

Final Fantasy: Revenant Storm

March 5, 2011

Rules and Scenario

The following are the rules for *Final Fantasy: Revenant Storm*, 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 2011 by Ken Clary, Cassie Huang, Will Lowenthal, Jim Waldrop, and the MIT Assassins' Guild.

1 Scenario

When the News reached the Eternal Cathedral of Saint Vivi, the Cardinal called an emergency meeting of his top clerics. Arguments raged for an hour, until Cardinal Vivi's son, the green mage Father Verias, jumped from his seat, grabbed a bag from off the ground, and jumped out of tower's window.

He never made it to the ground. The explosion that rocked the precipice nearly brought down the long spire that held the Cathedral aloft. Four clerics in the council chamber were struck down by fallen debris. Dozens throughout the rest of the cathedral and in the streets below were also slain by the bomb.

More assassination attempts were to follow. The Zodiac demon who had apparently dominated the Church for so long, in the form of successive Grand Ecclesiars all taking the name Tira, had been revealed through the research of an unknown person working with the aid of Mognet. Those loyal to Tira began a campaign of murder of those rulers and Church officials who were of opposing or unknown loyalty.

Assassinations of world leaders and Church officials continue and many nations are in the midst of coups and civil wars. The Church itself has split and turned against itself. With half the Cardinals lying dead, two have declared autonomy from the Church. Cardinal Freya, formerly of Carbuncle, has established the Church of Gaia. Cardinal Vivi of Titan has forsaken his namesake, sworn vengeance on his former masters, and renamed himself Cardinal X.

Cardinal X and his followers call themselves Revenants. They are the returning ghosts of Gaia, the mother earth, who was killed by the actions of the Zodiac Demons. Coming from Titan, the sister of Gaia and the land, they have sworn vengeance upon the Zodiac.

With the city of Phoenix a cauldron of civil war and devastation, the Grand Ecclesiarc Tira has secretly fled to the city of Lich. But loyal agents have brought word of her location to the Revenants.

Knowing that Tira may not remain there for long, Cardinal X has found the fastest airship available and pushes it through the sky and the Debris beyond all sane speeds. It is obvious to all that this airship is not making the trip back.

Expecting to have to blow their way through the armies of Lich, the Revenants find their approach surprisingly unopposed. Something beyond imagination is horribly wrong. Lich, once home to tens of thousands of citizens encompassing dozens of pieces of Debris, is now a land of death. The Bubble that protected it from the creeping Waste has shrunk down to encompass only the Cathedral of Saint Cloud at its center.

Lich has become a necrohol.

Everything outside of the small Bubble containing the Cathedral has become a wasteland of decay, without air to support life. Protecting the Cathedral is a magical shield of unknown type.

The Revenants have found the shield completely impenetrable. On their third orbit looking for a way in, Tyrian's engine modifications have finally given out and the airship has crash landed just outside the shield and Bubble.

2 Basic Rules

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. They include your **character sheet**, which describes who you are, your **bluesheet(s)**, which describes your team(s), your **greensheets**, which describe special rules and mechanics, your **ability list**, which lists all of your stats and combat abilities, your **memory packets**, which you should only open when you encounter their trigger, and any **items** you start with.

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).

You may go **not-here** by putting a hand on your head, which is visible from a distance. 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, you cannot pass information or interact with game at all.

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.

An **observer** is someone not playing the game who has agreed to watch. They generally wear an observer headband or an observer name-badge. 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.

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. If an NP comes across game action, call a halt, with “**NP halt!**” and politely let them through.

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. Be extra careful around stairs; in a stairwell, don’t try to run people down, don’t crowd people, and avoid any risky acrobatics. Do not get into pushing or pulling matches over space or doors.

Items, Signs, and Tape Game items will all have item cards. They will have rules for use on the card. Items can not be stashed; you must carry them or leave them out in the open. Dead characters drop all items on the ground. **Expendable** items take up a hand. **Accessories** may grant special abilities; you may only equip one at a time, and it does not take up a hand. **Key items** are indestructable and can be kept in your pocket. Carrying a **body** takes two hands. Dragging a body takes one hand.

You must read and obey all game **signs** you come across. If there is **tape** on the floor, you cannot cross it unless you fulfill any requirements set by an accompanying sign. You may shoot accross tape.

Headband and Armband Colors: 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. A particular set of headband/armbands will always correspond to the same creature.

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| <ul style="list-style-type: none"> - Blue: Paladin (PC) - Blue and White: A ghostly, blue form of a Paladin - White: Observer - Red, Orange: Undead fighter of some sort - Grey: Incorporeal undead of some sort - Yellow: Elemental of some sort | <ul style="list-style-type: none"> - Green: Blob, ooze, or tentacled horror of some sort - Brown: Elite living spellcaster of some sort - Rainbow: Boss (see below) - Black: Slightly more powerful monster - Black armbands: Miniboss - Poof: Moogles |
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Game Area (Bubbles, Buckets, and Bosses): Buildings 16, 24, 26, 32, 34, 35, 36, 37, 38, 39, 56, and 66 are in game. End-of-Game signs, wards, and other mechanics will limit where you can go. Most areas in game are nigh-uninhabitable (unless you’re undead). Some areas are under the effect of a **Bubble** spell. Each squad of PCs will have a **bucket** that also casts a bubble spell. If you are in line-of-sight of your squad’s bucket or a bright **red** or **pink** bubble sign, 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.

- Any squad member can carry the bucket; it can be put down.
- If two or more buckets are within line-of-sight of each other, the lower numbered bucket is **immobile**.
- Squads cannot swap buckets or squad members.
- A bucket can carry an infinite number of expendables.
- Each bucket will have a unique number.
- Buckets are mobile within line-of-sight of a bubble sign.

Some places in game will be **boss fights**. A boss wears a rainbow headband. On the floor in front of the boss will be hula hoops.

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

3 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**." Mischief 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.

Default Damage: If there is no incant, **dart** and **nerf** gun hits do **1 HP** of damage. All other projectiles do no damage if there is no incant. If an attack has an incant, the incant is the entirety of the effects. Incants will specify damage. For example, 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," you take 5 damage instead of the default 1.

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. A **voice** spell is cast by describing its target(s) in the incant. You may choose to ignore any voice 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.

- **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.
- **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**.
- **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**) with the stated element.
- **Drain** causes your HP maximum to permanently go down by one (it does no damage except to keep current HP below max).
- **Cleanse** undoes the effects of a single Drain spell (it cannot raise your max HP higher than starting value).