



STORMFLUX

Rulebook

-A Limitless Game-

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-INTRODUCTION-

A World of Potentia

Stormflux takes place in a world warped by the introduction of a new power known as **[Potentia]**. Potentia is both a resource and phenomenon that can reshape reality. Potentia is controlled by an individual's willpower, and manipulating it is a function of discipline and rote memory. Monstrous creatures can also utilize Potentia, and it contributes to a number of mysterious occurrences.

Potentia can be manipulated to control the elements or wield curses. It can create empathetic bonds and transmute materials. It levels the playing field between archers and gunmen, between wizards and werewolves, and eats away at the idea that "the self" is something limited.

The rise of Potentia led to an era of chaos known as the Lost Age, during which all things were possible. The Lost Age ended with the rise of several rules that bound this seemingly limitless power. As of the end of the Lost Age, it was found that Potentia is no longer able to manipulate time, create illusions, or subjugate minds.

Opportunities for Adaptation

Through the power of Potentia, individuals are able to change their form. Cosmetic changes can be accomplished over time, and bear a cultural similarity to piercings or tattoos. More extreme or dedicated individuals can accomplish greater changes, such as growing claws or even additional limbs. Some adjustments can occur subtly and accidentally. The means of change can involve image training, meditation, and dietary changes. The ability to adapt this way applies to beasts as well as civilized groups, creating a literal arms race throughout the wilderness.

A Shifting Landscape

The world of Stormflux is tumultuous. Locations themselves are not 'rooted' and reliable, and navigation is more of an art than a science. A great and terrible storm is always visible, looming in the far-off skies, and as the weather shifts, so too does the landscape. A derelict cabin that is found at one location may be gone next time the same location is visited.

Players at Stormflux should expect that there will always be new locales to explore. Rather than continually expanding the world outwards, the world will twist around in ways that steadily uncover previously hidden alcoves and new challenges.

Though the world is confusing in nature, characters can learn to navigate it. Rather than following physical landmarks, the world is navigated conceptually. For instance, 'exploring to find something new' or 'making my way home' are basic applications of this conceptual navigation.

Potentia: A Unified Resource

Stormflux only uses a single means of advancement. Characters earn a single 'unified resource' that is used as both a currency and as a means of purchasing character abilities. In the Stormflux setting, this resource is called 'Potentia'. Other settings may refer to this resource in other ways, such as Mana, Gold, Ether, etc. In some games, you may spend experience to learn skills and spend money to buy equipment, but in Stormflux these systems are unified.

Players will gain resources by finding treasure, or earning rewards through combat. Player characters can also receive Potentia throughout an event via quest rewards, lootable items, and by helping Staff.

Players may encounter other resources, including singular rare items or generic units of 'lumber' or 'metals'. Manipulation of resources like these is typically relegated to the Crafting system, but these materials can also be traded in-world. These resources do not aid character progression, but can supplement Potentia to accomplish long-term projects such as building structures or complex gadgets. Resources known as Essences can enable characters to dynamically shape the world to overcome challenges, such as adding a bridge, detoxifying plants, setting fires or breaking down doors.

Patterns: A Card-Based Character Sheet

Rather than using a traditional Character Sheet, Stormflux handles character abilities and possessions through cards known as **[Patterns]**. All characters in Stormflux have a **[Tapestry]** that can hold a number of Patterns. Patterns must be woven into the character's Tapestry for them to gain a benefit. There is no limit to how many unwoven Patterns a player may possess. Unwoven Patterns are still a part of your character, and cannot be stolen. Unwoven Patterns can be traded freely.

Before the start of an event, players are able to Weave and Unweave Patterns from their Tapestry at will. However, during an event, a player will need to see a Weaver to Weave and Unweave Patterns from their Tapestry. A Weaver is a person in-world who is practiced in the process of transferring these abilities between people. Cards Woven into a Tapestry must be kept separately from Unwoven Cards.

Players can acquire Potentia and Patterns from downed opponents using a mechanic called **[Siphoning]**, described in the Combat chapter.

When a Pattern is bid to a Staff member, the Staff member may ask to see the card. The player must be able to physically display the card in order to proceed with the bid.

Any cards representing consumable items should be turned over to a Staff member at the end of the mod in which they were used. Unless otherwise stated, a consumable card can only be used once.

Four Pillars of Gameplay

Stormflux operates across four pillars of gameplay - Combat, Exploration, Interaction, and Creation. These gameplay elements are intended to function individually but also work in concert. Players should be able to focus on a single sphere of gameplay or diversify to suit their preference.

Combat includes a player's ability to influence the world through force and prowess. Combat Patterns are related to melee combat, ranged combat, personal toughness, 'spellcasting', and augmenting others' combat ability.

Interaction is the pillar related to social connections and planning. Many of these Patterns enable team play and indirect support. Social Patterns in the game are not wholly necessary in order to engage in social interactions, but create new opportunities such as long-distance communication. Social Patterns use a unifying mechanic referred to as **[Bonds]**. Your ability to use a specific social Pattern related to a person or organization is often dependent on possessing a **[Bond]** specific to that entity.

Exploration is the pillar related to knowledge, investigation, and travel. Exploration Patterns can allow players to traverse longer distances and learn vulnerabilities of monsters. It is not necessary to purchase Patterns in order for a character to possess knowledge, but having these Patterns allows a character to ask Staff questions about a topic, monster, organization, etc.

Creation is the pillar related to changing the layout and features of the world or adding new structures. This pillar will often involve discussions with Staff to arrange for long-term projects and collaborations with other players. Comparatively, this pillar will require more investment of time and resources to make progress than others.

-WHAT IS LARP?-

LARP stands for Live Action Role Play, which refers to the practice of acting out a character in a real-world environment. In a tabletop roleplaying game, you will verbally describe the actions of a character, and in-game happenings are represented by figurines and dice. In a Live Action Role Play, you will physically perform any in-character actions and convey the personality of that character.

There are many varieties of LARP, all of which vary in pacing and involvement. Two major categories are ParlorLARPs and BofferLARPs. In a ParlorLARP, conflict resolution and 'action' are largely described, and the gameplay focus is on acting and storytelling. BofferLARPs may still involve acting and storytelling, but resolve many conflicts through physical combat using padded 'boffer' weaponry and other safe combat implements (such as Nerf blasters). Stormflux is a Mid-contact BofferLARP, meaning that in our combat system, the strength of a strike must be felt (more than a tap), but grappling and other high-contact interactions are restricted (see more details in the Combat Safety Rules section).

Preparing to LARP (Things to Bring)

Currently, the primary venue for Stormflux is Prince William Forest Park. Because this campsite features cabins, it is not necessary to bring a tent. We recommend bringing a change of clothing, bedding or a sleeping bag, a towel, personal hygiene products, insect repellent, and sunscreen for sunny months.

In addition to any garb or costuming worn by your character, we further recommend rugged footwear and additional pairs of socks -- especially when the weather calls for rain. Umbrellas and ponchos are acceptable in-character garb for several cultures in the game, especially if your rain gear has an old-fashioned or patchwork appearance.

Please ensure that any items not kept on your person are identifiable in some way, such as using a tag, initials, or other personal markers. When leaving the campsite, ensure that you have accounted for all of your belongings.

LARP Etiquette and Courtesies

Stay in Character

When in the game, please take care to remain in character. Maintain a persona appropriate to your character and do not discuss out-of-game matters such as your favorite video games or plans for next week. Many statements and suggestions could be adapted to be in-character discussions - perhaps your character recently purchased a book from a trader. Discussions about game mechanics should be phrased in character whenever possible.

Listen to Marshals

Marshals and Game Masters should be considered as the present authority for any matters pertaining to the rules. Sometimes, a Marshal may need to make a judgment call with regards to specific rule-based interactions. Calls that are made on-the-fly should be considered as the official rule for the current encounter, but these judgments can be reviewed after the fact to determine if the precedent is appropriate or should be changed. If you disagree with a ruling, please consult with Staff after any immediate encounters are resolved. Marshals may also provide instructions related to safety. Safety instructions are a top priority, and ignoring safety instructions will result in penalties or other corrective actions, possibly including a game ban.

Respect Others' Props and Personal Space

Staff and other players may bring props and other materials to the game, either for personal use or shared use by other players. Please take care not to damage any shared equipment, and do not remove shared equipment from public areas unless provided with express consent to do so. Any props belonging to the LARP that become damaged are an operating cost and prevent us from making the LARP better.

Furthermore, please respect the personal space of other players and NPCs. Obey all rules related to grappling, contact, and social safety. Do not pursue a player who has removed themselves from a scene using OOC signals or who has called an OOC safety code. If an ability or scene calls for touching another player, you should make contact in one of the following locations: Upper back, arms, or legs below the knee. If another player asks not to be touched, then do not touch them.

Rumor Mill

You cannot tell a player information and then force them to pretend not to know in-character. If you have received any out-of-character information, you may take that knowledge in-character as a rumor.

Preserve Game Flow

Time outs or pauses should only be used for reasons of medical emergency or by Staff/Storytellers/Marshals to describe occurrences in game. Abuse of pausing can be punished by character death for a first offence (in-game, your character dies of sudden catastrophic hemorrhaging and dissipates immediately. The world is a scary place, and sometimes that happens to people). If wearing glasses, please ensure they are secured to avoid losing your glasses during a combat. If you do lose your glasses and frequently need to call pause, you will die as described above (after you recover your glasses).

If You Don't Know The Rules, Fall Over

If you are struck by effects in combat that you do not understand, or you lose track of remaining aegis points (see combat section) and are not certain if you should be dead, then become incapacitated and begin **[Bleed Count]**. (Don't worry, death does not often have permanent consequences.) Try not to ask mechanical questions in the midst of combat, as this can be

damaging to game flow and immersion. If you have forgotten the rules of the game, please speak to a Marshal.

General LARP Constructs

Mods

The organization of the game can be considered as a series of scenes or encounters, each of which is colloquially referred to as a 'Mod', which is short for 'module'. Mod is a loose term that will often be used out of character to describe your expeditions. The mechanical term we use is 'encounter'. An encounter is generally considered to have ended when you have been free to rest for five minutes straight, but this isn't a firm rule. The current encounter is considered over (for you) when you return to the tavern, unless the tavern is under attack.

Soft End

As the night grows long, Staff may call a 'soft end'. The game isn't necessarily over at this time, but it marks the point when everybody is permitted to relax. Some mods may still occur after soft end, but these are all optional and will not threaten public holdings (such as raiding the food supplies or burning down the orphanage). If you have not opted into a mod after soft end, you can show an "Out of character" sign to request that an NPC ignores you - we all need to rest at some point.

NPC Shifts

Players have the option to perform shifts as NPCs. There are some rewards for doing so, including favors from characters in the world. Your character may be asked to step out of game to fulfill an obligation, during which time you would act as an NPC. In an NPC shift, you may be asked to roleplay as a frightened farmer, rowdy bandit, or perhaps a monster of some kind. Costuming and props are provided by Staff, and any identifiable personal gear should be kept in Staff custody while you act out an NPC role. Many monstrous roles may require face paint or other prosthetics. If you are interested in acting out a specific role or kind of role, communicate with a Game Master. If you perform your role as an NPC well, you may be asked to reprise that role in later events.

Specific to Our LARP

Staff Roles

- **Staff** - the term Staff may refer to any individual assisting with the game's production. "Staff" is not an indication of responsibility or authority, but describes the role in which an individual is acting.
- **Game Master** - a Game Master is a core Staff member responsible for major aspects of the LARP. A Game Master has the authority to make decisions regarding rules and story. Similarly to a Marshal, a Game Master may make non-binding decisions regarding the rules on the fly in order to preserve the flow of gameplay.

- **Storyteller** - a Storyteller is invested with authority regarding some aspect of the world or plot. A Storyteller can resolve bids within the purview of their story, but is not responsible for rules with respect to the remainder of the game. A Storyteller may use certain custom rules within the scope of their plot (such as a combat in quicksand where everybody is slow, or a room where anybody who says “sasafra” bursts into flames), and they are responsible for communicating these situational rules to all affected players. Speak with a Game Master if you are interested in storytelling for a plotline.
- **Marshal** - Marshals are responsible for communicating, regulating, and officiating with regards to the rules of the game. Marshals handle player death and may apply rules decisions on the fly in order to preserve the flow of gameplay. Speak with a Game Master if you are interested in the responsibilities of a Marshal.
- **Inspector** - Inspectors are responsible for verifying weapon and armor safety. This role is typically only active during the check-in process.

Cards

A character’s abilities in Stormflux exist as cards. A character is limited to a maximum of eight active cards at a time, with the possibility of changing cards during play. Over the course of the game, a player is likely to collect a wide range of cards, changing their active cards to adapt to the situation. In-world, these cards are Patterns of energy that exist inside people and certain potent objects. You can allow others to see your cards at any time. Staff may ask to see your active cards for various reasons, and active cards must be kept on your person.

Acquiring Cards

There are three primary methods for obtaining cards: defeating and siphoning monsters, purchasing the cards, or acquiring them as treasure. Cards acquired by defeating some monsters and Siphoning them will often be currency cards, but rarely will they produce a complete Pattern. Several cards are readily available for purchase, but merchant characters may arrive with cards for sale that are not commonly accessible. Finally, cards can sometimes be acquired as treasure when exploring certain areas or interacting with certain objects, often related to puzzles or hidden areas.

Losing Cards

Just as you can acquire cards by Siphoning, you can lose cards by being Siphoned. If you are Siphoned, a Marshal will resolve your death effects at the end of the current encounter (or during a substantial pause in the encounter). When Siphon is used by a monster, a number will be added to the call. You must surrender potentia or cards equivalent to that number. If you would be Siphoned but there are no cards in your Tapestry that can be taken, you will instead receive a Major Corruption.

Death

If you are Siphoned or your **[Bleed Count]** ends (see the combat chapter for details on your inevitable death), your character will disappear on the spot and reconstitute somewhere safer. If this occurs, cross both arms over your head and see a Marshal for death adjudication and instructions for re-entering play.

Trading

You may trade with, buy from, and sell cards to other players. All trades must be witnessed or authenticated by a Marshal, Weaver, or Broker.

Theft

In-game, cards are a part of you. They cannot be physically stolen except by Siphoning. Currency or cards can also be extracted from a player if in accordance with a Brokered Contract - there are entities in game that can establish mystically binding agreements.

Losing Cards or Tapestries

If requested, Staff will store tapestries and card collections between games. If cards are kept in player custody and lost, Staff will not offer replacements. Staff will make efforts to replace damaged cards, but may assign a cost to this service if the cause of the damage is determined to be intentioned or careless. If an entire tapestry is lost, a new tapestry will be assigned with a value equal to a starting character, but with corruption assigned as a penalty.

-CHARACTER CREATION-

Players start the game with **100 Potentia** that can be spent on Codified Patterns. New characters can pick and choose from the list of purchasable Patterns. Patterns are refundable until the start of your second event, but otherwise have a poor resale value. If you later find patterns that you don't wish to keep, you should trade or sell to other players for a better deal. Any Potentia that players do not spend on starting Patterns will be converted into in-game Potentia currency.

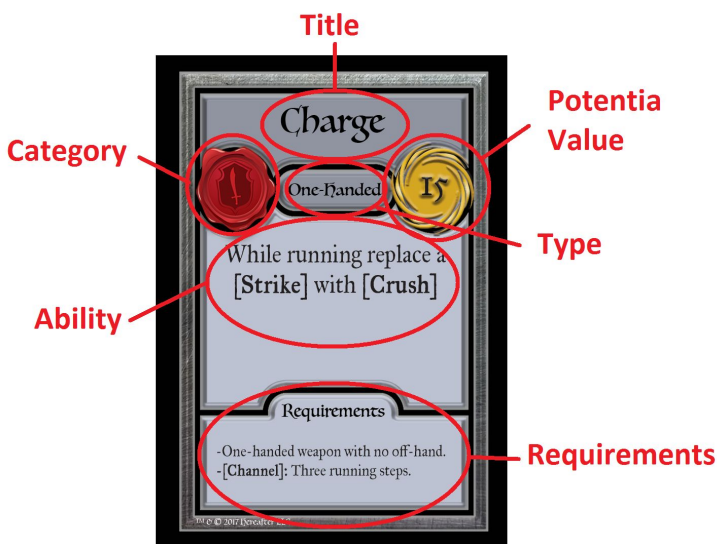
By base, every Human can do the following actions (These are also outlined in the center Human card of your tapestry)

- **[Siphon]**: [Channel] over an [Incapacitated] target for 15 seconds to steal their Potentia. This will kill them
- **[Stabilize]**: [Channel] mending an [Incapacitated] target while stationary to pause their [Bleed Count].
- **[Recover]**: [Channel] by kneeling for 30 seconds to [Heal] and [Cleanse All] yourself, restore your [Tenacity], and [Repair] your shield
- You can spend 1 [Tenacity] to **[Negate]** an **[Overflow Affliction]**

Remember: **YOU MAY ONLY HAVE A MAXIMUM OF 8 WOVEN PATTERNS AT A TIME!**

[Link to list of Codified Patterns](#)

Card Anatomy



-KEY-

- **Title** - the name of the Pattern.
- **Category** - identifies if the Pattern is focused on Combat, Social, Exploration, or Crafting.
- **Potentia Value** - how much Potentia the Pattern is worth.
- **Type** - what kind of Pattern it is. Some Patterns can only be used depending on the types of Patterns already in your Tapestry.
- **Ability** - what the Pattern does.
- **Requirements** - what you need to do to use the Ability on the Pattern.

Types of Codified Patterns

- **Melee** - enhances your melee combat capabilities.
- **Ranged** - enhances your ranged combat capabilities.
- **Arrow** - enhances your archery capabilities.
- **Gun** - enhances your ability with firearms
- **Thrown** - enhances your ability with thrown weapons
- **Armor** - enhances the benefits you receive from wearing armor.
- **First Aid** - allows you to heal others.
- **Casting** - allows you to cast spells.
- **Exploit** - enables you to uncover weaknesses in monsters.
- **Bond** - links you to other players and characters.
- **Teamwork** - requires you to rely on and utilize your Bonds in combat.
- **Command** - more powerful Teamwork skills that can only be used sparingly.
- **Mystic** - allows you to interact with the world in unique ways.
- **Lore** - allows you to make Bids to learn more about the world. These can be used to enhance certain skills.
- **Shaping** - allows you to manipulate the world around you.

Other Pattern Types

In play you will discover other types of patterns with different background colors.

- **Green** patterns are **Wild**, granting monstrous abilities with drawbacks.
- **Red** patterns are **Corruption**, and give various penalty conditions after death or harm.
- **Yellow** patterns are **Equipment**, they expand on the benefits of your other patterns.
- **Orange/Brown** patterns are **Structures**, they interact with the economy of the game and security of a location.

Do Not Steal Cards From Other Players

Players are able to store their unwoven Patterns within a specified container that cannot be opened by anyone besides the container's owner. Players who believe that their container has been stolen should contact Staff immediately. Cards can only be taken using the Siphoning mechanic, and otherwise can only be willingly bought/sold/traded.

Roleplay Requirements and Channeling

Most Patterns have a roleplay requirement that must be performed in order to activate them. The Pattern details what the roleplay is and how long it should take. Apart from being used for Patterns, Staff may ask you to perform a roleplay action to complete tasks on a mod, such as using Shaping to excavate debris. While performing a roleplay, you cannot attack except to deliver the final benefits of the roleplay.

[Perform] is a term that refers to a strictly prescribed roleplay requirement. Perform typically refers to a quick action taken or a manner of attack, such as aiming for a specific target or taking running steps. When Perform refers to an attack method, that attack benefits from the

pattern. When it refers to another action, the benefit should be used within 2-3 seconds of the action taken. **Perform is not interrupted if you take a hit.** Perform is the process of using rote maneuvers to regulate the Potentia within you.

[Channeling] is a term used as a standard roleplay requirement. While channeling, you must have one foot on the ground at all times (you may not run) unless the roleplay requirement specifies additional movement rules. While channeling, you are free to improvise actions that are appropriate to your character and the task at hand. Some roleplay requirements may specify additional rules, such as planting your feet completely or making duck noises. **Channeling is interrupted if you take a hit.** Channeling is the process of concentrating Potentia and allowing it to interact with your Patterns to produce a desired effect.

Backgrounds

For any character, you may provide a background. The exercise of creating a background can help to flesh out quirks and roleplay that bring a character to life, and we recommend considering a background even if none are submitted. Submitting a background is entirely optional, and there are no mechanical rewards for doing so.

Here are some questions that you may want to consider with regards to your character:

- Who are some family and friends that are close to you? What are they like and what do you think of them?
- Where did you grow up? What sort of challenges did you face there?
- To whom might you owe gratitude, and why?
- Have any major events altered your opinions or changed your outlook?
- What do you fear? What do you desire?
- What is your greatest regret? What goal(s) do you seek to accomplish?

When compiling your character's background, there are a few guidelines that should be followed. A background that does not adhere to these guidelines may be rejected. If you would like to make an exception, please speak with a Game Master to request sponsorship prior to submitting your background.

- By hook or crook, you will begin play with the listed amount of Potentia. Your character may have once had more or less, but that's in the past. You also begin play with no Corruption, though you may have been corrupted in the past. You may have once had a completed Project, but it has since been destroyed or lost.
- Transportation networks between factions are a recent development, enabled in the recent past (real-world year 2015). Your background should not feature a lengthy history of interaction with more than one group. History in your isolated pocket of the world may go back decades or more.
- The 5-man rule: Populations are small. You have leeway to define 5 individuals within your background. Your background should not involve accomplishments that require more than 5 people, such as building skyscrapers or slaying Godzilla. If you were a leader, you may have lead about 5 people. Dead people, strangers, and enemies don't count towards this limit, as this specifically relates to allies and family.

- If multiple players file a background jointly, they may combine this allotment to define a larger group. Talk to a Game Master if you have any questions about what 15 or 25 people may have accomplished...
- You may be a member of a larger group or factions that Staff has defined, such as the Protectorate or Transcendence Inc. Your role in the group and your notoriety should not extend beyond about 5 people, and you will not begin play with a Bond to your organization. Large groups tend to manage Bonds in a proprietary fashion, and work with extensive networks of non-Bonded affiliates.
- If you define fewer than 5 people, you may submit additional details or personal plot threads that continue to add NPC allies until you have used your allocation.

Faction Origins (Optional)

Your character may originate from any of the groups below, framing your understanding of the world. It is only in the past few years (relative to 2015) that travel and trade between these groups has begun to flourish, beginning a flurry of cultural exchange. You may have left your former comrades to seek new opportunities, or may be operating on their behalf to acquire resources from frontier lands.

The Wayfarers - an association of largely independent businessmen and explorers. Wayfarers keep a wide repertoire of associates and often use proxies to compete with one another.

The Protectorate - a sheltered and somewhat xenophobic community with dedicated laborers and combatants. If you are here now, you have left the Protectorate.

Transcendence Inc - a company of scientists and engineers experimenting with medicine and “weird science” to create cyborgs and mutants to overcome the limitations of the human form.

Order of the Exalted Codex - a dogmatic society that denounces the use of any Wild or unstable Patterns. The Order exerts its will aggressively through military might.

The Knights of the Wave - a journalistic and altruistic group that utilizes Potentia to manage mass communication. Many amongst them are dedicated technicians and journalists rather than combatants, defended by militias of those they have aided.

Downtowners - a brotherhood of close-knit ruffians who get by using underhanded tactics for the good of their fellows, at the expense of most everybody else. Sometimes a beggar’s best friend.

Trackers of the God Beast - a clique of shamans, hunters, and wild men who revere the hunt and seek Potentia-gorged creatures. If you cannot be the predator, accept your fate as prey.

Aurum Blade - an inquisitive order dedicated to the study of Corruption. Somewhat exclusive, as is necessary to limit the risk of their work.

League of Exploration and Artifact Preservation - an archeological group seeking to uncover lost history. Often dedicated to interests and collections that others would find petty.

Players are welcome to create their own faction as part of their background, but the scope of any faction is subject to the 5-man rule described above. A player seeking to create a faction must secure the sponsorship of at least one Game Master to approve of the faction. Players should collaborate if seeking to create a faction with meaningful influence in the world and establishing that influence will require further investment during play.

Costuming and Props

Because there are a variety of peoples and groups with differing technology and culture, there is a wide range of costuming elements that can be brought to the game. Because Potentia allows you to sculpt your own body, players are free to costume themselves in a wholly or partially animalistic or robotic fashion, or make other modifications.

After the character is created, further adjustments to their physical form should be made gradually. Some drastic requirements may have cost or take time. A character made of flesh does not transform overnight into one made of metal - except by extreme means.

Your costuming and identity may influence bids and story per the adjudicating Marshal's discretion, such as a costumed shark being able to breathe underwater; any mechanical difference such as toughness or spellcasting must be expressed through Patterns. Evaluation of the merit of your costume and props may entitle you to other benefits, some patterns can become more valuable based on the costuming of the character using them.

Evaluating Costuming and Props

Costumes are evaluated as they apply to a theme, while props are evaluated individually. Armor is considered to be a part of the costume rather than an independent prop. The costume themes are based on our Creature and Essence types, described later in the Exploration chapter, and our in-game Major Factions.

Mutation

A player who achieves a costume rating greater than zero for a particular theme will be given the opportunity as part of check in to purchase themed patterns, with a higher costume rating improving this access. Patterns purchased in this way are "mutations" that your character achieves without interacting with a weaver.

There are four distinct grades that a costume can earn:

[Allowed - 0] - the feature is allowed within the game. This status is assumed for most objects, but an unsafe or distinctly out-of-character costume element would be disallowed. Examples of *disallowed* features would include armor with metal spikes, or a tablet computer or a melee weapon with an exposed core.

[Iconic - 1] - this grade is awarded for costuming that complements or improves the game, and suggests effort by the player. Examples may include detailed or thorough face paint, garb in faction style, or themed prosthetics. A rule of thumb for Iconic features is that they should not be simply store-bought.

[Epic - 2] - this grade is awarded for costumes that fully and thoroughly capture the theme in an immediately recognizable way. This will often demand prosthetic work, extensive props, wigs, or the weathering of an already thematically complete set of attire.

[Dedicated - 3] - this grade is a special award given to outstanding Epic level costumes that apply to only one theme. It is possible to earn Epic status across more than one theme, but Dedicated status can only be earned if no other themes are awarded to the costume.

-COMBAT-

When in play, obey all calls and rules given by the Marshal. Any discussion or dispute should occur after combat is concluded or when the Marshal makes themselves available. Safety is our first concern and will be maintained during any combat or mod.

When attacking, you must strike with sufficient force so that a player feels the blow, but the impact should not cause bruising.

At any time during combat you may request that another player “pull their blows” if you find they are swinging with excessive force. When doing so you revoke the capacity to call “too light” when a blow hits with insufficient force. If a player persists in swinging with excessive force, please inform the nearest Marshal.

Combat Terms

[Attack] - any attempt made at landing a blow.

[Hit] - a damaging attack that does not graze, and physically connects with the target’s limbs or torso with sufficient force.

[Negate] - prevents damage or an effect by using a limited feature of the system.

[Immune] - call used when an entity can passively ignore a certain damage type or affliction.

[Block] - preventing an attack from landing a hit by using shields or weapons to interpose or parry. If an attack carries through a block and strikes the torso or limbs with sufficient force, it is not considered to have been properly blocked.

[Contact] - any offensive or defensive exchange that involves physical interaction with equipment. Includes all Hits and Blocks, and also includes ranged Hits.

[Channel] - Channel is a term that refers to roleplay requirements in order to use various abilities. Unless otherwise specified, you must move at a **[Slow]** pace (see lasting effects) while channeling, and channeling is interrupted if you are Hit. The **[Interrupt]** effect also ends channeling, and the **[Lock]** effect prevents channeling.

[Perform] - An action that must be done to gain a benefit. **[Performs]** are usually quicker than **[Channels]** and not subject to interruption.

[Affliction] - An effect that persists on the player until it is **[Cleansed]**. Being hit with the same **[Affliction]** multiple times can cause the **[Affliction]** to **[Overflow]**, removing the affliction but causing a greater, one-time detriment in the process.

[Disabled] - limbs that have been Hit and no longer function.

[Partial] - an effect that did not have the desired outcome, but still caused some effect or damage.

[Stacks] - a number counter used for specific skills. They only apply to particular Patterns. Stacks fall into separate categories that are gained in specific ways. All stacks of a particular category are lost when spending any stacks in that category. Stacks are tracked on your

character and can be amassed across several targets. **[Stacks]** are lost if you are **[Hit]**, even if you negate or are immune to the damage.

[Brutal] - a type of stack gained by landing melee Hits on foes.

[Finesse] - a type of stack gained by making Contact with foes in melee.

[Focus] - a type of stack gained by successfully Casting. Non-hostile spells can only be used to generate **[Focus]** if the spell had an effect (healing effects that are denied or target full AP characters do not generate **[Focus]**). Neither would a Cleanse that did not remove an **[Effect]**).

[Setup] - a type of Stack unique to the Exploit mechanic. Unlike normal Stacks, Setup is built up on your target and cannot be transferred to other targets.

Types of Damage

Stormflux utilizes a series of 'types' to classify damage. All damage types count as a single hit, but the type of damage affects how that damage can be defended against. Hits do not have a numerical value beyond this. If no damage type is called, the damage is assumed to be Shot or Strike depending on how it was delivered. Crush, Pierce, and Element must be called aloud when making the attack.

[Shot] - damage inflicted by small throwing weapons, and pistols or automatic firearms. Armored targets may be immune to this damage type.

[Strike] - damage inflicted by melee weapons and rifle-class firearms.

[Pierce] - damage that can be inflicted using patterns, typically by a stabbing weapon held with both hands. This type bypasses armor.

[Crush] - damage that can be inflicted using patterns, typically by two handed swinging weapons. This is able to break shields.

[Element] - damage inflicted by spells.

- There are four elemental damage types - **[Fire]**, **[Ice]**, **[Shock]**, and **[Acid]**.
- Creatures may react differently to certain elements, taking additional damage or effects or sometimes being immune or strengthened by a certain element.
- Armor does not protect against Elemental damage, but it can be blocked by shields and/or weapons.

Special Damage Types

[Ruin] - Ruin is a damage type that is paired with an Essence Lore in order to harm NPCs that represent environmental hazards. Ruin does not affect player characters. See the Exploration section for details.

[Exploit] - Exploit is a damage type that is paired with a Monster Lore in order to disable certain monstrous abilities or defenses. Exploit is treated as Pierce damage, with extra effects depending on the affected monster.

Hit Locations

Stormflux does not use Hit Points in the traditional RPG sense. Instead, anytime a character's limb is hit, that limb is disabled. A single hit to the chest incapacitates the character, as

described in the Incapacitation and Recovery section. If a disabled limb is struck, this will also incapacitate the character.

Legal Hits

The **[Torso]** includes the shoulders (including arm sockets), chest, stomach, sides, back, and buttocks.

- A Disabled torso means immediate incapacitation.

The **[Leg]** is defined as the area from the top of the foot (including ankle) to the torso (below the buttocks).

- Characters with a Disabled leg must kneel. You are able to crawl, but cannot put any leverage or force on the Disabled limb. If an ally assists you by placing an empty hand on your shoulder, you may stand and you both may move at a **[Slow]** pace (see Lasting Effects). When the hand is removed, you must return to a kneeling stance.
- Feet are unaffected by weapon hits if the foot is on the ground. If the foot is in the air when it is hit, it is considered a hit to the leg.

The **[Arm]** is defined as the point from where the hand joins the wrist up to the shoulder socket.

- Disabled arms cannot be used to perform any action.
- If a hand is struck while holding a weapon or shield, the blow is considered to have struck the weapon or shield.

Illegal Hits and Improper Defenses

- Taps, grazing, and glancing shots are not valid hits. Call “Graze” if an attack brushes through clothing without making solid contact.
- Hits to the head or groin are not valid.
- A prop laid across the body rather than actively opposing an attack is not considered to be adequate defense. An attack “blocked” in this manner will be considered to have hit.
- Worn objects such as sheathes, heavy cloaks, or other things that are neither weapons nor armor do not have the capacity to block hits. If an attack would be blocked by these objects, it is considered to have hit instead.

Grappling

- You may not catch nor pin weapons with your body, limbs, or hands. You may push props aside, but you will take a hit if you push on a striking surface. An effort to push a player constitutes grappling.
- Permission to grapple must be requested and affirmatively accepted before any grappling occurs. Do not grapple in unsafe environments or areas deemed by Staff as non-grappling areas.
- Light grappling is allowed after permission is granted. You are not allowed to cause bodily harm in any grappling maneuver. No maneuver should put a person in danger.
- If you are wearing medium or heavy armor, you are unable to initiate a grapple with another person.



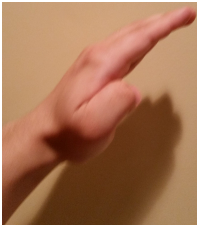
General Safety Rules

- Strike any downed or disabled player with half the power of a typical swing.
- Approved locations for ‘touch’ related effects are the arms, shoulder, upper back, and the leg below the knee. If a player asks you not to touch them, then do not touch them.
- You may pass a hand over or near a character in order to deliver any ‘touch’ related effects if that player has not permitted you to touch them.
- A downed or disabled player may move in order to ensure their safety when combat or action is nearby. This is referred to as a ‘corpse roll’.
- A player wearing a multicolored headband is a non-combat player and cannot be struck. If standing within arm’s reach of a non-combat player, you may call any damage without attacking to disable them.
- Be aware of your environment and positioning. Ducking low or positioning props that might guide an attack to an illegal body part is not advised.
- In case of dangerous terrains, you may use a modified roleplay when incapacitated or affected by movement effects. Announce “dead” or “effect taken”, then move yourself to a safe position and begin bleed out count.

Safety Gestures and Codes

For the purpose of promoting a safe game space and building trust between players and Staff, Stormflux utilizes the following gestures and code phrases to quickly communicate regarding OOC matters of safety and comfort. These practices place players before the game, but are designed to be unobtrusive and easy to use. All signs are intended for use outside of combat scenes. Present all signs at chest level to ensure visibility. In emergency circumstances, please use verbal communication.

Hand Signs

<p>“Ready to continue?” - this sign can be used to ask a player to verify their comfort with a scene or roleplay. Answer with a thumbs up or thumbs down sign presented at chest level.</p>	
<p>“I need a moment.” - this sign requests a pause, or moment of separation from the action. Use this sign if you need to collect your bearings. This should not be used in combat except in the case of a medical emergency.</p>	
<p>“I need to leave the scene.” - present this sign over your brow, crossing in front of your face. Use this sign if you need to remove yourself from a scene. If you are shown this sign, do not pursue or engage the individual who presented the sign. This sign should not be used to disengage from combat; a Marshal may penalize you with death for doing so.</p>	

Verbal Codes

- **Care!** - indicates to others that they are entering a dangerous area or OOC altercation. This call can also indicate that you are uncomfortable with the current roleplay, and need another player or NPC to disengage or desist.
- **Pause!** or **Time Out!** - indicates that the scene needs to stop. This can be used whenever someone is injured, dazed, accosted, etc. or if the Marshal must impart information. If you hear this call, echo the call to ensure everybody hears. Frivolous pausing is poor form.
- **Code Red!** - indicates a medical emergency. The game must pause immediately.

Backgrounds and scenes that portray sexual abuse or rape are disallowed, and any attempt to engage in content of this nature will result in an immediate ban from Stormflux and blacklisting from all events managed by Hereafter LLC.

Please contact any Staff member should you feel unsafe, harassed, or otherwise abused. We prioritize the safety of our players and will take all incidents seriously. We reserve the right to refuse service to anyone who is a danger to the safety of the participants or the culture of trust that we endeavor to develop.

Weapons

- To use any weapon in Stormflux, it must pass weapon inspections. See an Inspector, designated by Staff, to receive tags to verify that your weapon(s) can be used.
- You may not wield a weapon that is not your own without the consent of the owner.

Melee Props

- No swung weapon may have more than 1/3 of its overall length unpadded, nor have more than 30" unpadded.
- The striking surface of melee weapons must have at least two inches of padding.
- The pommel of a weapon must be at least two inches in diameter and safely padded.
- Hafts must be safely padded. If swung, the haft must be as safe as the striking surface.
- No weapons other than aluminum-shafted arrows may have metal cores.
- No weapon may have a spike or blade at the butt (pommel) end.
- At no section of the weapon, except the handle, should anyone be able to feel the core of the weapon.
- All melee weapons must have a minimum length of 18 inches.
- A weapon with a minimum length of 48 inches is considered a Great Weapon and may qualify for abilities that allow it to call **[Crush]** and/or **[Pierce]**. The exceptions are Dual Ended weapons, which are never considered to be Great Weapons.
- Maximum weapon length is 108 inches.
- If the weapon is latex, it may not be used for stabbing or thrusting unless specifically approved by Staff.

Daggers

- Daggers must have a maximum length of 30 inches.

- Some patterns may specify a dagger as a requirement.
- Can use (One-Handed) patterns.

Flails

- The ball of a flail must have a minimum circumference of 16 inches.
- The end of a flail's haft must follow the 2 inch padding rule.
- The maximum "chain" length on a flail is 6 inches.
- The chain of the flail must have foam segments along its entire length.

Spears

- Spears must have at least 1/3 of the haft padded, but no more than this is necessary.
- Spears cannot be swung unless padded to swinging weapon standards (glaive).

Dual Ended

- Dual Ended weapons are long weapons with both ends being hit legal (Example: Quarterstaff).
- Should one end fail to be stab or strike legal, both ends fail.
- Must be 4ft - 7ft in length or will not pass as a weapon.
- Can use (Dual-Wield) patterns while both hands are on the weapon.
- Does **NOT** count as a Great Weapon.

Bows, Crossbows, Thrown Weapons, and Guns

- Bows, crossbows, and thrown weapons must be used at half-draw or thrown with half force at ranges closer than 20 feet.
- Javelins are the only thrown weapons that are allowed to have a core and must be between 4 and 7 feet in length.
- The softer padded face of the javelin must have a 3.5" diameter.
- All bows must have a draw weight of 35 pounds or less at 28 inches draw.
- All crossbows must have a maximum draw weight of 35 lbs with a draw length of 12".
- Mega Nerf is the only brand of nerf dart allowed to be used. Modifications may disqualify a blaster's validity as a weapon. Modifications to the Mega Darts may also disqualify a blaster's validity as a weapon.
- All Mega Nerf weapons must be painted to appear in-character, except the tip of the barrel, which must remain orange. It is not necessary to paint any magazines.
- A Mega Nerf weapon will be considered a 'Rifle' if it is longer than 3 feet. A rifle will call **[Strike]** damage by default.
- Individual arrows, bolts, and darts may not be used as melee weapons.
- If an arrow or bolt's trajectory is changed by contact, even minutely, it is considered to have Hit.
- Once a projectile has hit an object, it is harmless. A projectile cannot affect multiple targets.
- If bows, crossbows, and guns are hit with any call, then they are **[Broken]**.
- If an arrow, bolt, or dart hits a player's hand, that arm is disabled (regardless of whether or not the hand held a weapon or shield).

- All arrows and bolts must be professionally produced and attuned to the shaft as per the manufacturer.
- Automatic weapons cannot be fired unless the user is kneeling. This is called being **[Braced]**, and there are methods in-game to become **[Braced]** without kneeling.

Gun Chart (Unmodded)	
<i>Automatic Guns</i>	Mastodon
<i>Semi-Automatic Guns</i>	Twinshock/Rotofury
<i>Pistols</i>	Magnus/BigShock/CycloneShock/ HotShock/DoubleBreach/Tri-Break/Thunderbow /Lightning Bow/Thunderhawk (Not Expanded)
<i>Rifles</i>	Centurion/Thunderhawk (When Expanded)

Spell Packets

- Spell packets must be brightly colored and distinguishable from forest features. Recommended colors include safety orange, hot pink, light blue, and purple.
- Packets should be packed with biodegradable airsoft pellets or other inedible biodegradable material.
- Packets should compress somewhat when squeezed, so do not pack them too tightly.

Other

- Bandages can be used as a tool to provide **[Heal 1]** when affixed. A bandage can be used once per encounter, and recovered at the end of the encounter.
- Bandage props should be at least 36" long and at least 2" wide to meet the RP requirements for an average wrist. If you wish to tie Bandages on legs or upper arms, it is advised you make your Bandages 48" to meet the RP requirement.
- Bandages may be composed of gauze, muslin, linen, or other white or off-white fabric.

Armor, Shields, and Aegis Points

Players can have their character wear real protective armor to gain the effects of **[Armor]**, which can be used to gain protection from some damage types. **[Aegis Points]** are gained through certain Patterns and allow you to take damage without becoming disabled. Armor does not protect against elemental damage.

Aegis Points and Aegis Cap

[Aegis Points] - allows a character to sustain incoming damage. One Aegis Point will allow you to survive one source of damage. Aegis Points are restored when a character is **[Healed]** or when they **[Recover]**.

[Aegis Cap] - The maximum number of Aegis Points you can benefit from at a time. Players start with an Aegis Cap of 1 and can gain more through Armor and Patterns.

The Function of Armor in the Game

[Light Armor] - increases your Aegis Cap to 2.

[Medium Armor] - increases your Aegis Cap to 3. Can get access to Shot and Strike Immunity through patterns.

[Heavy Armor] - increases your Aegis Cap to 4. Can get access to Shot, Strike, and Crush Immunity through patterns.

[Shields] - shields block all incoming damage, including elemental damage, but do not block any additional effects. If a shield takes two Crush hits, it will Break and need Repair. This Crush threshold is referred to as **[Durability]** and can be adjusted with Patterns.

[Broken] - the armor, shield, or weapon must be restored with the Repair effect or by using **[Recover]**. Completing this repair causes Daze for 15 seconds, similar to healing.

Armor Prop Rules

- All worn armor is evaluated as a full suit, including the weight of any accessories such as gauntlets, greaves, etc. The armor type that a piece of armor or set of pieces falls into is solely based on the evaluation as a full suit. Only the weight of protective costume pieces or armor props factor into your armor rating; materials, number of pieces, etc. do not.
- **[Light Armor]** typically constitutes light leather or heavy cloth. A full suit must weigh 10-19 pounds to qualify.
- **[Medium Armor]** typically consists of heavy leather, light metal, or plastic armor. A full suit must weigh 20-39 pounds.
- **[Heavy Armor]** must consist partially of rigid metal. A full suit must weigh 40+ pounds.
- For both Medium and Heavy armors, Strike and Crush immunity only apply to locations covered by rigid metal plate.
- Armor must not feature any spikes or horns.
- Armor must not have sharp edges or any portion that protrudes more than two inches. This is a general guideline. Inspectors reserve the right to refuse any armor props if deemed too dangerous.
- All armor must pass a safety inspection performed by an Inspector. Inspectors will be designated by Staff.
- Armor will only protect locations that are covered by armor props. For example, if you are wearing a breastplate and someone strikes you in the leg, the armor provides no immunities nor does it protect against a hit. If hit in the torso, then the armor interacts mechanically with the hit.

Shield Prop Rules

- Any dangerous protrusions on the rear must be taped and/or padded for the user's safety. None may be on the front or edges.
- A shield may be used or worn in any manner so long as it can be strapped to the arm or has a handle for a hand.
- While wielding a shield in any configuration, your off-hand is considered to be occupied for the purpose of any pattern qualifications.
- A player may wear or carry only one shield at a time in combat.
- The minimum diameter of a shield is 12 inches.
- The maximum diameter is 36 inches.
- The maximum height of a shield is the distance between the player's chin and their ankles.
- You may strike with your shield if it is sufficiently padded and is approved by an Inspector. This does not inflict damage.
- You may not strike a person with your shield if you've gotten a running start, nor may you strike from behind.

Incapacitation and Recovery

[Incapacitated] - when a character takes damage to the chest or is struck in a disabled limb, they fall to the ground, become Incapacitated, and immediately start their **[Bleed Count]**. Characters cannot attack or use Patterns when Incapacitated.

[Bleed Count] - once Incapacitated, characters begin counting to 30. When the count is complete, that character is dead. You may softly count aloud, which other players may interpret as a visualization of the progress of your bleedout. Your volume is not limited, and you are free to shout.

[Stabilize] - any character can pause another character's Bleed Count by roleplaying applying pressure to a wound and maintaining contact. Losing contact or performing any other action ends this effect, and bleed count should resume where it left off. You cannot move while stabilizing or move the stabilized target.

[Death] - characters that complete their Bleed Count are dead. Once dead, see a Marshal for further instructions. Generally, you are able to resurrect during the mod. Keep track of your deaths during a mod, as these are used when distributing **[Corruption]** cards.

Recovery Effects

Any recovery effects can be refused/ignored by the target.

[Heal X] - recovers wounds or missing limbs that a person may have. Restores X aegis. Causes Daze. If no number is included, all aegis is restored.

[Daze] - this effect occurs for 15 seconds after any healing or repair. While Dazed, the target can only move through hobbled stumbles or crawling, cannot fulfill any roleplay requirements

(including Channeling), and cannot attack. Daze cannot be removed by Cleanse. You can be affected by **[Death Blow]** while Dazed.

[Cleanse X] - removes a specified [Affliction].

[Recover] - all characters can perform a **[Channel]**: 30 seconds of kneeling to **[Cleanse All]** on themselves, recover all **[Aegis]**, repair any damage to their shield, and regain any lost **[Tenacity]**. As a Channel, this is interrupted if struck.

For an unprotected character, a hit to a limb will disable the limb. A Hit to the torso or a disabled limb will **[Incapacitate]** a character. A character may have **[Aegis Points]**, which will allow the character to sustain hits without falling or losing limbs.

An Incapacitated character will start their **[Bleed Count]** and will die in 30 seconds unless they receive healing. You may count quietly aloud - this communicates to others the visual aspect of your condition. While bleeding, a character is fully capable of calling for help or screaming. A character who has bled out will dissipate and must speak with a Marshal, who will instruct them to return to a designated respawn point. While a character is bleeding out, any other character can hold contact with them and remain still to **[Stabilize]** them, which will pause the bleed count (applying pressure to the wound). Breaking this contact will cause the Incapacitated character's **[Bleed Count]** to resume where it was. A character is expected to roleplay intense pain and an inability to muster strength. Various Patterns can apply healing, restoring any disabled limbs and replenishing all **[Aegis Points]**. You cannot use **[Recover]** while in bleed out.

[Death] can also cause characters to gain Corruption cards. Corruption cards cause detrimental mechanical and roleplay effects that vary from card to card. Corruption cards cannot be removed in the same manner as other Pattern cards, and each Corruption has a cost for removal. The cost may be Potentia, particular roleplays, or other activities. Corruption is applied at the end of the mod. Corruption cards are not given out for every death, but tend to be applied to those who have died the most. Certain Patterns can adjust how Corruption is gained.

Bandaging

Bandages must make 3 full revolutions around a limb and be tied off securely so that there is minimal trailing cloth. The medic must audibly call **[Heal 1 with Daze]**. Bandages tied on a player or NPC cannot be grabbed or held without getting Permission to Roughhouse. You may have any number of bandage props on your person, but each bandage may only be used once per encounter.

Resurrection

Marshals will allow on-mod **[Resurrection]** in areas that can be declared safe. This requires an in-world item known as a Resurrection Tether. Resurrection is not possible where the field is contested. At the Marshal's signal, you will have the option to rejoin the combat (keep note of how many times that you have died during each encounter) or wait for the next Resurrection opportunity. When Resurrected, you are fully healed and have all equipment repaired.

There are many factors that can change the location and frequency of Resurrections, so stay close to the Marshal while waiting to ensure that you hear everything you need to know. If players are defeated, overrun, or simply retreat, see the Marshal for end-of-mod adjudications.

Following this, any Marshal can return you to play at a safe location within the Outpost (use of this service is free, and any Marshal can perform it).

Siphoning and Losing Patterns

Incapacitated characters are vulnerable to the **[Siphon]** call. Any character can perform a Siphon by performing a 15 second roleplay over the downed target. At the end of the roleplay, call **[Siphon]**. Bleed count is paused during this roleplay. A player who has been removed from the field by Siphon should go to a Marshal for further instructions. When a Monster performs a Siphon, they will call Siphon X. At the end of the mod, the player must pay X in a combination of Potentia or patterns. Some monsters will use a Siphon Hunger call that will target a specific type of pattern or essence. If you are not carrying that type of pattern, this Siphon does not affect you.

If a human siphons a human, they will take one pattern at random.

Permanent Consequences

If at any time a character is only able to carry Corruption cards, some corruption cards will be removed and replaced by a single Severe Corruption. These effects can be greatly debilitating, possibly removing the ability to play the character for a period of time. Severe effects can include the inability to speak intelligibly, or the loss of a limb. Removing a Severe effect can be a labor requiring 1 year or more. Characters with multiple severe effects should communicate with Staff regarding the resolution of these effects, or the possible retirement of the character.

Effects and Effect Durations

There are various **[Effects]** that can be used in order to control the battlefield and disable opponents.

Apart from damage, characters and monsters may suffer **[Lasting Effects]** that require recovery time. Lasting Effects are removed by **[Cleanse]** or **[Recover]**.

If you would be affected by an effect that you are already suffering from, you will take an Overflow Effect. These are severely debilitating. When you take an Overflow, the Lasting Effect is removed. You can prevent an Overflow Effect using **[Overflow Resist Points]**, or ORPs, that may be granted by certain patterns.

Movement Effects

[Repel X] - the target must take X large steps back.

[Blowback] - the target must move back approximately 20 steps in a straight line and at a jogging pace. During this movement, your character is flying through the air. Hold weapons above your head and ignore any obstacles or blows.

[Interrupt] - the target's Channeling is interrupted and must restart.

[Trip] - one knee must touch the ground. Do not continue to fight or make calls until completing this roleplay.

[Knockdown] - the target's shoulders must touch the ground. This can be done as slowly as necessary in order to remain safe, but do not continue to fight, run, or make calls until completing this roleplay.

Lasting Effects

[Panic] - the target cannot approach the source of the effect.

[Panic Overflow: Terrify] - the target must escape the view (line of sight) of all hostiles. This effect then ends.

[Slow] - the target cannot run, and they must keep one foot on the ground at all times.

[Slow Overflow: Frozen] - the target cannot move at all. This continues until struck or until affected by Cleanse. The target may still use **[Recover]**.

[Weakness] - the target cannot make Crush or Pierce attacks (and must call their downgraded damage).

[Weakness Overflow: Knockdown] - See Movement Effects.

[Beckon] - the target must approach the source of the effect at a walking pace or faster. If one of the target's limbs is disabled, this effect is removed.

[Beckon Overflow: Pacify] - As Beckon, but the target also cannot attack the source of the effect. If one of the target's limbs is disabled, this effect is removed

[Muddle] - the target cannot gain or use Stacks.

[Muddle Overflow: Blind] - As Muddle, but the target also cannot attack any target who has not attacked them first. This effect is removed by Cleanse or Recover.

[Silence] - the target cannot speak except to make system calls.

[Silence Overflow: Lock] - In addition to the effects of Silence, the target cannot Channel except for the Channel to **[Recover]**.

Large monsters or certain areas may feature unlisted effects. These will be explained prior to use in the game.

Example:

[Maim] - doubles the duration of any new Daze effects. This effect cannot be cleansed, but is removed by healing. This effect is only used by Monsters, and may function differently on a mod-by-mod basis.

[Sever] - the struck limb is removed until fixed by the first aid skill **[Remove Sever]**, or when respawning from death. This effect is not removed by **[Recover]**.

[Deathblow] - causes immediate death but does not include any Siphon. Often requires a timed roleplay to execute.

Sometimes, effects may be attached to damage. This is most common to elements. The effect and the damage resolve independently, and it is possible for one, the other, or both to occur.

Examples: **[Fire Panic]**, **[Ice Slow]**, **[Shock Repel]**

Casting

Casting is a catchall term that describes the process of gathering Potentia to produce an effect. There are various styles for gathering Potentia, and each comes with their own advantages and disadvantages. The Potentia used to fuel Casting is a mix of ambient energies and personal stamina reserves. The effects produced in this way are low-scale and momentary compared to what is accomplished by Shaping or other Creation Patterns.

Basic Casting

Basic casting is accomplished using a five second [**Channeling**] roleplay. This channel must use at least one hand and have a vocal component. At the completion of the Channeling, you may throw the spell via packet or deliver beneficial spells via touch. You may pass a hand over or near a character in order to deliver a 'touch' if that player has not permitted you to touch them. Any spell can be purchased for use with Basic Casting. Basic Casting uses willpower itself to gather and control energy, and is less efficient than utilizing Casting Styles.

Complete Spell List

Casting Styles

Casting styles are not exhaustive. Additional styles may be found in-game as Wild Patterns or somewhat exclusive Codified Patterns. All Casting Styles (apart from Basic Casting) follow these design trends:

- Requires or strongly incentivizes the use of props.
- Takes approximately 5-10 seconds to complete the roleplay.
- Should be complex enough or challenging enough to allow for practiced improvement.

Upon the completion of a spellcasting roleplay requirement, the spell *must* be used immediately or the spell is lost and the roleplay requirement must be completed again. *Like all roleplay requirements, being Hit will interrupt the roleplay and force the caster to start over.*

Couplet Casting

Comprised of a pair of rhyming verses, this style of casting uses words to weave Potentia into powerful magic. Tapping into the ambient power of language itself allows a Potentia caster to draw upon any type of magic they are familiar with as long as they have a couplet related to that magic. Couplet Casters can prove either studious or casual in their approach to magic, and boast a craft that demands innovation.

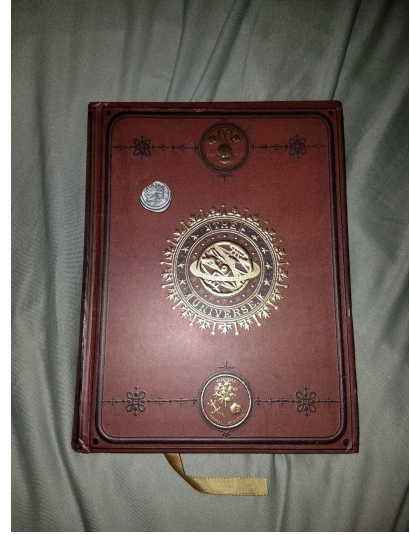
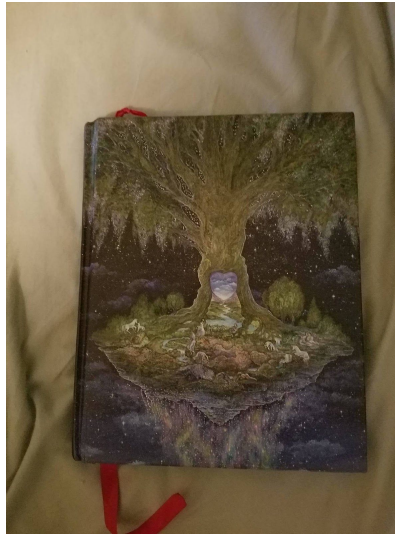
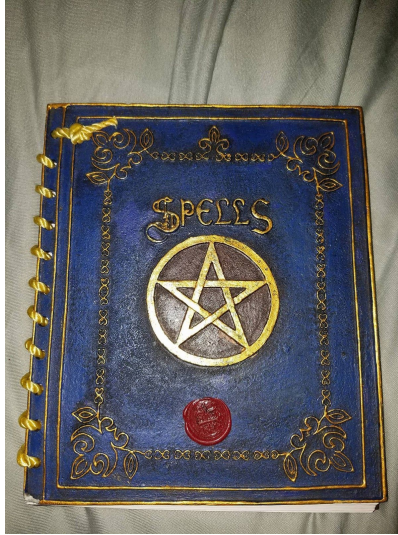
Using practiced wordplay assists the caster in focusing energy, allowing for faster control of Potentia. Unfortunately, words lose their power through repetition. As such, each couplet can only be used once per encounter. The minimum length for each line is 6 meters. There is no maximum.

Example:

For Ice : “*Beware these icy moans / my will to freeze your bones*”. Note 6 meters (syllables) in each verse.

Recommended Props

- A spellbook with several couplets organized by magic type (not required, but assists with memorization).



Alchemical Casting

Through the use of several chemically stable compounds stored on their person, Alchemical Casters can mix their potent magic in the heat of battle. The focus imbued into these compounds during pre-battle preparations allows more energy to be drawn forth with each casting, even when eschewing any need to Channel. An alchemist’s arsenal can appear daunting, perhaps only making sense to its wielder, but it can accomplish a wide variety of deadly effects.

Alchemical Casting grants **[Spell Pairing]**, but only with spells granted to you via Alchemical Casting. This allows you to combine a damaging call and an affliction into a single call. Alchemists must have a flask or similar prop color-coded for each magical effect they wish to use. The color code is as follows:

Chart of Alchemical Spells

Fire	Ice	Shock	Acid	Muddle
Panic	Slow	Weakness	Beckon	Silence

Finally, Alchemists must also have a binding agent on them that is black in color. To properly mix their chemicals together, they must select an element, an effect, and finally a binder. Each

must be shaken vigorously twice before adding the next component. Alternatively, you may mime 'pouring' one flask into another for each flask (including the binder) to complete the mix.

Example:

Monsanto pulls a red flask from his bandolier and shakes it twice before reaching for a purple flask. He repeats the shaking motion before storing both flasks and drawing a black one. He shakes this last flask before throwing the resulting concoction, which entails throwing a spell packet and calling "Fire Weakness".

Recommended Props

1 inch by 4 inch plastic or crystal flasks filled with colored sand are the recommended props. Other props may be approved by Staff, but must be inspected first.



Rune Casting

Drawing upon a similar source of power to Couplet Casters, Rune Casters use a more stable, written form of runes that can tolerate repetition. Rune Casters use shields to bear runes into battle. A Rune Caster blends the action of casting with a focus on using arcane tools and scripts.

Runes can be arranged in a myriad of patterns across one's shield, but the initial codified version of Rune Casting only conveys the Triangle Arrangement. Each of the three points of the triangle must depict one Rune matching a spell from your Rune Casting Pattern.

To cast a spell using Rune Casting, you must trace the entirety of the Rune Casting Arrangement beginning on and ending on the rune that you wish to cast. This tracing must follow the connecting lines formed by the shape for the cast to be successful. As you trace each rune you must also speak the associated word as listed [here](#). All runes must be a minimum of 6 inches on the longest dimension and be easily identifiable.

Rune Casting grants **[Favored Spell]**, but only with spells channeled via Rune Casting. This allows you to instantly cast your Favored Spell after casting any other spell, but causes your

shield to take a Crush. The rune corresponding to your Favored Spell must be displayed in the center of your Arrangement.

Example

A shield with runes emblazoned on it is a fine tool for Rune Casting. Each point of the Arrangement has one rune drawn on it. The Favored rune is in the center of the shield's design.

Note: A broken shield cannot be used for Runecasting.

Recommended Props

A 3ft diameter shield or larger. We recommend additional shield covers for better flexibility in painting runes. Use washable paint if you intend to exchange runes often or explore different Rune Casting Arrangements.

Chanter Casting

Chanter Casting draws power from ironclad and unchanging ideas held in the caster's mind. The caster shapes Potentia by focusing on a familiar chant or lyric. Relating back to something that is rote and fundamental allows the caster to blend casting with melee combat, even when under pressure.

The chant is comprised of three phrases, with eight syllables each. Phrases should be thematically similar, but do not need to rhyme. When casting, you may expend **[Brutal]** stacks (stacks gained upon making successful **[Hits]**) to reduce the number of phrases needed, spending up to two stacks to reduce the channel to a single phrase. Chanter Casting does not have any gesturing requirements or associated props, but allows less variety of spells per pattern.

Chanter Casting grants **[Spell Weapon]** with melee weapons, but only with spells granted to you via Chanter Casting. This allows you to deliver these spells through weapon contact.

Examples

By thought we bring our will to bear.

By words we make our will take shape.

By force we see our will made real.

Recommended Tips

Remember that a spell *must* be cast immediately after completing its Channel, and your chants should always have the same Channel duration. An exception to this is when a chant is sung. Holding notes allows Chanters to complete the Channel duration, but delay its delivery until an ideal opportunity arises.

Recommended Props

Since this casting style uses **[Spell Weapon]**, you would be wise to pair it with your preference of melee weapon.

-EXPLORATION-

Exploration is a prominent theme and a major focus of gameplay during the game, but it has few rules. Exploration, in many ways, is a 'soft system' that relates more actively to knowledge of the world than it does to woven Patterns. Many exploration skills rely on making 'Bids.' A Bid is a request to staff for information, or an attempt to utilize a skill. Depending on the situation, the staffer may request the expenditure of resources. It's possible for a bid to have negative consequences, or for it to do nothing. Results are not guaranteed, so various 'bid' skills should be used thoughtfully for best results.

Lore

Lores are a subset of Pattern that confer knowledge. It is not necessary to own a Lore to possess in-character knowledge, but having a Lore allows a character to connect to a 'repository' in order to retrieve knowledge directly from game Staff. Questions that are unique to a certain Staff member's plotline or encounter, are more complex, or rely on a higher tier of knowledge may take longer to address if an appropriate Staff member is unavailable.

General Lores are intended to encompass all spheres of knowledge related to the world, including cultural structures such as Law, Trade, and History.

Creature Lores relate specifically to monstrous entities in the game. These can be used to gain information about a monster or used with Exploit Skills to disable monsters.

Essence Lores convey knowledge about mystical reagents known as Essences. Essences have both common and esoteric applications, and can influence environments and monsters in peculiar ways. In addition to providing information, Essence Lore can be used to improve Shaping, or used with Ruin Patterns to purge the influence of an essence from the environment. Essences are used extensively in crafting (please read the Creation section for details).

Environmental Lores are used to improve Pathfinding. Additionally, they may also be used on their own to gain a better understanding of Stormflux's ever-shifting landscapes.

Lore Tiers

- **Public** - a cheap, readily available Pattern that provides basic information on a topic. Does not provide information that deviates from expected trends.
- **Scholarly** - a compilation of studied knowledge on the topic similar in its completeness to a professional textbook. This level of Lore informs the bidder about variations within its field or Patterns that may be possessed by creatures or found in locations governed by the Lore.
- **Ancient** - a complete knowledge of the topic, including esoteric, obscure, or perhaps lost knowledge. Ancient Lore Skills are not available for purchase and must be found during the course of the game.

General Lores List

(This list is intended to be exhaustive. Staff approval is required for any additional options.)

- **Lost Age** - conveys an understanding of what was possible during the Lost Age of Potentia.
- **Occult** - conveys an understanding of ritualized practices and occultic patterns that often relate to strange phenomena.
- **Law** - conveys an understanding of codes and dealings in each of the outposts, and typical frontier methods of law enforcement.
- **Trade** - conveys an understanding of demanded goods, trade routes, and established markets/deals.
- **Crime** - conveys an understanding of the methods and practices used by those who prefer to avoid scrutiny for various reasons.
- **Tactics** - conveys an understanding of military formations, sieges, and raids.
- **Sympathy** - conveys an understanding of Bonds and the Sympathetic connections between people, places, and things.
- **Prosthetics** - conveys an understanding of using Potentia to integrate inorganic components into an organic form.
- **Warding** - conveys an understanding of Potentia's use in forbiddance and trapping.

Creature Lores List

(This is a non-exhaustive list; other creature lores may be implemented as necessary.)

- **Avian** - feathered, often flying creatures
- **Beasts** - mammals with fur or thick hides
- **Drakes** - includes all large lizards as well as draconic creatures
- **Golems** - constructs animated by Potentia
- **Ogres** - greedy, dim-witted and temperamental humanoids
- **Insects** - often encountered in hives, includes most exoskeletal creatures
- **Marine** - creatures living in rivers, lakes, and the sea

Essence Lores List

(This is an exhaustive list. No other essence lores will be available.)

- **Aqueous** - essences of or relating to: water, purity, enveloping
- **Arenaceous** - essences of or relating to: sand, decay, dissolution
- **Echo** - essences of or relating to: memory, emotion, repetition
- **Glacial** - essences of or relating to: ice, reflection, lethargy
- **Igneous** - essences of or relating to: fire, explosion, consumption
- **Mutagenic** - essences of or relating to: animal, change, combination
- **Petrified** - essences of or relating to: stone, solidification, sturdiness
- **Scrap** - essences of or relating to: metal, technology, complexity
- **Tempestuous** - essences of or relating to: air, travel, speed
- **Umbral** - essences of or relating to: shadow, death, finality
- **Verdant** - essences of or relating to: plant, life, growth
- **Voltaic** - essences of or relating to: electricity, magnetism, volatility

Environmental Lores List

(This is an exhaustive list. No other environmental lores will be available.)

- **Forest** - locations thick with growth and life.
- **Mountain** - places featuring tall spires, crags, valleys, or other elevation features that make navigation difficult.
- **Cavern** - dark places that can host glittering treasures or slumbering horrors.
- **Plains** - broad open areas where one can see for miles.
- **Ruin** - buildings and technology that are often abandoned. New tenants may not want you there.
- **Sea** - all locations featuring water, including rivers, ponds, and the open water. It's easy to become Lost if exploring this carelessly.
- **Sky** - The Storm is never far from sight, and a rumbling can be heard in the distance. The winds bring change. To know them may not help you.

Pathfinding

Pathfinding is the means by which characters navigate the twisting world of Stormflux. Rather than mapping geography, Pathfinding is accomplished by developing relationships between a traveling party and the expected destination. Pathfinding is used by communicating with a Marshal and making bids. Through this communication, the path to take to your destination is arranged, and that location is reached by traversing the game site (there is no teleportation or 'quick travel'). Reaching hidden or distant locations can involve traversing through landscapes that come with their own obstacles.

Pathfinding tools can include objects related to mapping and navigation, as well as objects related to familiarity with your objective or destination. Some locations or persons cannot be reached without carrying some sort of token or souvenir, so a skilled pathfinder is, in a sense, a curator of memories.

Complications in Pathfinding can result in 'near misses'. It's possible to find the associates of a targeted entity, or an adjacent location instead of your intended goal. Pathfinding to more difficult locations can increase the length of the journey.

Exploit

Exploits are combat Patterns that utilize Lores in order to affect particular monsters. In order to use an Exploit, you must have a Pattern that details the roleplay for the exploit and a Lore Pattern Woven into your Tapestry. The call used is "Exploit <Lore>", i.e. "Exploit Beast". If you do not have a matching Lore, or if the Lore you use is not appropriate to the monster, Exploit will inflict Pierce.

The effect that Exploit has on a monster is specific to the monster. Generally, Exploit will disable a monster's mechanic, such as removing immunities and defenses or preventing regeneration. Monsters below a certain amount of Aegis may be instantly slain by Exploit.

Ruin

Ruining is an ability that allows a character to demolish obstacles found in various environments. In an encounter, NPCs may represent dangerous features of the terrain, such as rolling stones, animate underbrush, and shaking earth. These NPCs are referred to as **[Hazards]**, and are designated by reflective and night-safety-yellow equipment. These entities can be avoided or blocked, but aren't harmed by usual combat means. Instead, they are affected by Ruin. Similarly to Exploit, there are various Patterns that allow for a Ruin call via packet or weapon. A Ruin Pattern can be used on its own for a partial effect by simply calling "Ruin". Ruining is much more effective when paired with an Essence Lore, and the call used in this case is "Ruin <Lore>", i.e. "Ruin Igneous". The Ruiner must have the <Essence Lore> that they use with the call in their Tapestry.

Ruin can sometimes be used in an extended roleplay to interact with a stationary obstacle or used as a bid. The Marshal or Storyteller who is constructing the scenario will provide the rules for any such interactions, or address bids as necessary.

-INTERACTION-

Much of the social gameplay of Stormflux is encompassed in the interactions between characters. Playing into that vein, Social Patterns tend to be cheaper to acquire. The true 'cost' of these abilities is the challenge of coordinating with other characters in order to make use of them effectively.

Bonds

[Bonds] allow a character to bolster connections and relationships with others via Potentia. Bonds can be used in a number of ways, like being able to contact the bonded individual in a manner similar to a radio transmission. Some factors can delay or interrupt this communication, especially just after a storm (during the event). Bonds convey a vague emotional empathy between members, as well as an imprecise sense of location or distance to those with whom you share a Bond. You can always ask a Staff member where your Bondmates are, and if they know, they may tell you the way. As with all Patterns, Weaving and Unweaving a Bond requires a Weaver. Adding and removing members of a Bond also requires a Weaver.

Creating and Maintaining a Bond

A Bond is initially created through purchase by a Commander, who pays an upfront cost equal to 5 times the number of members their Bond is intended to support. Commanders must keep a list of all Followers in their Bond. The Commander can add and remove members via a Weaver. Each member of the Bond requires a Follower card, which costs one Potentia each.

Benefits of Bonds

- Bonded individuals can share any Shaping Skills and Lores when making bids. For example, a Blacksmith and an Artificer can cooperate to create an empowered shovel.
- Individuals have an understanding of their Bondmates' general emotional state. The accuracy of this empathy increases the closer they are to a Bondmate.
- Individuals have an understanding of their Bondmates' general location and direction. The accuracy of the location increases the closer they are to a Bondmate.
- Members of a Bond can use Teamwork Patterns with one another.
- When a Bond member dies, other nearby members of the Bond may offer to take Corruption on their behalf, transferring the bulk of death penalty.

Social Skills

Augments

Some Patterns can grant benefits to others known as **[Augments]**. An augment requires a prop as a medium. The prop should be no smaller than a quarter, must be unique to the augmentor, and must be prominently displayed. The augmentor must also display a symbol related to the prop or its design. Example props include pins, badges, medallions, or emblems. An augmentor

can only use a certain number of props specified by the Pattern. Each prop allows one augment. The augmentor cannot augment themselves. If two augments would provide similar benefits, only use the best possible benefit. If there are any drawbacks, all drawbacks apply.

All augments can be viewed on the second tab of the [Spell List](#) document.

Though there are two distinct types of augments, an augmentor may freely select from either type. In other words, an augmentor could select **{Seraph: Freedom}** and **{Martyr: Life Link}**, or even **{Seraph: Freedom}** and **{Martyr: Freedom}** as their starting augments.

Teamwork Patterns

Teamwork Patterns all require the use of Bonds. Unless stated otherwise, only the one using the Teamwork Pattern needs to have the Teamwork Pattern in their Tapestry. Some Teamwork Patterns are Commander or Follower specific.

Favors

During play, you will sometimes receive favors as a reward. These promissory notes can be returned to staff in exchange for services. Favors are often related to a faction, but sometimes specific to a person. The favor of an influential character is more valuable than the favor of a generic trader or mercenary, so be thoughtful with regards to where you curry favor and how you stockpile it. Favors are not supernaturally enforced, so trade them at your own risk. If you trade a favor card from one NPC to their rival, they are not likely to honor that favor and may be angry with you.

-CREATION-

Creation systems allow players to modify the world around them on both a temporary and long term basis, in small or broad scales. Creation is reliant on two types of resources in addition to Potentia, those being **Essences** and **Project Resources**.

Essences are various items charged with themed Potentia. They can be found in a variety of locations or sometimes taken from monsters, and are frequently traded as an alternative currency. Essences can be used with Shaping Patterns to create on-the-fly effects related to the purview of the essence expended. Essences are ranked from 1 to 5 in order of power, with value increasing exponentially with each rank. Properly utilizing Essences is best done by pairing Shaping abilities with Essence Lores, discussed in the Exploration section earlier in the game book. Essences have an inherent nature that is often double-edged, and having the right lores can remove drawbacks from the effects they can create.

Project Resources are used almost exclusively for the long-term creation of lasting objects such as weapons, armor, and buildings. The most basic Project Resource is Labor, a measure of your and others' efforts towards harvesting or working with other resources. Labor is earned primarily through NPC shifts, but can also be given as a reward, or provided by NPCs in exchange for food and shelter. Only one Labor can be earned through NPCing per-person per-event, so cooperation is a must for accomplishing projects quickly.

Resources List

- **Labor** - used to harvest and work
- **Food** - used to feed populations, and in some Cooking
- **Lumber** - used to create most buildings
- **Stone** - used to create advanced or fortified buildings
- **Metal** - used in automation and weapon manufacturing

Patterns that allow for crafting are referred to as “Shaping” patterns. They are divided into several categories of interaction, and have ranks similar to Lore patterns that describe the degree of fine control. Each Shaping pattern allows several ways of interacting with items, including immediate applications, long-term projects, and analytical abilities.

Shaping Patterns

- **Chemistry** - involves practices of brewing and creation of poisons or volatile chemicals. Chemistry effects are all destructive; any beneficial effects of brewing are under the purview of Cooking or Medicine.
- **Tinkering** - involves machinery, certain bows, and guns. Traps, timers, and delayed effects are also under the purview of Tinkering.
- **Construction** - involves homes, bridges, and roads. Construction allows for the securing of buildings and reinforcing of artificial objectives.

- **Smithing** - involves metalwork, weapons, and armor. Smithing has the most broad access to Item Pattern creation, and can provide several temporary benefits.
- **Medicine** - involves biology and curative work, including surgery and therapeutic medicine.
- **Occultation** - involves defining spatial barriers and relationships in ways that mislead Pathfinders. Occultation is very preparation-oriented and abstract.
- **Etching** - involves creating and using runes to produce magical effects. To gain the full effects of Etching requires the player to learn runic code through their own investigation. In exchange, this practice is highly flexible.
- **Cooking** - involves creating delicious meals using raw ingredients. All beneficial consumables are produced using Cooking.
- **Other** - Wild shaping patterns exist and allow control over other categories and aspects such as Fate, Mutation, and Voodoo.

Shaping Power and Shaping Attempts

Shaping attempts function by comparing Shaping Power to a target developed by the Storyteller or Game Master presenting the obstacle in question. Shaping Power is provided by Lore that support the attempt, and the amount of Shaping Power that can be contributed is limited by the Shaping Pattern in use. In order for a Lore to contribute, the situation or the materials in use need to relate to the Lore pattern. To complete the shaping attempt will require the expenditure of Potentia and essences until the target is met, so Shaping Power is effectively a discount on any shaping attempts. A Storyteller or Game Master will often not communicate the exact target, or may present different results if you fall short of or overshoot the intended target.

An attempt is arranged around a primary consideration of the “degree of change,” which is evaluated by the Storyteller with reference to the current situation. Shaping attempts are not evaluated on an objective basis; they are evaluated subjectively and with consideration towards the needs of the moment. A Storyteller is not obligated to disclose all consequences of a shaping attempt, as many actions can have lasting or unforeseen results.

Shaping Attempts are separated into five ranks, each with their own base cost. Performing Shaping of a rank greater than your current patterns is inadvisable, as your attempt may be rejected or lead to unfavorable results.

Public Shaping

Rank 1 - “Tweak”

A Rank 1 Shaping bid, or “Tweak”, creates an exception or mitigating factor in the stated mechanics or the scenario at large. At this rank, the shaper may create objects with niche or conditional uses, or alter the severity of some drawbacks.

Examples include:

- In a scenario that features thick undergrowth, a Storyteller institutes a mechanic wherein a player will take Knockdown if an arm or knee touches the floor. After making a bid, this mechanic is mitigated so that Trip is called instead.

- In a scenario where players are defending a room from encroaching monsters, a shaper makes a Tweak to assist in the defense. A door can be held shut against the monsters, but only so long as a healthy person remains at the door to hold it. This will work until the door is Ruined.

Rank 2 - “Shift”

A Rank 2 Shaping bid, or “Shift”, can remove an undesired element or influence enemy behaviors. At this rank, the shaper can create useful or wieldable objects or negate certain drawbacks.

Examples:

- In the undergrowth scenario, the shaper is able to declare a “safe zone” where the mechanic does not occur, or alternatively make select individuals immune to the Knockdown mechanic.
- In the room defense scenario, the door is reinforced such that it is protected without being manned.

Scholarly Shaping

Rank 3 - “Advantage”

A Rank 3 Shaping bid, or “Advantage”, can introduce entirely new features, mechanics, objects, or essences. It is possible to introduce an allied element or feature using a bid of this rank.

Examples:

- In the undergrowth scenario, the plants become helpful. In the designated “safe zone,” you can touch the ground to receive an instant Cleanse. Alternatively, the safe zone becomes an allied hazard that can move with you. As another alternative, the original mechanic is expanded such that enemies who were immune to the undergrowth must now contend with the mechanic.
- In the room defense scenario, the door is configured for one-way attack while remaining as a fortified position. The door remains open so that players can shoot, but monsters must treat the door as an obstacle. Alternatively, the door becomes self-repairing, and will be restored at any time the Marshal allows a resurrection.

Rank 4 - “Flux”

A Rank 4 Shaping bid, or “Flux”, can cause things to work in an esoteric or nonsensical fashion. A shaper can use a bid of this rank to accomplish a wide array of outcomes.

- In the undergrowth scenario, the safe zone acts as a resurrection tether and also removes an amount of corruption from the area.
- In the room defense scenario, the door becomes a hazard that fights on behalf of the shaper.

Ancient Shaping

Rank 5 - “Create”

A Rank 5 Shaping bid, or “Create”, can reshape the situation entirely, overturning the original intent of the scenario.

- In the undergrowth scenario, the safe zone continually spawns allied hazards that cleanse and heal allied characters.

- In the room defense scenario, the door becomes entirely invulnerable, or alternatively becomes a golem that fights on behalf of the shaper.

Factors that Affect Shaping Bids

There are several factors that can influence the final cost of a bid. Notably, a bid is influenced by your skill level, the scope of Targets, the Range to your target, the Duration of the effect, and your Familiarity with the area.

Target, Range, and Duration can be affected by expenditure of additional resources or potentia, but can also be altered by performing an extended roleplay as part of the shaping attempt, or adding additional requirements.

Default Factors

By default, a bid affects a single individual or small area, requires that you touch the target(s), and lasts for the remainder of the scenario or module.

Range

Sight - affect a target you can see clearly but cannot touch. Requires a meaningful object related to the target.

Adjacent Node - affect a target that you could Pathfind to quickly. Requires an intermediary for the connection.

Extreme Range - affect a target that is far from sight and mind. Requires a powerful Tempestuous influence.

Targets

Group/Site - affect fewer than ten or the location of a scenario. Requires a synchronized practice.

Mass/Sites - affect fewer than fifty or several adjacent sites. Requires a Bond and multiple skilled practitioners.

Faction/Outpost - affect a conceptual subgroup or entire location. Requires dedicated tools or a convocation of stars.

Duration

Until the Storm - continue until the next event. Requires that something tangible is left behind.

Longer - to create a longer lasting effect, you must use a Project.

Weird Factors

You can attempt to use essences, patterns, or items to modify a bid in a way not enumerated here. For example, a talented shaper could incorporate Igneous Essence to create a “hungering” effect that can prolong its duration by consuming Potentia even in the shaper’s absence. Weird Factors can cause unpredictable or possibly detrimental effects, so take care.

Using Tools

Using a propped tool or dedicated extensive roleplay will give a Boost. Many tools will have effects that are less straightforward. Tools are generally the product of Designs, Projects, Patterns, or situations described by the Storyteller or Game Master. Listed here are example mechanics that you may be able to gain access to through play, but not mechanics that are considered inherent to the bid system:

- **Fuel** - using some kind of fuel, turbine, or engine can be a means to extend the duration of a bid. Many Projects require a sustaining fuel source. The nature of the fuel used can influence outcomes.
- **Cooperative Shaping** - performing shaping as a group may better enable you to affect an area or several targets.
- **Voodoo** - it's possible to use certain essences to develop an item that improves range of bids, but only if the target's hair or flesh is on hand.

Obstacles

An obstacle is like a tool in that it affects the structure of the bid, but an obstacle is a negative influence on the outcome. Obstacles can limit the effect of a bid, diminish factors, or even cause corruption.

Example obstacles include:

- **Corrupted Bond** - when trying to affect Bondmates, affect some enemies as well, or “miss” some targets.
- **Occluded Locale** - distance is considered further, requiring more Boosts to affect the target.

Familiarity and “Home Turf”

Shaping is easier in familiar locations, and more difficult in unfamiliar locations. This consideration works on a spectrum. Your position on the spectrum can be altered by Environment Lores. Familiarity is very influenced by prop work - if you have decorated a space, you can consider that place to be familiar.

- **Home** - a place you have created or lived all your life. You may only have one home at any given time. Defensive or beneficial shaping gains +10 maximum shaping power, and extend the duration of any bids to “Until the Storm”.
- **Familiar** - the area surrounding your home, or a place where you keep belongings. When increasing target size, your actions will be judged with greater lenience.
- **Neutral** - the default assumption.
- **Unfamiliar** - an unfrequented location a-ways into the wilds. Diminish all factors by a step, causing bids to fail if this would cause a factor to diminish to less than the minimum.
- **Hostile** - dangerous territory, such as the lair of a powerful entity. In addition to the Unfamiliar effect, shaping causes corruption.
- **Alien** - unreasonable locales that are utterly inhospitable to you. Shaping causes major corruption, and factors cannot improve.

Certain items can affect familiarity, usually on a temporary basis.

Designs

It is possible to construct a shaping procedure that works in a reliable and stable manner, and this is called a Design. Designs are vetted by Staff, and will often have more mechanical interactions. One unique feature of a design is that it may create a consumable item that can be used without shaping. This can allow a non-shaper to purchase certain shaping effects, or allow a shaper to sell the use of their abilities.

Designs In-Game

A design is essentially a recipe for a shaping attempt. The design is described on a card that the shaper must keep in order to use the design. Like a pattern, this recipe is a part of a character. It cannot be stolen except through siphoning or other strange methods. Unlike a pattern, a design does not need to be woven into a tapestry. When a design is used to create a consumable item, the shaper will receive a tag representative of that item. The item should be represented by a prop. When the item is used, the tag should be given to a Marshal during or after the current mod.

Creating Designs

Designs can be created by finding and studying phenomena in the world. Creating a Design will require time and resources dependent on how complex the Design that you are seeking to create is. Some Ancient objects may be inscrutable except to those with Ancient Lore.

Re-engineering a Design

You can sometimes alter a design to function using a different Shaping method. Talk about your approach with a Staff member. It may take trial and error, or an amount of Labor, to complete the re-engineering. The resulting Design may also have different costs or props. You can use re-engineering to incorporate the benefits of another shaping pattern into your own shaping ability.

[List of Designs](#)

Projects

To achieve permanent results when shaping, one must use a Project. Projects involve resources and efforts on a greater scale, and completing a project will generally be a long-term goal or a group effort. Projects cannot be efficiently completed using Potentia alone; they require Materials and Labor.

Completed projects yield their own cards. Structure cards are placed into tapestries that represent locations in the world, and item cards overlay other patterns in a tapestry to allow further customization.

Creating a Project

To create a **[Project]**, it must first be scoped and approved through interaction with Staff. This can be done online between games to improve the flow of play. If you want to work with a Staff member to arrange a Project during game time, you will need to perform an NPC shift.

Advanced Materials may exist that are required to complete certain **[Projects]**. One example is a **wellstone**, an object that regularly produces or condenses ambient Potentia and is a necessary component of a Landmark. Wellstones range in quality, with greater wellstones being substantially more rare.

Labor is a resource required to complete projects that represents the manual efforts of players and NPCs. An individual can only perform a maximum of one labor per Stormbreak (as in you will only receive one labor unit per event), but NPC laborers may assist you after an exchange of favors or as reward for a contract. For most projects, labor can be contributed by anybody regardless of their patterns so long as one skilled laborer is making a contribution. Some projects marked as **[Delicate]** can only be worked on by skilled laborers.

Equipment

Equipment cards overlay cards in your tapestry to provide related benefits. These patterns must be represented by a prop, and this prop must be removable in the case of the item's loss. For armor and weapons, attach an accessory or removable component so that this can instead be turned over to staff if the item is lost.

Structures

Structure cards are added to a tapestry that represents a "District." Regardless of the amount of space a district represents, it will have only eight slots to represent buildings and features. Structure cards represent not only structures, but can also represent natural features such as trees, mountains, bodies of water, and other points of interest. When a District is first accessed, it will often be cluttered with Wild or Corrupt structures that need to be removed before useful Structures can be built.

Multiple Districts can be networked together to form an Outpost. An Outpost is centered around a building called a Landmark, which acts similarly to a Commander over several Roads that act like Followers. Many effects provided by structures are shared across an Outpost. The environment surrounding an Outpost dictates some of the challenges and opportunities that will appear, and larger Outposts will encounter greater challenges and upkeep costs.

Tasks

A Task is a project that requires labor, but does not create a lasting thing in the world. The most common task is moving a Structure from one District to another, which costs 10% of the Structure's potentia cost and 1 labor per 50 potentia cost. Other tasks may include scouting, gathering information, or meditating in an effort to remove a corruption. A task may require additional materials or patterns based on the effort involved.

Project Complications

While working on a Project, Staff may inform you of a complication that jeopardizes your progress. Complications are not universally violent, but can refer to a wide range of possible delays. A well-handled complication can bear rewards or opportunities.

Ways in which [Projects] are impacted:

- **Nuisance** - your Project is being harassed by varmints, noisy neighbors, an angry customer, or is in need of maintenance due to recent storms or swells of Potentia. A nuisance can be addressed by paying a cost in Potentia or performing an NPC shift. NPCs may be able to cope with nuisances in exchange for payment or favors.
- **Lost** - some materials or laborers related to your Project have gone missing due to a Pathfinding mishap. They may return unharmed, but the situation can become complex if other dangers are nearby. You may be asked to venture out to find lost materials or persons.
- **Complicated** - an issue has arisen that threatens to delay the Project, such as the discovery of strange artifacts in a quarry or a land dispute with a rival company. The Project cannot continue until the complication is addressed, which may involve changing the scope or nature of the Project.
- **Besieged** - a creature, creature(s), or perhaps a band of highwaymen have waylaid your ongoing efforts, and your Project will need to be defended in combat.

Depending on the nature of an attack, the Project may lose Labor progress towards completion, lose workers who are contributing Labor, or lose materials. Resolving the situation surrounding an attack may also lead to benefits, such as additional workers or materials.

Some project components will influence the occurrence of attacks, or the impact of attacks. A project that is Infested will frequently encounter Nuisances until the problem is resolved. A project that is Occulted will seldom be besieged, but nearby travelers may become Lost. A project with Running Water is less likely to encounter attacks related to summer heat.

-CONTACT US-

Staff can be reached by posting in our [Stormflux LARP Facebook group](#), or via email at staff@stormflux.net. Please include your in character and out of character name and the topic of your email in the subject line. You can register for events, access documents, and get updates at www.stormflux.net.

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