The item card will tell you whether the green can be used as a joint, a bonghit, or both; by default, in case the GMs err, it may be either.

When you smoke a **joint**, you get the full σ impact of the green. Increase your σ by the value listed on the green. Joints can be a bit harsh (that’s why you can only smoke 3 an hour), and many of the PCs in this game are professional stoners with a burning need to smoke more greens than their fragile throats would otherwise allow. **Bonghits** will fix⁴ this. A bonghit requires a **bong**. Roleplay your joint-smoking and bonghits, but there are not strict time requirements.

Bonghits are not as efficient as joints. Every bong will have a **rating**; better bongs have higher ratings, and most ratings are negative (a really bad bong is -3, a rather nice one 0). Add the bong’s rating to the green’s σ when smoking. This may reduce the σ gain to 0, but not below 0; you cannot get more sober by smoking shitty greens through a bong made of a soup can and duct tape.⁵ Unless you know otherwise, or an item explicitly states that it is a bong and it can be shared on the item card, **you can not share bongs**. Consider yourself grossed out by using other people’s bongs.

⁴Perhaps bonghits will fix my makefile! <http://www.jerkcity.com/jerkcity490.html>

⁵This has not been reality-checked. It is a kludge.

Munchies: Your character always has a craving for food. Your **craving** stat indicates food **flavors** that you crave. Whenever your stoned level goes up, randomly draw a flavor from your **cravings envelope**. Add this flavor as a **temporary craving** and return the flavor into your envelope. You can have more than one instance of the same flavor. (This is edge-triggered; you only get an additional craving when you transition from a lower level to a higher level.)

When you eat a portion of food (anything labeled EDIBLE), you need to make sure that you can handle the taste. For every **negative flavor** on the food, flip a coin. If any of the coins come up tails, you puke. If you puke, you lose 1 HP and lose an unsatisfied temporary craving, of your choice. If you do not have any temporary cravings, you lose an additional 1 HP.

If you like the food (i.e. you didn't puke it up), you may convert σ to **one** point of typed inspiration. For every craving that the food's flavors matches, you may convert an additional point of typed inspiration. If the flavor is one of your temporary cravings, one instance of that craving goes away. Cravings from your stat card do not go away.

Roleplay eating your food. After eating a portion, mark off a dot on the EDIBLE item card. If the EDIBLE does not have dots, it only has one portion. In the event that a single item card is both EDIBLE and has a σ stat, the Greens mechanic takes place before the Munchies mechanic.

5 RTIs

Any item you can make will have a **build code**: a list of letter/number pairs, denoting the types and numbers of **random technical items** (RTIs) required. To build, take the RTIs to a **workshop**, spend **2 minutes** putting them together, and make yourself the item card. The GMs may provide pre-made item cards; ask them first.

build code	RTIs Required
T1B1R1	1 Teal, 1 Blue, 1 Red
P3L2W1G1	3 Purple, 2 Lime, 1 White, 1 Grey

color	abbreviation	what it is, maaaaan
Teal	T	Tubes
Blue	B	Liquids
Red	R	Fire and Things that Burn
White	W	Stuff
Grey	G	Bullshit
Yellow	Y	Gross Things
Lime	L	Smoking Paraphernalia
Purple	P	Weird Things
Silver	S	Shiny and/or Sparkly Things
Black	K	Anything We Forgot

6 Sex and Seduction

Sex is mechanized by sitting within ZoC of the other person and explaining to any other character that sees the two of you that intercourse is occurring. It takes **2 minutes** and can be interrupted at any time (if it is interrupted, it is unsatisfying). You can freely smoke joints, take bonghits, or attempt further seduction during sex.

Seduction, on the other hand, has to be more complicated. All characters have a **seduction** stat; this stat functions for both attack and defense. All characters also have a **seduction die code**: 1d6, 2d8, and so on; the first digit indicates the number of dice rolled; the second number indicates the size of the dice being rolled.⁶ Bring your own dice if you can; the GMs will provide some.

An attacker ("seducer") must interact with a defender ("seducee") for **2 minutes** (unless they know otherwise); they can then state "seduction attack." This interaction does **not** need to be uninterrupted. Once "seduction attack" is called, the seducer and seducee must retire to someplace with a reasonably flat surface to roll dice on and roll their seduction dice. If they can't do this (e.g. they're in the middle of combat), the seduction fails and the 2 minutes are wasted; don't try to seduce someone in combat.

Add your stat to the dice roll. Subtract your **stoned level** if you are the **seducee**. If the seducer wins, you both wish to have sex Right Now. If you can't get to a private location within **2 minutes**, the moment wears off (irritating stoners can cockblock you).

You are likely to be stoned a lot, and you may feel like experimenting while you are stoned. When you are **stoned level 0 or 1**, you may choose⁷ to double your seduction result for defense against members of your own sex. You may **not** do this when **stoned level 2** or higher. If you wish to be seduced, you may halve your final result. **However, you cannot simply forfeit or "have sex anyway."** A failed seduction means the seducer said or did something that just turned the seducee off; none of the PCs are sufficiently desperate to have sex after a failed seduction. Standards! You has them!

⁶Oh yeah you wanna unzip their fly? Roll a d6.

⁷You may also choose to play as a bisexual character; that's why this is optional. If you wish to be bi, don't double your seduction result when you're sober.

7 Combat and Magic

Combat is real-time and mostly based upon player skill at firing and dodging physreps. Keep it safe. Hits to anywhere on the body count the same; don't aim for the head. If a projectile hits clothing or long hair such that it would not hit the body when passing through, it doesn't count. Hits to an item you hold count as hits on you, not the item. If there is a conflict over whether or not a projectile hit, the shooter calls the shot.

In the heat of combat, people may have trouble hearing incants or noticing hits. If you cannot understand an incant, make it clear by calling "**Miscast**." Miscast skills and spells are not used up. Responses such as "**Resist**," "**Dodge**," and "**Block**" mean that an effect was recognized and negated. "**Critical**" means the dodge/block abilities don't work on the attack. Abilities that can be used per time period (e.g. **n/hour** or **n/min**) reset on the hour, etc.

Everyone has a dart gun, which represents your basic attack. Some people may be able to use a nerf gun instead. Your **Reload Penalty (RP)** stat is the number of times you must pass your weapon around your body before you may cock it.

Hit Points and Death: Hit Points (**HP**) represent the amount of damage you can take or be healed. Your HP may not go below 0 or above its starting value. You are **dead** if you reach 0 HP. You may not move, talk, or take any game actions. You may play your body and remember anything you see or hear. You may not become an observer. Some things can bring you back to life. If you are hit by **Final Death**, you are totally dead and cannot come back. If finally dead, do not give out any information about your character or death to any players. You may play the part of your corpse. When you leave, place the front of your name-badge with "Final Death" written on it. Take the "I'm Not Here" side to wear. Stack your items with your body.

Default Damage: With no incant, **dart** and **nerf** gun hits do **1 HP** of damage. All other projectiles do no damage if there is no incant. If there is an incant, it is the entirety of the effects. If someone shoots you with a dart gun and says "Root," you are rooted but take no damage, and if someone shoots you with a dart gun and says "5 Damage," take 5 damage instead of the default 1.

A **combo** is a series of hits on a single target; it is interrupted by a shot that doesn't hit the target or by 5 seconds without a shot. "x" is a default attack; a number is an attack with that damage. "Combo: x,x,2" would allow "2 Damage" for the 3rd hit.

Spellcasting: Spells cost **Magic Points (MP)** to cast. Your MP may not go below 0 or above its starting value. A **touch** spell may only be cast on a willing target within ZoC. Spell **packets** are thrown for basic offensive spellcasting. A **disc** spell is cast as a continuous spray of discs; if you are hit by one or more disc, the spell takes effect once and only once. When casting, fire at **least 1 disc per second** until you run out of the specified number of shots; a second or more pause ends the spell. You may restate the incant during a long disc spell for clarity. Wait at least **2 seconds** between disc spell castings. You may cast any packet spell as a 1 disc spell and any disc spell as a packet spell.

Incants: Do not fake incants. Do not call incants for spells/skills without casting them for real. Speak clearly at a reasonable speed. Your weapon must be out and visible during the entire incant. Incants may state a magic **element**, e.g. "Ice Magic, 3 Damage." Similar elements, like "fire" and "flame," are the same. Incants may contain more info relevant to other mechanics. Complex incants ("2 Damage, Root") act as a single effect; if you resist/dodge it, you resist/dodge the entire effect.

- **Damage**, as in "5 Damage," does the stated amount of damage.
- **Cure**, as in "Cure 5," heals the stated amount of damage. It has no effect if you are dead.
- **Death** kills you instantly. **Final Death** kills you totally.
- **Life**, if you are dead, brings you back to life at 1 HP.
- **Root** causes 1 of your feet (your choice) to be stuck in place for 2 minutes.
- **Silence** makes you unable to speak or cast spells for 2 minutes; you may incant non-magic skills.
- **Sleep** makes you sleep magically for 2 minutes; you wake up early only if you take damage.
- **Protect** means that for 2 minutes, all damage you take is halved.
- **Shell** means that for 2 minutes, any Root, Silence, or Sleep effects only last for 10 seconds, and Death only does 1 damage. It does not affect effects you have already taken.
- **Spellshield** lets you choose to resist, once, any non-damage magic effect except **Dispel** or **Final Death**.
- **Dispel** causes any duration effects (such as Root, Protect, or Spellshield) to end instantly.
- **Null**, as in "Null Fire," lets you, for 2 minutes, Resist all effects (except **Dispel** or **Final Death**) with the stated element.

8 Miscellaneous

Headbands and Monsters: A **white or yellow** headband represents an observer. A **green** headband represents a **line monster**, the weakest type. A **blue** headband is a **squad leader**, which is stronger. A **red** headband is a **miniboss**, which is very dangerous; lesser monsters usually continue to rez while their miniboss is still alive. A **rainbow** headband is a **boss** (see below).

An **orange** headband represents a **summon**; a PC wearing one is playing the summon instead of themselves. A **silver** headband is an alternate form, which resembles some sort of spirit or demon; a PC wearing one is still recognizable as themselves. Orange and silver headbands both project line-of-sight bubble spells.

Game Area (Bubbles, Buckets, and Bosses): Normal gamespace is 34-3 and 24-3, representing the *Oberon Highwind*.

Any area outside the ship is the Void, and nigh-uninhabitable. A **bubble** spell protects you from the Void. The ship has two **buckets** that cast bubble spells. If you are in line-of-sight of your bucket, bright **red** or **pink** bubble sign, or someone wearing an **orange** or **silver** headband, you are fine. Otherwise, you immediately take enough damage to drop to **1 HP**. Bubble spells do not heal this damage when you re-enter.

- Each bucket can support a **squad** of up to 5 people.
- Any squad member can carry the bucket; it can be put down.
- Squads cannot swap buckets or squad members.
- Each bucket will have a unique number.
- If two or more buckets are within line-of-sight of each other, the lower numbered bucket is **immobile**.
- Buckets are mobile within line-of-sight of a bubble sign or within the ship.
- If every member of a squad remains **dead for 1 minute**, they and the bucket teleport to their point of origin, and the person nearest the bucket is revived to 1 HP.

A **boss** wears a **rainbow** headband. On the floor in front of the boss will be taped squares.

- You can't pass the boss until defeating it (all its forms).
- The boss ignores effects from anyone not in a square.
- Everyone can be shot by the boss.
- Only one person may be in a square at a time.
- You enter a square by walking in.
- You leave a square by reaching **0 HP** or with a **10 second** count, during which you can do nothing.
- A **Dispel** banishes you from squares for **2 minutes**.

Inventory: Everyone has a **bag of holding** that can hold nigh-infinite non-bulky items.

You have 4 equipment slots: **weapon**, **armor**, **helmet**, and **accessory**. You can generally equip/wield one of each at a time; tape the item cards to your badge. For each slot, you can equip/wield only one piece **per hour**. You can choose your loadout each hour; if you haven't used your equipment's skills/stats yet in a given hour, you can still change. Everyone can equip **light armor**, **light helmets**, and **accessories**. All other equipment requires an ability.

Weapons are either 2-handed or 1-handed; shields (which require an ability) can only be used with 1-handed weapons. Other abilities exist to combine 1-handed weapons. **This is not the same as bulkiness. Your number of free hands is determined by your physreps.** A spell packet or dart/disc/nerf gun takes up 1 hand; spare ammo doesn't count, but reloading/cocking may interfere with carrying/dragging bulky things.

Expendables are used once and destroyed, on targets within touch range. An expendable must be **prepped** before use; prepping takes **5 seconds** and a prepped expendable takes up **one hand**.

Stealth: Stealth abilities represent sneaking up on a victim with obvious intent to invade their personal space, probably to attack them by surprise or to pick their pocket.

To use a stealth ability, you must be within ZoC of your victim. Form the sign of the devil (index and pinky fingers extended, thumb holding other two fingers down) and extend it along the direct, unobstructed line from your shoulder to the victim's head. Hold this position for the time specified by your ability. Before this time is up, the ability is thwarted if anyone attacks you or if the victim notices the symbol. If they react in any way to the symbol, they have noticed; you (the attacker) make the call.

If you notice someone using a stealth ability on you, make it obvious. "I notice you" is unambiguous; use it if you can. Once a stealth ability is finished, you may not retroactively have noticed.