Final Fantasy: Yielding Stone
Oct 31 - Nov 2, 2008
Rules and Scenario

The following are the rules for *Final Fantasy: Yielding Stone*, 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.

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Contents

1   Scenario

1.1   The History of the World

Sometime around 1500 years ago, METEOR struck 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 world was dying, but there were some survivors.

METEOR's shattering of the world left some land that survivors could live on, both on the remaining surface, in the shelled insides, and in the debris in the sky.

However, left to its own, the world could not sustain its atmosphere and the air was slowly burning off into the heavens. Saint Tira the Grey and the 12 Silver Summoners summoned the 13 Guardian Spirits to save what was left of the planet. The 13 Guardian Spirits were infused into what became the 13 Great Cities. The Guardian Spirits became the souls of each of the cities, their power emanates forth from the city center maintaining the atmosphere in a shell of magic for many leagues beyond the city structure.

This allowed territories, towns, villages, farms, and mines to develop around each of the cities. Over time, humanity began to recover and the population began to grow.

Kingdoms were formed centered around each of the 13 Cities. Maintaining power from one of the cities was easy. Without the city, there was no air; without air, there was no life.

Nearly all of the cities were built with the potential for mobility. However, if they left their territories for too long, the atmosphere would evaporate off into the heavens killing all those who lived there.

The 14th City   Eighty years ago, a 14th Great City was built. It too, reformed the atmosphere around its base. The builders called the city Alexander, but would not discuss its Spirit. Some believe that the founders summoned another Guardian Spirit, some believe that they are using abhorrent rune magic, others claim that the builders found some other way to keep a Protective Bubble.

1.2   The Planet

METEOR's impact on the world shattered the globe, blowing over 80% of its mass into the Void. What remained was roughly bowl shaped and nearly devoid of life.
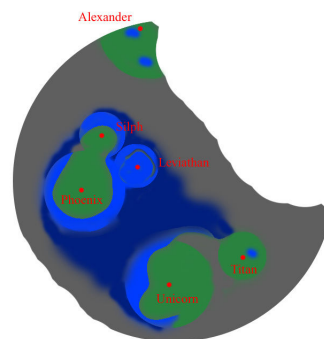
Left on its own, the world could not sustain an atmosphere, liquid water, climate, crops, animals, or people. However, thanks to Saint Tira the Grey and the 12 Silver Summoners, life can flourish in large portions of the world.

The planet can be roughly divided into four regions: The Convex, The Concave, The Debris, and the Wastelands.

The Convex   The Convex is what remains of what used to be the surface of the world. It has the most cities and the most area that is not covered by waste (owing heavily to the comparitively larger shells produced by Unicorn and Phoenix). The Convex is the only portion of the world that has significant liquid water masses, although much of this water is within the waste and is foul.

The Convex

The Convex receives relatively more light and has longer days than the Concave. Because of this, most inhabitable places on the Convex have longer growing seasons. This leads to an overall larger population than the Concave or Debris.

The Convex is the domain of Leviathan, Unicorn, Phoenix, Titan, Silph, and Alexander.

The Concave   The Concave is what used to be the underside of the planet's crust and mantle. There are no major bodies of water, but a few lakes and frozen glaciers exist on its surface.

The Concave has a reverse "horizon" and therefore has shorter days. Of course, there tends to be easier access to minerals on the Concave side.

The Concave is the domain of Carbuncle, Ifrit, Shiva, Kuriopusu, and Alexander.

The Concave

The Debris   The Debris are comprised of islands of stone that float in the heavens. They are left over chunks of the world that got blown out into the Heavens, but remained near to the world. The Debris circle most of Gaia, however only the parts over The Concave are inhabitted.

The Debris is the domain of Bahamut, Ramuh, Lich, Odin, and Alexander.

The Waste   The Waste makes up the majority of the planet. It encompasses all of the parts of The Concave, The Convex, and The Debris that are too far from a City to support life.
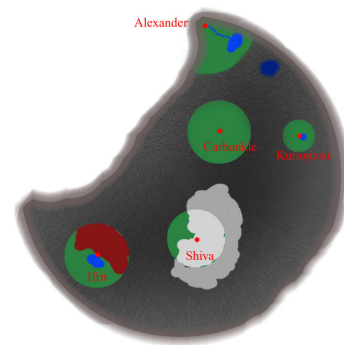
The Waste is barren and rocky. It is devoid of atmosphere, plants, or animals. There are rumors of ancient ruins scattered about. Some claim that they have seen destroyed remains of ancient cities from high above in airships. However, people do not set foot into the Wastes without powerful protective magic that few can perform. Many who try, even with the magic, do not come back.

Many monsters roam the Wastes and there are many stories of tribes of malevoleant runecasters lying in wait for an opportunity to attack travellers or raid towns inside of protected territories.
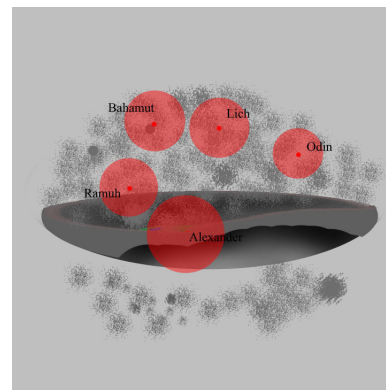

The Debris

The Void   Outside of Gaia's remains is the Void. It is cold, desolate, and empty. The Void beyond the world is empty of air and life. Only the Sun is visible in the heavens. It is a hazy golden orb in the sky. The rest of the heavens if layered in a hazy cloud, sometimes blue and sometimes orange.

The legends state that METEOR cut the distant spirits off from Gaia, and none are now visible in the sky. Now only a few can reach into the world. Many wizards work their entire lives trying to summon new spirits in through the Cloud.

Alexander   The City of Alexander resides at a point on the edge of the The Convex and The Concave. The city itself lances through the thin portion of the world. It's influence extends into parts of both as well as into a small portion of The Debris. Massive lifts bound to spirals of stone and metal connect parts of the city to a few of the islands in The Debris.

1.3   Recent History

The Kingdom of Carbuncle   Carbuncle is ruled by King King Otallief. The kingdom is divided into five fiefs, four of which radiate out from the city like pie slices. The fifth fief is in the center, like a wheel cap, and contains the city of Carbuncle itself.

The King's direct domain is Highspire, the center fief that contains Carbuncle. The other four fiefs, Saltriver, Capricorn Fields, Tall Pines, and Sunrise Cliffs are granted to the families of Duke Vidaron, Duke Adolphus, Duke Altair, and Duke Barras.

**The Carbuncle/Alexander War**   Carbuncle launched an invasion of Alexander three years ago sending massive armies and airships against numerous territories on the Concave side of Alexander's realm. Initially, Carbuncle's forces focused predominantly on holdings distant from the center of Alexander. However, as the war progressed Carbuncle's forces pushed deeper and deeper until they threatened the city of Alexander itself.

Little did anybody realize, however, that Alexander's brilliant inventors were hard at work developing the Ultima Cannon, a weapon of devastating power the could level towns and armies whole.

Carbuncle's army and interior suffered heavily from the unleashing of the Ultima Cannon. It was not long until Carbuncle sued for peace. Alexander accepted a cease-fire and demanded that emissaries travel to Alexander to discuss the terms of Carbuncle's surrender.

The Surrender   The cease fire with Alexander was for two weeks pending the surrender of Carbuncle. Alexander is demanding the withdrawal of the remainder of Carbuncle's army as well as substantial reparations. They are demanding that the terms of the surrender be solidified by the end of the agreed upon cease fire or they will restart using the Ultima Cannon.

The leaders of Carbuncle have been discussing their options and have decided that, for the final surrender agreement, a show of strength is prudent in order to obtain the best conditions. They have therefore decided to bring the entire city of Carbuncle with them to the negotiations. The journey through Gaia's crust will take the city 3 days.
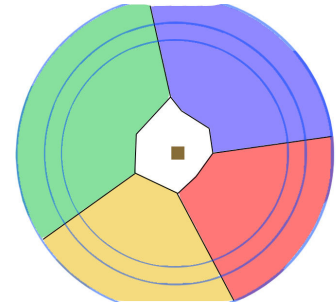
The Kingdom of Carbuncle

1.4   The 13 Spirits, Cities, and Nations ... + 1

- Leviathan: The city of Leviathan lies underwater in the the northern hemisphere of the Convex. Most of its domain is water and a small stretch of reef islands. While Leviathan itself is an enclosed underwater city inhabitted by many land based species, much of Leviathan's extra-city territory is inhabbited by aquarian species, including a large population of Merfolk. Leviathan can move through the water.
- Unicorn: The city of Unicorn is located in the southern hemisphere of the Convex. It's domain is quite large compared to other cities and its land is agriculturally very sound. However, Unicorn's territory is extremely mineral poor and Unicorn remains militarily and economically weak. Unicorn has been conquered many times over its history, but owing to its lack of resources and large population it is usually conisdered ungovernable by the occupying power after a fairly short time. Unicorn can move on what appears to be a column of bright light that coallesces around its base.
- Phoenix: The city of Phoenix is located in the northern hemisphere of the Convex. It's territory is filled with very large and dense forests that have an extremely fast growth rate. Fires, usually, spawned by lightening, frequently burn down significant portions of the forest land, however they grow back very quickly. Phoenix has not moved in a very long time and the knowledge of how to make it do so has been lost.
- Titan: The city of Titan is located in a mountainous region of the Convex. Most of its territory is inhabitted by Hume and Bangaa, although the city itself is predominantly Bangaa who run the government. Titan can move by teleporting from mountain-top to mountain-top.
- Sylph: The city of Sylph is located inside the Millenium Tree. Its enormous mile diameter trunk and incredibly larger branch structure houses most of the city. Sylph is the home of the Viera and few venture into its territory as the Viera are secretive and distrustful of outsiders. Sylph's domain is relatively small but is believed to be very magically rich. Some believe that the Viera can control its size by growing and shrinking the root structure of the Millenium Tree.
- Carbuncle: The city of Carbuncle is located in the northern portion of the Concave. The land around Carbuncle is extremely mineral rich and contains copious amounts of ore, precious metals, and rare gems. Carbuncle can move by digging through the crust of the World.
- Ifrit: The city of Ifrit is located in a tectonically unstable area of the Concave. Volcanos and fault lines lie throughout its territory. The landscape around Ifrit is constantly changing as new volcanos erupt and earthquakes change the face. Despite the tumultuous earth, or perhaps because of it, Ifrit's territory is very mineral rich and its land is very fertile. Ifrit suffered a severe riot last year which shut down its economy until the government was able to suppress the rioters. Ifrit can move on a flow of lava that spews forth from its base.
- Shiva: The city of Shiva is located in the frozen bowls of the Concave. Little of the Sun's light reaches the territory of Shiva and much of it remains as frozen water. Shiva's primary export is, in fact, water to the the other Concave territories. The nearby areas outside of Shiva's shield are believed to be covered in some other frozen liquid, not water. Shiva can move on a wave of ice.

- Kuriopusu: The city of Kuriopusu it located in the Concave. The city is a haphazard looking conglomeration of iron and bronze structures interconnected with a confusing maze of tunnels and sky bridges. The city is perpetually covered with smog being produced by the innumerable forges and steam engines constantly spewing waste. The surrounding lands are covered in iron tracks that allow all of the nation's artifice wagons to move about. Kuriopusu can move on hundreds of gigantic wheels that life the city off of the ground.
- Bahamut: The city of Bahamut is coiled around the largest island in the Debris. Some say that the city itself is alive and breaths. According to denizens, the city will occasionally shift its position on the island on its own accord. They claim that Bahamut is asleep, but will one day wake to exact incredible vengence on its enemies. Bahamut's influence extends to a large number of tiny Debris islands that are rich in magical energies. A number of renowned wizarding schools have been established on a few of the more potent of these. Bahamut can fly through the void, but has not done so in many hundreds of years.
- Ramuh: The city of Ramuh is in the lowest portion of the Debris on a large cone shaped island. It is so low that part of the island dips below the horizon of the Concave. It is within the top layer of cloud-dust that exists in the Concave. Violent storm clouds frequently coalesce around the base of Ramuh's island. These clouds are responsible for one of the few bodies of water to exist on the Concave. Ramuh is a major trade hub as it is a relay point for airships on their way to other Debris locations. Ramuh's influence does not extend to any other significant islands in the Debris.
- Lich: The city of Lich is deep in the Debris. All of the mass and dust of the Debris keeps much of the sun's light from reaching its territory. There are a number of small islands that comprise Lich's domain. The city itself is a helix structure wrapped around an island of granite. Lich has been at war with Odin for the past 10 years. Lich can move itself through the void and does so quite frequently. The other islands in its domain somehow move with it, and the armies of Lich use these as extremely large transports and occasionally as weapons.
- Odin: The city of Odin is in outer portion of the Debris. It is a mystery to most people of the world. Odin is a land of chaos and many believe that its ihabitants are all monsters and practice forbidden evil magics.
- Alexander: The City of Alexander resides at a point on the edge of the The Convex and The Concave. The city itself lances through the thin portion of the world. It's influence extends into parts of both as well as into a small portion of The Debris. Massive lifts bound to spirals of stone and metal connect parts of the city to a few of the islands in The Debris. As far as anybody knows, Alexander does not have the capability of moving.

1.5   Races

- Hume: Hume are the most common surviving race on the planet. Highly adaptable, they are found integrated in most societies in most professions. Church doctrine holds that humans are predominant in the world because they were the most adaptable to surviving METEOR's strike.
- Viera: The Viera are an old race, perhaps the oldest. They have a very long lifespan and tend to be very adpet at arcane arts and magic. The Viera have always been reclusive and secretive and mostly reside in Sylph. Both genders tend to be tall, skinny, and attractive and have ears like a rabbit's.
- Bangaa: Bangaa are a race of lizardfolk. They are generally very large and bulky, physically strong, and single minded. The age of their race is unknown and their mythology has the Bangaa coming out of the mountains, directly and purposefully created by various differnt spirits or gods. More recent Bangaa stories maintain that they are originally from mountain ranges near Titan.
- Moogles: Moogles are small creatures with white fur, red wings and a brightly colored floofy pom-pom sticking out of their head. They are frequently considered cute and children of many species often carry stuffed dolls resembling them (both things that tend to annoy Moogles to no end). Moogles tend to be very technologically oriented and are integrated into most societies. They run a communications and delivery guild know as Mognet.
- Nu Mou: The Nu Mou are believed to be a very old race. They are very small bipedal creatures that are elephant-like in appearance, except that they are lacking a trunk. They tend to be quiet and reserved. The Nu Mou excel in magic but tend to be physically weak.
- Garif: The Garif are a gazelle-like race with extremely large and pointy horns. They are generally peace loving, many times to the point of pacifism. However, they are very physically fit and are considered excellent hunters and warriors. The Garif are in tune with nature and abhor technology. Most Garif are not followers of the Holy Church.

1.6 Modern Society

Common Magic   Common magic is divided into the four schools of Desert, Ocean, Storm, and Faith. Each of these schools is subdivided into two aspects: Desert (Earth & Fire), Ocean (Water & Ice), Storm (Lightning & Air), Faith (Holy & Dark).

Practitioners of these forms are generally known by their school (ie "Storm Mages," etc). However, a few broader terms are sometimes used by non-mages to describe types. Desert, Ocean, and Storm mages are often considered "Black Mages" while Faith mages who primarily use Holy Magic are frequently refered to as "White Mages." Because most commoners do not really understand magic, there is no specific term for a Faith mage who primarily uses Dark Magic. In fact, some people mistake Dark Magic to be the same thing as Rune Magic, despite there being absolutely no commonalities. Among mages, there are few negative associations with Dark Magic.

Rune Magic   Rune Magic is the foul and chaotic magic that was used to bring forth the destruction of the world. Little is known about how it works, and the runes and all who practice them are shunned (or worse) by the Church and most of society.

It is common knowledge that practitioners of Rune Magic inevitably go insane and unleash great destruction upon the world. Many become Waste dwellers who live with monsters and feed off of travelers and societies.

Artifice   The art of technological devices is practiced by artificers. They are responsible for many incredible devices and weapons.

Airships   Airships are common within all of the cities. They are the prefered mode of transportation to move between territories and are often used in war. Except for parts of Alexander, they are the only means of travelling to or between portions of the Debris.

Airships are built in all sorts of sizes from tiny and agile 1-man fighters to giant behemoth carriers that are sometimes mistaken for small cities.

The mainstay of the airship fleets of most large nations are the class 4 aircruisers which serve as weapons platforms, troop transports, and, frequently, carriers for a small wing of fighters.

For the normal civilian merchant, tradesman, or ferryman, small class 2 and medium class 3 airships are the vessel sizes of choise. Militarized version of these also serve as support ships for the fleets of most nations.

Technomagic   A new art appeared sometime in the last 100 years that somehow integrates magic and artifice. These technomagic devices are not just magic and artifice working side-by-side, but are a true combination of the two.

Technomages are often looked down upon as corrupting the arts of artifice and magic. Indeed, technomages have a hard time performing many of the basic and powerful effects and devices of the pure arts.

Most of society looks at technomages with suspicion. Many members of the Church even consider Technomagic to be heretical or, at the very least, extremely unwise. S

The Holy Church of Saint Tira the Grey   Nearly everybody in the world subscribes to the Holy Church that honors the saviors of the world. Each city has an archdiocese of the Church that is run by a Cardinal who takes on the name of the saint who founded the city. The entire Church is overseen by the Grand Ecclesiarc who resides in the city of Phoenix. The Grand Ecclesiarc generally takes on the name of the saint whose city most emulates the style of reign. The Church is currently overseen by the Grand Ecclesiarc Tira XIX.

The Church holds that, long before the coming of METEOR, all races were created to be equal. As a whole, the races strived to reach peace and enlightenment. They built incredible cities and populated the entire surface of Gaia.

However, corrupt demonic powers attracted METEOR who came down from the Void and wrought great destruction upon Gaia. Only through the compassion and courage of Saint Tira and the 12 Saints were Gaia and its people able to survive.

The Tenets of the Holy Church
  - Know the holiness of the 13 Saints: All peoples should recognize and believe in the holiness of the 13 Saints. You should honor their struggle and efforts to save all kind on Gaia. If it were not for them, none would be alive today.

- Refuse the evil of the Corrupt Words: The demonic language of Runic called to METEOR and brought down destruction to Gaia. Refuse the chaos of the Corrupt Words. Shun all those who follow their demonic ways. Do not allow the Words to be brought together lest METEOR return again.
- Strive for the Ideals of Truth, Love, and Courage: These Principles will bring you happiness. Strive to reach their perfect state and you will know nirvana.
- Embrace the Eight Virtues: The Eight Virtues of compassion, honesty, honor, humility, justice, sacrifice, spirituality, and valor will guide you on the path to reaching the Three Ideals. Seek to follow them throughout your life.
- Reject the Eight Venialities: The Eight Venialities of lust, gluttony, avarice, sloth, wrath, corruption, pride, and defiance will divert you on the path to reaching the Three Ideals. Avoid them throughout your life.

The Line Knights   The Line Knights are the police and judicial force in Carbuncle. The Line Knights generally hold a jursitriction of fief or city size but are generally allowed to travel between towns, cities, and fiefs to conduct their investigations and duties. Every Line Knight holds power as investigator, police enforcement, field judge, and in some cases executioner of sentences. The Knight's rank determines the types of crimes the Knight is able to pass judgement upon.

Mognet   The Moogles are disperced throughout most of inhabitted territories and are, almost entirely to the Moogle, organized into a guild known as Mognet. Through Mognet, the Moogles act as a communications and mail network. They deliver packages and keep the magic conduits that allow Mogwords to function. Kupo. It is customary to tip a Moogle who delivers a package to you and it has been rumored that Mognet keeps, and sometimes acts on, a list of customers and their tipping habits.

Carbuncle has a **Mognet Central Distribution Office (24-121)** where packages and messages can be sent.

Gil   Money is represented by large plastic coins. A **gold** plastic coin is a Gil, worth **1** Gil. A **green** metallic plastic coin is a Hi-Gil, worth **5** Gil. A **purple** metallic plastic coin is an X-Gil, worth **25** Gil. Gil is non-bulky and you can carry as much of it as you can physically carry.

Nethicite   Solidified and crystallized mana, called Nethicite, is represented by poker chips. A **blue** poker chip is a piece of **mind** nethicite. A **red** poker chip is a piece of **body** nethicite. A **white** poker chip is a piece of **soul** nethicite. When you consume nethicite, give it to an NPC or a GM; we may need to recycle it back into game.

Chocobos   Chocobos are a large avine species often used as mounts. Many societies use them for transportation. Chocobos are usually yellow but different breeds can come in a variety of other colors. Some breeds are able to traverse different sorts of difficult terrain with ease. There are even fables of the Black Chocobo that can survive out in the Waste.

Chocobo Racing   In Carbuncle, racing Chocobos is one of the most popular sports. Many people come from far away to watch and religiously follow the results of the top circuits of racers. Gambling on races is common and is run out of Mognet Central. It is currently the Stone Circuit. Three races will be held to see who wins the Stone Crown of chocobo racing. The races are held at Choco-Wark Meadows (32-0).

Gambling: Chocobo Racing has a wagering system that is run my Mognet, by a computer application in Mognet Central, which contains a sheet explaining the app. When you place a bet, you are not betting against the house. You are betting against all of the other betters. There are no fixed odds: the act of betting changes the ratio of bets, the odds, and the ratio of return on a winning bet. If a disproportionate amount of gil is place on one chocobo, the return per gil may be very small. The "Approximate Odds" (or "Approximates") are the estimated odds as the current set of bets stand. The odds can change up until the time that betting is frozen just prior to the race.

There are three types of bets: **win**, **place**, and **show**. Each bet type has its own seperate pool. When you bet on a chocobo to win, you are betting that it will in first place. Place is betting that it will come in first or second. Show is betting that it will come in first, second, or third. The returns for place and show bets will be less because the pool is split between betters on multiple winning chocobos (though the probability of a pay out is higher).

1.7   Gamespace and the City of Carbuncle

Freely accessible gamespace includes 4-(0,2+), 12-0+, 16-(0,2), 8-(0,2+), 26-0, 32-0, 24-0+, and 34-3. You may enter these areas without restrictions. Note that no first floors except for 24, 12, and the small strip leading from 12 to the stairs in 4 are in game. Buildings 36, 38, and 26-1+ is module space and is not in game except through the mechanics of the Heartsphere in 34-3.

Commonly Known Locations
- OOG Coat Room: 34-303
- Mognet: 24-121 (Fri), 24-115 (Sat-Sun)
- Holy Church: 24-2+, 34-3
    - Holy Cathedral: 34-304
    - Heart Sphere: 34-3
    - Archives: 24-402
- The Zodiac Brave: 4-231
- The Right Tool: 4-251
- Choco-Wark Meadows: 32-0
- Airship Dock: 8-2

Pocket Areas: The Heartsphere of Carbuncle is located in 34-3 lobby, and will allow you to enter Pocket Areas as the city of Carbuncle passes through the remnants of Gaia.

Expeditions to Pocket Areas are limited to **5 PCs** and are limited to **30 minutes** in duration. To enter, take your party of 5 PCs, go to 34-3, and read the Heartsphere sign there. There will be a number of additional signs on the wall, for the various Pocket Areas which are open. Once you have read the main sign and the signs for the various Pocket Areas, your party may take one of the Pocket Area signs off of the wall and walk, as a group, to the location listed. An NPC will meet you there, take your sign, and start the module.

Conveniently, NPC teams running the modules will not put the sign up allowing entrance to their module until their module is ready to be run. This is why you must have the Pocket Area sign from 34-3 lobby to enter the module.

1.8   Game Time and Phases

Game occurs in 4 Phases, or Scenes (the terms are used interchangeably). Each Phase is 4 hours long. These phases are:
- Phase I: Friday, 8pm-midnight
- Phase II: Saturday, 2pm-6pm
- Phase III: Saturday, 8pm-midnight
- Phase IV: Sunday, 2pm-6pm

At the end of each phase, your HP and MP will be restored to their maximum level, and if you were dead (but not finally dead), you will be restored to life at full HP and MP. See below for further descriptions of these terms.

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.

Stat Card: Your stat card lists your statistics. You might not know what all of your stats mean. Do not show your stats to others. The reverse side is a **death report**; fill it out and give it to the GMs when your character dies.

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.

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 two 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).

Bag of Holding: Everyone has a bag of holding that can hold nigh-infinite items. You must spend **5 seconds** to remove an **Expendable** item (like a potions) from a bag. OTher items can be added or removed freely. You cannot stuff anything bulky into Bags of Holding, including bodies. 1-hand and 2-hand weapons are not considered "bulky" - that's the number of hands it takes to wield the weapon. No, this isn't realistic, yes, it's a kludge.

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. All research or prototyping skills require the investment of Inspiration.

Types of Inspiration
  - Archive Research (Research)
  - Magic Theory (Magery)
  - Artifice Design (Artifice)
  - Theologic Insight (Theology)
  - Leadership/Influence (Leadership)
  - Tactical Insight (Tactics)
  - Limit Breaks (λ)

Each type of inspiration is a stat that can be used to convert Raw Inspiration into Typed Inspiration. If your stat is a "-" or a "0", **you cannot ever possess that type of Inspiration**, and items that increase or decrease that stat do not modify yours; if you have a Magery of 0, even if you wear a pointy hat, you still can't get Magery Inspiration.

Acquiring Inspiration: Everyone capable of doing research is inspired to some degree or another by various things in their lives. Myriad small occurances happen every day to a researcher to inspire them to works of greatness. To reflect this, everyone gains **1 Inspiration per Scene**.

Stressful situations can also inspire a researcher. Each Scene, you can gain more Inspiration by spending at least **10 minutes** in a Pocket Area which Carbuncle passes through on its way to Alexandria. Up to **2 Inspiration** can be gained this way, one for each of two different 10-minute periods; the two periods must be in different Pocket Areas.

Should the City of Carbuncle come under attack, combat within the city can also provide Inspiration. Any combat within the city against hostile invaders (read: NPC attackers; player-vs-player combat does not provide Inspiration) where you are able to fire at least 3 shots against the enemy will provide **1 Inspiration**. Up to **2 Inspiration** can be gained this way; to do this, the combats against NPC attackers must be at least 10 minutes apart.

There may be ways to get more Inspiration in game.

Unless an item or mechanic explicitly states otherwise, there is no way to obtain more than 3 Inspiration per Scene.

Using Inspiration: You convert 1 point Raw Inspiration into ⟨stat rating⟩ points of Typed Inspiration. (If you have 1 point of Raw Inspiration and an Artifice of 8, you can spend your point of Raw Inspiration and gain 8 points of Artifice Inspiration.) Keep track of leftover Typed Inspiration. Inspiration is non-transferrable. Multiple researchers can, by default, contribute typed Inspiration to a particular goal. One very important exception to this is the Church Archives. It is not possible to share Research Inspiration for any purpose while interacting with the Church Archives.

Example of Mechanic: Leon Squallspleen is a black mage with Magery 5. In the first scene, he assists some people with some expeditions to two Pocket Areas; with the free point of Inspiration he gets for this scene, he now has 3 Inspiration.

Mage Squallspleen is attempting to research the "Bleedga" spell, which will rupture an opponent's spleen, causing instant death. The next step in his research will require 20 Magery Inspiration, and right now, he's only got enough Raw Inspiration to produce 15 Magery Inspiration. But Leon has a cunning plan!

First, he puts on a Pointy Hat[1], which, after 30 minutes of wearing, will raise the wearer's Magery by 1 as long as the wearer wears the item. He then takes his research notebook and goes to the local Goth Bar to get to work. There is a sign at the Goth Bar that says that anyone who stays inside the Goth Bar for 10 minutes gets a temporary boost of +1 Magery. With the boost from his hat and the swank surroundings of the Goth Bar, Leon has an effective Magery of 7. He then converts his 3 Raw Inspiration into 21 Magery Inspiration. He can now easily research the next step on his "Bleedga" spell. He can do this even if he leaves the Goth Bar and takes the hat off; he's got the 21 Magery Inspiration, and barring weird mechanics, he can't lose it now.

If Leon had any friends, and if any of them had extra Raw or Magery Inspiration, he could have asked one of them to help him with the 5 extra Magery Inspiration he needed, and he wouldn't need to put on a stupid hat and go sit around in a goth bar.

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[1]I put on my robe and wizard hat.

5   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 a 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.

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: If there is no incant, **dart** 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. After casting any spell, you must wait at least **5 seconds** before casting another.

ALL SPELLS MUST HAVE A FIVE SECOND PAUSE BETWEEN CASTINGS.

Some spells can only be cast by **touch**. You may cast touch spells only on willing recipients. Spell **packets** (or foam pellets) are used for basic offensive spellcasting. Disc guns are used for area-of-effect spells. 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. A **voice** spell starts by describing its target(s) in the incant, e.g. "all people within the sound of my voice." Voice spells only work on willing targets; you may ignore them.

All spells cost at least 1 MP. If you have a spell that costs 1 MP and an item that says "All FOO spells cost 1 MP less", you do not get to cast infinite castings of that 1 MP spell for 0 MP. The same applies for anything else that reduces the cost of spells.

Special Skills: Expendable skills will note how often they may be used, e.g. 1/hour, 2/scene, 3/game, etc. For these, the **hour** resets every hour on the hour, the **scene** resets at the end of each 4-hour scene, and the **game** resets at the end of the game. Keep track of any expendable skills granted by items when trading them.

A **Combo** is an uninterrupted series of successful dart gun hits on a single, specific target. A combo is interrupted if you fire any dart that does not hit that target or if 5 seconds pass without you taking a shot. A Combo is specified like "Combo: x,x,2,3," where "x" represents a normal dart shot and a number is a special attack with that damage. For example, the given Combo would allow "2 Damage" for the 3rd shot and "3 Damage" for the 4th shot. You may not mix a Combo with any other Combo or other special attack; once a Combo finishes, you may start over with another.

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. Any incant containing "magic" and any non-damage incant (like root) is a **magic effect**. Incants may contain more info relevant to other mechanics.

These are the basic incants you may encounter (touch spells may have other effects):

- **Damage**, as in "5 Damage," does the stated amount of damage.
- **Cure**, as in "Cure 5," heals the stated amount of damage.
- **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 takes you to 1 HP or kills you if you had only 1 HP. It does not affect effects you have already taken.
- **Spellshield** lets you resist any single spell or magic effect, except Dispel, once. Multiple Spellshields do not stack.
- **Bravery** means that for 2 minutes, all of your special physical attacks and called-damage combo shots have +2 damage.
- **Faith** means that for 2 minutes, all of your damage spells do +50% damage (round up).
- **Null**, as in "Null Fire," lets you Resist all effects with the stated element for 2 minutes. It does not affect existing effects.
- **Dispel** causes any duration effects (such as Root, Protect, or Spellshield) to end instantly.

6   Miscellaneous

Desert magic is any Earth and any Fire magic. **Storm** magic is the combination of Air and Lightning magic. **Ocean** magic is Water and Ice magic. **Faith** magic is Holy and Dark magic.

A white headband represents an observer. All other headbands represent a monster of some sort. A **yellow** headband represents a desert monster, **blue** is ocean, **orange** is storm, **red** is faith, and **green** is a **runecaster**.

Some monsters also have an armband. A **red** armband represents a "bomb" monster, **white** is an elemental, **black** is a strong monster, **silver** is a "boss" monster, and **black and silver** is an Esper.

Notebooks and Whitesheets: Research Notebooks are non-transferable in this game. Treat them similar to greensheets. Whitesheets, while still in-game items, cannot be forged: they have GM-blessed mechanics information.

Communications: You *may not* use electronic communications of any type (including cell phones, zephyr, email, text messaging, blackberries, or any other sort of instant messaging method) to communicate in game. You may be able to use a laptop for some mechanics if allowed to do so explicitly by an ability card.

Income: You may have income, maintained in Mognet by the GMs. It is the amount of gil your character is paid by any sources of income (such as corporations, organizations, or taxes) per Phase (not Cycle). You will receive income four times during game; it becomes available at the beginning of the Phase. Collect income from the vault box located at the Vault sign in Mognet Central.

Closing Notes: These rules are imperfect. The GMs may violate the letter of the rules to preserve the spirit. We hope these rules are reasonably clear, but if you have any doubts about your interpretation, talk it over with us in advance. We should also add, as much as we hate to admit it, we GMs are human: when all of our carefully laid plans are going haywire, we may lose our cool. The best way to deal with people is remaining calm and friendly, especially when everyone is tired and hungry.

We hope you have lots of fun. Good luck.