

Core Rules

1st Edition

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Special Thanks to Jeff Sheppard and the entire extended Sins of a Nation organization.

What is Sins of a Nation?

In 2016, the Sins of a Nation team launched its flagship game, *The Sixth Kingdom*. This game was the first to showcase the *Agency* system, an innovative LARP framework known for its inclusive combat mechanics and rich subsystems. This framework has been adapted in part by multiple other games in the years since, with some developers even winning awards for their work. As the community has expanded, Sins of a Nation is now taking on the sizeable task of running two semi-consurrent games of varying genre and specification, in order to allow everyone involved to play the system they have come to love. *The Emergent* is the first of the two, kicking off in Spring 2025.

Be Who You Can't Be

One of our key mantras is that LARPing is about being what you are not, or cannot be. It's all well and good if you want to play a character that is very similar to yourself, and it can certainly be effective to use skills that you as a player possess as a foundation for your character, but this is undeniably the safe route. Just like in a video game or pen-and-paper game, you may periodically want to branch out and try archetypes that you are less comfortable with, but in a LARP this can be especially challenging because you have to sell that role in every aspect. You don't just get to say "I do this" and roll a die to find out if you succeeded; you need to be able to fully act out that action with enough physical and real-time skill to pull it off. To put it another way, LARPing is, unfortunately, inherently ableist.

Over the course of our respective LARP experiences, we've found that certain roles seem to be considerably more rooted in out-of-game skills than others. This often leads to an imbalance, where a player with a particular set of out-of-game skills can then take a completely different set of in-game skills and have the best of both worlds, while someone lacking that skillset is set at an inherent disadvantage. It's not that we don't value that out-of-game skill; we know it takes commitment to learn to be an excellent boffer fighter, for example, and we're comfortable with a clash between two combat-focused characters leaning in favor of the one who can carry themselves both in- and out-of-game. It's when the player with out-of-game skill decides to become a mage, but still use that out-of-game skill to carry them in combat, that this entire metaphor that is LARPing starts to fall apart and an "elite" tier begins to emerge.

It's important to note that this doesn't just apply to boffer combat; other skillsets, such as roguery, diplomacy, or performance, can also serve as an intimidating hurdle if the player lacks those skills out-of-game.

Sins of a Nation's system is designed to mitigate this problem in as many ways as possible, and ensure that a character's in-game skills trump their out-of-game ones. We want to ensure that between a good out-of-game fighter with no in-game skills, and a sub-par out-of-game fighter build for combat in-game, the latter will have the advantage. We want to make sure that anyone can jump into a role and play it sufficiently, even if it's not normally within their comfort zone. The first way that we have done this is simply by allowing enough resources that you can count on being able to use your in-game abilities whenever you need them, especially by way of rolling 15-minute resets. You should never need to rely only on your out-of-game sword arm for extended periods of time. We have also introduced a number of skills that are meant to pad out these often challenging roles, such as combat skills that allow you to "try again" if you miss with an ability. For face roles, we've implemented the Influence system to ensure that those with in-game social skills have something over those with just pure charisma on their side. And we've also tightened up on some in-game skillsets that can often be abused for their simplicity by adding additional depth.

But this problem is not purely a mechanical one; it's also a cultural attitude problem that can be tough to diffuse. We've been so saturated with systems that don't address this issue, that for many of us this has just become the way it's supposed to be. We want to break that expectation, and make sure that certain players are not looked down on for being less experienced or skilled. One thing that we strongly encourage is to refuse challenges that are rooted in this way of thinking; those that negate your character sheet in some way in favor of pure out-of-game skill. For example, you have every right to refuse a "no skills" or "first to five" duel in-game, and demand instead a form of contest that allows full use of your character sheet. It can be humiliating to lose to a non-combat-focused character who just happens to be piloted by a top-tier boffer fighter when you have invested your entire character into this role, and we absolutely do not want people to feel pressured into accepting this type of challenge to their detriment. Similarly, we encourage players to offer and accept Influence tokens in social scenarios where, for example, one player isn't completely sold on an idea or plan (and we've tried to ensure that Influence tokens are valuable enough for this to feel rewarding). We want people to branch out, and try things that they think are neat but have reservations about pulling off, but sometimes it can feel like

there's no point as long as there are significantly better boffer fighters on the field, or more natural leaders to contend with. We're here to say that that shouldn't matter.

It Takes a Village to Run a LARP

LARPing is a form of collaborative storytelling. While your game staff will do most of the heavy lifting in terms of crafting the experience, everyone involved has a role to play, not just in game, but in fostering a healthy and positive experience for those around them. To this end, we ask all participants to buy into these general game conduct philosophies:

- Players should conduct themselves in a way that builds up the rest of the player base as well as themselves; they should avoid building singularly selfish characters and forming insular groups, and be mindful of hoarding content, information, or resources from other players or groups.
- Players should avoid deriving their fun from denying or sabotaging the fun of those around them; while player characters do inevitably come into conflict, player vs. player conflict should never be initiated without reason and consideration (see: PvP Policy). This includes but is not limited to killing, stealing from, or directly undermining other players.
- Remember that staff is rooting for you; we want to craft the most informed and engaging experience for you that we can, but we need your open communication about your character's thoughts and plans so that we can react in a satisfying way.
- Players should always honor the spirit of the rules above the letter; if you find an interpretation of a rule or mechanic that you suspect is counter to the spirit of that rule, discuss the issue and why you believe it might be problematic with staff so we can make a fair and informed clarification. Similarly, consider the logistical implications of actions like preventing NPCs from leaving to respawn, and opt to support the operation of the game whenever possible.

Maintaining a safe and healthy community is one of our top priorities. We will not hesitate to disinvite individuals who blatantly disregard the above philosophies, as well as any who violate our Behavior and Harassment or PvP policies. We may also elect to preemptively disinvite individuals who have a proven track record of behavior that is inconsistent with any of the above values or policies at other games.

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Basics of Play

In this section we will be going over the fundamental rules of our game. These range from how combat is conducted, the types of rules that govern how to interact with our world, and the safety and courtesy guidelines that we expect everyone to follow. The goal of the “Core Rules” document is to establish how you will interact with our game on a general level, and to provide a framework that all play is derived from.

General Rules

Eligibility

You must be 18 years old or over to attend a Sins of a Nation event. Everyone who plays does so by invitation. The invitation is an open one - anyone is welcome, but it is still only an invitation. If you cause problems for the rest of the participants, because you are abusive, cheating, discourteous, etc., then you will be asked to leave and will not be permitted to play the remainder of that event. If this behavior continues over multiple events, your invitation may be revoked.

Safety

Safety is our most important consideration. Always be aware of what is going on around you and warn others if they are in a potentially dangerous situation.

Drugs, Alcohol, Theft, or Real Weapons

Sins of a Nation forbids theft or the use of drugs, alcohol, or real weapons. You will be immediately sent home and may suffer other penalties and punishments should you be found to violate this rule.

Smoking

Smoking is permitted in designated areas only. Be sure to properly dispose of any cigarette butts. Any butts found on site after an event may result in fines for the game, and by extension, higher prices or stricter rules for the players.

Fire

Players may not use real fire in any cabins, nor may they bring candles or fuel-burning lanterns on the site at all. There may be stoves present in some cabins; refrain from using them.

Do Not Litter

Littering is disrespectful to players, the site management, the environment, and the staff, and makes for more cleanup work at the end of each event.

Do Not Damage the Campsite

Do not use staples in any of the buildings. Do not dismantle any furniture. Do not tamper with any fire

or smoke detectors. Do not use furniture or heavy items to bar doorways, windows, or make natural barricades. If an accident does occur, please alert a staff member when you have an opportunity to do so without disrupting game play.

Physical Contact

No physical contact with another player is permitted unless you have their explicit consent, especially in combat situations. Examples include physically shoving, tackling, pushing by, or picking up another participant; even with consent, these actions create unsafe situations in combat and are never allowed. Physicalized searches are never permitted, and participants must honor the “I search you” statement to the best of their knowledge, excepting for any in-game abilities that allow otherwise. Abilities that are delivered “By Touch” may be administered with light hand contact to the target’s shoulder, or via a held spell packet if preferred. More elaborate physical roleplay may be requested by stating “Do you accept physical roleplay?”, however the target individual is always assumed to decline unless and until they respond with explicit affirmation.

Privacy and Game Content

Sins of a Nation games are private events. We ask all attendants to respect the privacy of those around them by abstaining from publishing or posting pictures from the event unless they receive explicit permission from all individuals displayed. Pictures posted by the game itself will always be limited to game-maintained spaces, or otherwise secure permission from all relevant individuals. Similarly, while we understand and welcome the sharing of stories and experiences from our games, we do ask that any *published* accounting of our games (such as newspaper features, LARP reviews, academic papers, etc.) be produced with both the knowledge and permission of the gamerunners and that of any individuals included in that accounting.

Immersion

Sins of a Nation is a 24-hour LARP. There are no “soft holds,” so players should endeavor to stay in game at all times. If you must have an out-of-game conversation, go to your cabin or another private space; loud and/or public out-of-game behavior can be immersion-breaking for some players, so always be considerate of those around you. Notably, chastising others for breaking game, while done with the best of intentions, will only ensure to further break game. Please be polite and respectful when asking others to return to game.

Being a 24-hour Larp it is important to note that you can be attacked anywhere at any time, and you should take basic precautions as such. That said, bathrooms are not considered in game, and you may choose to go to the bathroom out-of-game, but you must always return to the place where you went out of game immediately afterwards. Abuse of this policy will not be tolerated. The space beneath your bed is also considered to be out-of-game for the purpose of storing your personal belongings. You should never hide in-game valuables in that space.

Behavior and Harassment

As the game Staff, we feel it is important to foster the sort of community we can all feel welcome in.

While each of our players is encouraged to roleplay their character according to their vision for that character, we do have a few important caveats to ensure a positive experience.

First, no real-world prejudices will be tolerated within the game, including but not limited to homophobia, transphobia, sexism, out of game racial or religious intolerance, or body shaming.

Second, sexual harassment and sexual assault will not be tolerated, and it is important to note that rape is not a concept in Ora, meaning any mention of it within the course of the game will be treated, at minimum, as a breach of character. To further clarify, in regards to sexual assault and rape; these are some of the worst possible events to occur in the real world, and we as a Staff feel that these have no place in our game world, not as a plot device, not as interaction between characters, certainly not as a joke, and not in any other form.

Third, we as the game Staff take emotional triggers seriously, and will do our best to accommodate any participant in the game who makes their triggers known to us; anyone intentionally taking advantage of a community member's triggers will be considered to have breached this policy.

Fourth, bullying or otherwise-disrespectful out-of-game behavior toward other participants will not be tolerated. Misunderstandings and poor social readings do sometimes happen, so we encourage participants to have honest conversations with each other when someone is hurt and work to resolve any unintentional out-of-game harm. Refusal to engage with such resolutions or adjust behavior will be considered a breach of this policy.

Finally, and most important to us, is that we as a Staff pledge to be receptive to any complaints or grievances related to breach of the Behavior and Harassment policy; we will always listen, and pledge to take steps towards building and maintaining a positive and inclusive community. Being receptive to any such grievance, regardless of whether the grievance is with a player, an NPC, or a member of our core Staff, is of the utmost importance to us. Without this policy, we cannot build and maintain a conscientious and welcoming community, and we hope that it is also of the utmost importance to you.

Play Stoppages - Caution, Clarify, and Hold

These terms are all OOG terms used to assist in the execution and safety of the game. When called, they will be clearly stated as a single word, as opposed to as part of a sentence. You should try to avoid using these words in game in this manner to avoid confusion (example: "Hold the line!" as opposed to "Hold!")

Caution

Caution is used if you see a potential safety hazard and need to make someone aware of the safety problem. This creates a slight pause in game play in order for the person to move out of harm's way. For example - you would shout "CAUTION - tree behind you!" to someone about to back over a fallen tree. During this pause in game, attackers should not press forward.

Clarify

Clarify should be used when you did not hear or do not understand an effect. For example, if an attacker says, "Crushing", and you are unsure of what that means, or did not clearly hear it, state, "CLARIFY". Gameplay should not stop. Only a slight pause is needed for the attacker to respond to the Clarify, but like Caution, the attackers should not press forward.

Hold

Hold should generally only be called by staff members in order to deal with a rules issue, to explain a complicated IG effect, or to address some other OOG mechanism. Holds may also be called in the event of someone being hurt in reality. If you witness this occur declare a hold, and once play has stopped state the reason (i.e Mike just twisted his ankle!) all game play stops (including resetting, searching the ground for treasure, talking to other characters, etc.) until the emergency is resolved. Finally, a Hold can be called for situations like losing one's glasses.

Restarting Gameplay

If gameplay has come to a full stop in any of the situations mentioned above, the person who called the stoppage of play makes sure everyone is ready and then calls for the game to continue by stating, "3-2-1 Lay On".

WYSIWYG

Sins of a Nation operates under a "what you see is what you get" policy; we will never send out something that we cannot, within reasonable suspension of disbelief, physically represent. As such, you generally should not need to call "Clarify" to determine what you are observing. However, you may do so if you feel that something is not being clearly communicated. This arrangement does work both ways; as a player, you will be expected to maintain the bare minimum of identifying makeup and costuming to represent your character. Failing to do so could result in a temporary loss of racial or other physically-represented bonuses.

Game Flow

The most important rule of Sins of a Nation is to provide a fun, safe and engaging experience. That said, there are a lot of underlying rules that may be misinterpreted, or accidentally called. The goal of every encounter we provide is to make these rules move as seamlessly as possible, our method to make sure this happens is two fold.

- ◆ Make sure you know how your abilities function. As long as you know what each of your Verbals and Abilities mean, you will be able to clarify for anyone else that needs it. This goes a long way in keeping the pace of encounters exciting. If you are ever unsure about how a particular rule works you can request a clarify from a staff member if you see them, please take care to do so discreetly and not when they are entertaining other players.

- ◆ Do not get drawn into arguments. In the heat of the moment you may feel that a staffer or player may have misinterpreted a rule. Mistakes happen, our Staff are trained to make snap rulings to keep things moving along and are the designated authority to do so. The middle of a fight or big roleplay encounter is not the time to get into a protracted rules discussion. If you feel something has been called incorrectly, seek a staff member out or come to staff member after the fact, we are more the willing to explain how rules are to be interpreted, as well as do things like remove deaths, refund points or retroactively fix errors if we feel something was mis-handled.

PvP Policy

Player-created content is great for filling in the gaps and enriching your experience, but unfortunately when it comes to Player vs. Player conflict, every player has a different comfort zone. This is compounded by the fact that a LARP character is both a financial and emotional investment of not insignificant proportions. Dealing with a variety of PvP that you're not interested in or comfortable with can utterly sour that experience, since unlike staff-run plot, that other player isn't designing this encounter in the hope that you'll succeed. Therefore, it's important that everyone involved is on the same page, and that a handful of ground rules are observed when potentially engaging in PvP.

First of all, in order to openly discuss PvP, we need to make sure we're all on the same page about what PvP is. Player vs. Player content is any type of conflict that pits one player against another, be it outright combat, sabotage, or political intrigue. It can be spontaneous or premeditated. It could be driven by plot or world dynamics, or it could be completely personal. It could even be unintentional. In any kind of PvP scenario, there are a set of community guidelines that you should follow, as well as obligations to the game's staff to fulfill, so make sure you know the extent of these before you engage.

The first ground rule is inherent to the very process of creating a character; don't design a character who you know will derive fun from interfering with other players' fun. Don't play someone who would just steal from player characters for the fun of it. Don't play someone who is so explicitly evil that the player base will feel that they have to do something about you. Don't play someone for whom you can't justify working with other characters of varying backgrounds. Staying in character is of the utmost importance, but at the same time, "but my character would" is not an acceptable excuse for causing needless and harmful inter-player dynamics. This is a game built around cooperative play, and if your character premise significantly impedes that type of play, it is not a character suited for this game.

That said, organic and well-reasoned PvP should never be outright prohibited, as it just doesn't make sense that there would never be disagreements or conflicts of interest among a group of thirty unique characters. In fact, PvP at its best should still be potentially enjoyable for all parties involved. Some aspects of the world may even nudge characters of different backgrounds toward conflict. However, any time you feel that you are headed toward direct conflict with another player, if you don't already know that player's comfort zones regarding PvP, you should consider talking to them about it out of game. This does not mean that you should outright threaten players out of game ("My character will kill your character if you do this"), but you should explain your position and how you feel your character would

respond ("My character has these stakes in this situation and probably wouldn't just let this happen"). If either of you don't want the assumed outcome, then you should try to come to an agreement regarding how to proceed.

This does not mean, however, that a player should try to avoid consequences for their actions by insisting that they dislike PvP. If you are doing something that interferes with another player's goals, and they have expressed to you that they will take action against you, while you can certainly state your preferences regarding PvP, you can't attempt to forbid PvP entirely if you are also not willing to cease that behavior, or at least come to a compromise.

Since PvP can definitely be a murky and complex issue, we also believe that it is imperative that we as staff do get involved. Taking a non-involvement stance in PvP risks that poor behavior go unchecked, and that good players may be driven from your game despite their enjoyment of the game itself. One of staff's many jobs is to serve as the referee, and ensure that all players on either side of a conflict have the opportunities they need to either exit the conflict or have a fighting chance. For this reason, it is required that any player intending to initiate PvP inform staff beforehand. We do know that sometimes PvP scenarios occur unexpectedly, and so in those cases, you should make sure to inform staff as soon as possible by knocking on the door at staff center. Keep in mind that this system incorporates both magic and investigative skills, and so we need to know about any recent PvP actions in order to give accurate clues and results should the need arise.

We know is a lot to consider, and some of it rests on a fine line. Do your best, and be honest with yourself and others about when and how PvP might necessary, and you should find the community a healthier one as a result.

Parts of a Character

In Sins of a Nation, the **players** assumes the role of a **character** that they will roleplay during the course of our events. A **character** is a combination of certain rules to function within the game. The parts of a **character** are:

Social Class

Your **Social Class** determines your relationship with the in-game world up to this point, and what resources and advantages you might be able to call upon as a result. It gives your character flavor and informs their outlook on the world, and in a mechanical sense, it impacts in what ways you might be able to leverage the **Influence** system most effectively.

Region

The **Region** that your character comes from can be extremely formative in building your backstory. Combined with your Social Class, you can begin to piece together what kind of experiences your

character might have had in their life up until now. Your home **Region** might also be slightly more advantageous to engage with via the **Influence** system due to pre-existing connections.

Character Points

Character Points (CP) are used to customize and grow your character. The player can spend **Character Points** (CP) on increasing their **Attributes**, or on new **Abilities** and **Virtues**. How to gain CP is outlined in the Character Advancement section of this rulebook, while starting CP and the Character Creation process is outlined in **The Emergent: Character Creation**.

Attribute Points

Attribute Points represent certain qualities of your character, and can be spent to fuel abilities to perform actions. There are three types of primary attribute points, and three different ways to spend Attribute Points. The player can spend **Character Points** (CP) on increasing their **Attributes**, if they wish.

Attributes

Blood (BP)

This represents how much damage your physical body can take before you lose consciousness and begin to bleed out. When you suffer damage, your BP decrease by the appropriate amount until you have none left. When you reach zero Blood Points (there is no such thing as negative BP), you fall unconscious and begin Bleeding Out. Blood Points can be protected by Armor, or by abilities and other equipment.

All characters start with a minimum of Three Blood.

Stamina (SP)

This represents how much physical strength and fortitude your character has. More of the direct melee intensive attacks and defences tend to run off of Stamina.

Focus (FP)

This represents how much mental prowess and dexterity your character has. More of the

indirect melee attacks, powerful mental attacks specialist abilities tend to run off of Focus.

Armor (AP)

A character does not start with Armor. Armor can be gained or modified through certain abilities, but primarily, armor is gained by wearing a physical representation of armor meeting the requirements listed under **Armor** in the **Combat Rules** section.

Power(PP)

A character does not start with Power, and may not purchase Power directly with Character Points. Power Points may only be spent to activate abilities granted to a character by

certain specialized in-game items. Power Points are available by possessing a set of in-game Items called a Power Rig, which allows Power Points to be drawn from specific items.

Edge

While technically an Attribute, Edge is a uniquely powerful and limited resource. Every character each event gets 1 Point of Edge. Each event this point is refreshed, and Characters can only have one point of Edge at a time (use it or lose it). Edge is a powerful force that Characters can draw upon once an event in the following ways:

Renew

You reset now, gain all the benefits (Attributes restored, Armor restored, limbs cured of the Maim effect, standard items cured of the Shatter effect etc). Call RESET BY EDGE.

Mercy

You have bleed out, things are not looking good, and you are at the brink of Death's door. Instead of dying, fall into a 5 minute coma. During this time you are immune (Call No Effect) to all Effects. Call MERCY BY EDGE.

Proficiencies

A **Proficiency** is a type of ability that allows the use of designated weapons and equipment. If the character does not have the correct **Proficiency** they will be unable to use it in any fashion. A character's proficiencies are determined by their **Weapon Header**. Light melee weapons and low-capacity melee weapons can be used by anyone, however if your weapon header does not support them, you may not use that header's skills via that weapon; for example, you may never deliver a Skirmisher ability via low-capacity blaster.

Headers

A **Header** is a group of **Abilities** that can be purchased by a player with CP. There are **Power Headers**, **Weapon Headers**, and **Specialist Headers**.

Power Headers:

Each character has access to one Minor Power Header and one Major Power Header. These

Clue

You have no idea how to accomplish the puzzle/riddle/obstacle in front of you. Immediately be shown the solution to whatever problem is vexing you. Call CLUE BY EDGE.

headers make up your Emergent Powers, which can manifest in a wide variety of ways.

Weapon Headers:

Every character has access to one Weapon Header, which determines the style of combat the character can excel at. Each Weapon Header grants access to specific weapon proficiencies, and this is the only manner by which most weapon proficiencies can be learned, so choose wisely!

Emergence occurred. These often come from a profession. Each character has access to one Specialist Header.

Specialist Headers:

Specialist headers represent the previous skills that a character might possess from before the

Abilities

An **Ability** grants access to a character a capacity to perform an in game function. Abilities are purchasable with CP, each have their own rules and conditions. At the most basic, the capacity to spend a point of an attribute to perform an attack or an effect would be a standard example of an ability.

Virtues and Sins

Virtues and Sins are special rules that either grant characters a detriment to their abilities for a CP reward or allow special abilities that are purchasable for CP. Virtues are initially purchased at Character Creation, after that they can be pursued In Game but can not be taken during Character Updates unless the character has performed some staff approved action to do so. Sins can be inflicted upon a character as repercussions of In Game actions, and any Sin can be removed from a character as long as they have pursued solving the issue in game and have paid back the CP that the Sin awarded them.

Traits

Traits are certain descriptors that can be applied to specific characters. A character has a minimum of two traits automatically, being their **Social Class** and **Region**. Certain Perks and flaws may also impart a Trait to your character, as well as certain in game actions may have the consequence or reward of a Trait. The most common mechanical application of a Trait is it is a way to use the AREA and LINE OF VOICE calls to target specific individuals vs others. The INFLICT effect can be used to deliver a trait to a target, and lasts until it is either consumed by an ability that targets that trait, is replaced by another trait, or the target resets. Some of the more common Traits are as follows:

Social Class - Whatever your character's Social Class is, they also have a trait of the same name

Region - Whatever your character's home Region is they also have a trait of the same name

Combat Traits - A number of headers include abilities to **Inflict** traits upon enemies or allies. These traits last for 10 seconds unless otherwise specified, like other effects, and possession of a combat

trait can make you vulnerable to other more powerful effects. A full list of combat traits accessible to players includes:

- Advantage
- Marked
- Tagged
- Burning
- Dampened
- Shocked
- Mindlinked
- Commanded

Spending Points

At the core of our game, characters spend attribute points to use specific abilities for different advantages in both combat and noncombat scenarios. While there are some **Abilities** that do not require the spending of attributes (Most of these have the player roleplay an action for an amount of time instead), the vast majority of our game system expects for the player to need to spend points at some time or another. There are three ways to spend Attribute points in our game.

Activation Cost

Spending an Activation cost merely means you have that many points less than you did starting. So if you have 5 Stamina points, and activate a 2 Stamina ability you now have 3 Stamina points left that you can spend before you would need to reset, or receive a RESTORE effect.

Upkeep Activation

Spending an Upkeep Activation lowers the maximum available points you have each reset. So if you had 5 Stamina points, and spent an Upkeep Activation that cost 2 Stamina, you would have 3 points left for the remainder of the reset. The points you spent in this way **can not** be restored unless you end the Upkeep and reset. Once you have reset, you regain all your expended resources and can choose whether or not to renew your Upkeep Ability and spend the appropriate resource again.

Reduction Activation

If you spend points in a Reduction Activation then they are gone for the weekend. So if you had 5 Stamina points, and you spent 2 on a Reduction Activation, then you would only have 3 Stamina for the rest of the weekend regardless if you had one of the many Restore Effects used on you or Reset. Only the most powerful of abilities are fueled in this fashion.

Resets

While there are a fair number of things you can do that do not require the spending of points, odds are you will eventually run out. Moreover, even if you have points, you might be low on Blood, have a maimed leg, or any number of conditions that you are unable to remove. In Game this is roleplayed as resting for a short period of time, Out of Game this is referred to a reset.

Out of Combat is defined as: In order to qualify for a reset, in that time you must be unable to see combat and unable to *hear* combat (covering your ears and eyes does not count),

Every fifteen minutes that you are out of combat you regain the following:

- Armor, Blood, Stamina and Focus are all restored to Full.
- Any limbs that are under the Maim effect are back to normal.
- Any *untagged* items that have been Shattered are now back to normal.
- Any “buffs” that you have previously received from the Bestow effect are no longer active.
- Any Attribute Points that you have received from the Bestow effect are no longer active.

Combat Rules

Our game is a boffer larp that also uses nerf style foam dart blasters. What this means is that combat is represented in our game by literally and safely fighting with foam melee weapons, throwing packets of birdseed to represent more supernatural abilities, and shooting each other with blasters. While combat is only one element of play within our game, it is the one that most needs rules and guidelines so that everyone can have a fun and fair experience.

Melee Combat

The most common attack in Sins of a Nation is with a boffer melee weapon. Physical combat at our game uses a “lightest touch” method. All physical strikes must only use the amount of force necessary for the defender to acknowledge the strike whether they are melee or projectile weapons.

All melee weapons must fall into one of the established melee proficiency categories, and which weapons you have access to will depend on your Weapon Header of choice. Bear in mind that in addition to length, your weapon will also be classified by its style as one of several categories—sword, axe, club, or spear—that will impact certain ways the weapon can be used and effects it can produce.

Light Melee	- 18in to 24in
Standard Melee	- 25in to 44in, or 25-48 “spear”
Two-Handed	- 49in to 72in

In order to strike a person, the attack must hit their body and not a weapon, shield or loose piece of clothing. Hits to the groin, head, throat, hands (down to wrist) and feet (up to ankle) are not legal hits. If an ability specifies that a weapon or shield be struck, the attack must hit that object.

There is no verbal call with a normal attack of 1 damage. The only time you have to make any verbal call with an attack is when you are swinging an effect. When swinging an effect in melee the call must have been stated before it strikes the target.

When swinging an effect through a melee attack, your resources are only expended on a successful hit or on a BLOCK by either a weapon, a shield, or a WEAPON SHIELD effect. You do not expend your resources on a full miss. If after your swing your weapon never came into contact with your opponent, the resources spent to activate said ability are replenished as if you never made the attempt. **This is only the case for melee combat, projectiles, packet attacks, grenades and other ranged combat effects do not use this rule.**

Melee abilities such as MAIM and BIND are targeted effects. Where you hit your target is the area affected by the Ability. For example if you call a BIND ARM and strike your target's arm, that arm is now affected by the BIND effect. To carry this example further, if you were to call BIND and miss a limb but still connect, your target is unaffected by your attack.

For the use of the targeted effect of DISARM and SHATTER, it follows all of the rules stated above with one caveat: To DISARM or SHATTER a blaster style weapon (such as a NERF gun) you should hit whichever arm(s) are currently holding the weapon, rather than the weapon itself.

Melee weapon delivered effects like this and more do not do damage unless it is part of the effect and therefore the verbal wording.

Hitting a ranged attack out of the air, be it packet, grenade, or projectile delivered, with your melee weapon will cause you to take the effect or damage that was thrown unless you have an ability that allows you to do so.

The Melee Conduct Rule

After successfully striking an opponent, you must attempt to hit a different location upon said opponent with your next attack against them. (i.e. after hitting someone in their left arm, if you wish to continue to fight them you must make the attempt to hit them anywhere else before attacking their left arm again) if someone strikes you repeatedly in the same area you do not need to take their effects or damage, simply call **Clarify: Melee Conduct**

Shields

Shields block damage and effects from melee or foam dart deliveries, unless the CRUSHING effect is used, which bypasses Shields. Shields can block ranged damage such as from packets, including the 5 and 20 calls regardless of carrier, however they may not block other ranged effects. For instance, a BIND effect from a thrown packet that strikes a Shield bypasses the Shield, but a 5 damage packet that strikes

a Shield is blocked as normal. Conversely, a BIND fired from a foam dart blaster or swung by melee that strikes a Shield is blocked. Shields can not normally block the BLAST delivery, though there are abilities that allow them to mitigate this.

Charging

For safety, you should never move closer than arm's reach to another person in combat; this includes, but is not limited to, bodily pushing past someone blocking your way, moving so aggressively at someone they cannot back up or move fast enough to stay at arm's reach, or trying to attack someone by reaching your arms around them. This distance may make certain weapon styles difficult to effectively fight with; this is factored into the balancing of those weapon styles. Additionally, when moving quickly into combat, you should always slow your pace when you near an opponent to avoid running into them. Finally, do not for any reason perform any manner of "leaping" attack in combat, as once both your feet are off the ground you cannot stop or change direction.

Foam Blasters

Emergent allows the use of foam blaster toys from a variety of brands (NERF, DART ZONE, WORKER etc) to use as phys reps for guns in the same way that we use padded boffer weapons as phys reps for swords, clubs etc. For our communities safety and comfort any foam blaster being used at Emergent must follow the following criteria:

Your Blaster has a maxim FPS of 100.

FPS stands for Feet Per Second, most blasters these days will state their FPS on the box, or you can usually find the blasters FPS by looking up online. To give a benchmark, a NERF Elite blaster will usually have an FPS of 70. A NERF Rival blaster will usually have a FPS of 90. A word of caution, in the foam blaster hobby in recent years there has been an arms race in the major companies to see higher and higher FPS blasters. In the first time in the hobby you can easily purchase a competition grade blaster for less than \$40. Make sure to check for FPS while kitting out your character.

Your blaster capacity should fall into one of Four categories. Capacity is a measure of how many fireable darts either the blaster or a magazine can hold if fully loaded. For blasters that use hoppers we are allowing for partial reloads (ie you can quarter fill a prometheus).

1-6	- Low Cap	- All Headers can use Low Capacity, Sharpshooter specializes in Low Capacity
7-18	- Medium Cap	- Soldier Header has access to the Medium Capacity
19-40	- High Cap	- Soldier has an ability that allows use of High Capacity
41+	- Heavy	- Anyone can use a mounted gun with restrictions (Usually a Tag on the blaster)

some NPC enemies will have the ability to wield Heavy Capacity

Your blaster can be semi or fully automatic but should not fire faster than 3 darts per second.

If your blaster uses high powered lithium batteries (LiPo/Li-on etc) you must keep the batteries in a burn bag when not in your blaster, and remove your blaster from play if it is raining. High powered batteries must not be left unattended when charging.

These blasters should be painted/decorated to look as though they were made with in-period materials. When painting a blaster, make sure to leave the orange barrel tip visible; this is a matter of federal and local law and is non-negotiable.

Darts

We allow any type of short, regular, mega, or ball style darts with the TWO major exceptions:

- 1- You are not allowed homemade "stefan" darts (You are allowed to cut down long darts)
- 2- You are not allowed to use any Velcro "Dart Tag" style darts, no exceptions

Non-Combat Rules

While playing Sins of a Nation, if you ever see a player or staffer wearing a white light they are indicating to you that they are a **non combat participant**. What this signifies is that for health reasons they can not and should not be struck with boffer weapons. If you encounter an individual who is wearing a white light, and still wish to combat them then our rules of combat are modified slightly.

Fighting with Non Combat Participants

As stated previously we strive for our game to be as inclusive as possible, unfortunately we are limited under one caveat to that mission: Ranged combat.

If you can not handle being shot by nerf style blasters, or from boffer arrows fired from a bow we simply can not accommodate you as a player. Simply put, ranged combat is not only built directly into our game, but the nature of how it functions gives us no control of where darts, arrows or packets will end up once fired.

With that out of the way, we can protect players and staffers from melee boffer combat if the need arises. If you wish to play our game under those conditions it modifies our combat rules the following ways:

- Any normally melee delivered attacks from the non combat participant are now By Gesture attacks instead
- If any normally melee delivered attacks towards a non combat participant will be By Gesture by default instead
- Any base attack (i.e the equivalent of a weapon swing) will instead be called as By Gesture 1 damage)

Armor

Armor represents protective coverings that fortify your character from incoming attacks. It functions much like the Blood Attribute, except for the following differences:

- The PIERCING effect ignores any Armor worn, and targets your Blood directly.
- Armor can be restored without waiting for a RESTORE Effect or Reset by role playing fixing and adjusting your armor. It repairs at 1AP per 30 seconds of roleplay.
- Armor Points requires appropriate phys reps
- Like other equipment Armor can get targeted with the SHATTER effect
- You can not use combat Hacking while wearing Armor

To receive Armor Points you must have both an Armor Proficiency Ability and be currently wearing appropriate phys reps and coverage. The coverage of all Armors are as follows:

- Must cover 50% of two of the following four locations
- Torso(Front)
- Torso(Back)
- Arms
- Legs

Types of Armor

Armor comes in 3 varieties: Dexterity, Light and Heavy. There is no mixing Armor types in our game, and when wearing two kinds you will gain the highest bonus based on whatever you have the most coverage/what would be the most efficient for you. Dexterity Armor give you 3 Armor Points, Wearing Light Armor gives you 5 Armor Points, Wearing Heavy Armor gives you 10 Armor Points.

Dexterity Armor is Armor Points that do not require Phys Reps. Like the other Armor Proficiencies, you must buy this Ability with CP before you can gain the benefit. Dexterity Armor can be used by Thaumaturgic Mages without any hindrance or penalty.

Light Armor is classified as leather or thick ballistic fabric.

Heavy Armor is classified as metal armor, motocross or other hard plastic or fiberglass armor.

We are very receptive to the use of EVA foam, Sintra and other such methods to make costume armor for your character. As long as your armor is recognisable as the type it is supposed to be representing, you will receive all Armor points that are due to you.

Bonus Armor

Being a game with foam dart guns, we want to reward wearing eye protection. Hence, we are giving Bonus Armor if you are wearing either:

- Any type of in-genre eyewear, this includes real and costume glasses, shades and goggles. These types of items will give you 2 points of bonus armor.
- A Full protective face mask that includes eye protection. These types of items will give you 5 points of bonus armor.

What this means is, if you are actively wearing either of these types of phys reps (Must be worn over eyes during fights to benefit), you get extra armor points that work in the following ways:

- Bonus Armor Points are the last Armor points you lose as you take damage
- Bonus Armor can be used by combat Hackers without penalty
- Bonus Armor Points stacks with regular armor points and any armor points gained from a Bestow Armor

Bleed Out and Dying

The world is a dangerous place, and sometimes we are unable to adequately defend ourselves. This section details the repercussions of such situations, as well as the ways you may be saved should the worst happen.

Bleed Out

If you ever have a BLOOD total of zero (No amount of damage will ever reduce your BLOOD to below zero), you **lose consciousness** and enter the **BLEED OUT** condition.

When you have begun to **BLEED OUT** the follow rules apply:

- You will either roleplay falling down, or kneel
- If you speak it must be in the form of a whisper, this should only be done to request for aid, and not be used to relay any other form of information.
- You may not move, unless for OOG safety reasons.
- You are unaware of anything you may see or hear during this time
- You cannot be brought down further than zero BLOOD.
- If someone states **Perceive Condition** you should respond “**Unconscious, Bleeding Out**”

After sixty seconds of bleeding out, your character begins to die, and you start your **DEATH COUNT**. If someone restores your Blood, or successfully performs first aid on you before this sixty second count is concluded you will be brought out of the **BLEED OUT** condition and return to normal. If someone

performs a **Killing Blow** upon you while you are **Bleeding Out** you immediately go to your **Death COUNT**. If you are in the **BLEED OUT** condition from a **REND** effect, you remain conscious and can move and operate as per normal. However, if no action has been done to either **REMOVE REND** or bring you out of **BLEED OUT** (RESTORE BLOOD, First Aid, or DRAIN) then as per normal at the conclusion of the sixty count you will fall into your **DEATH COUNT**. Finally if your **BLEED OUT** has concluded, you may spend your Edge to save yourself if you so choose.

Killing Blows

To intentionally send your target directly to their DEATH COUNT, hold your weapon or a spell packet against their torso and declare- KILLING BLOW 1, KILLING BLOW 2, KILLING BLOW 3.

Death Count

Your **DEATH COUNT** lasts for Five minutes after which you and all the items you were carrying on you go to Death. DO NOT LEAVE YOUR ITEMS BEHIND WHEN YOU GO TO DEATH. If someone wants to loot your corpse, they must do it during your 1 minute of Bleed Out or 5 minutes of Death Count. While in this state, you are inanimate and unaware, and respond to **Perceive Condition** as “Dead”. During this time you can be saved from one of two actions. The only way to be saved from your **DEATH COUNT** is the **REMOVE DEATH** effect. The most common form of this is someone successfully performing surgery upon you. If no one is able to save you during your **DEATH COUNT**, at the conclusion of the five minutes you will become a **Spirit**.

Spirit

If you become a Spirit the following rules apply to you:

- You gain the **Spirit Trait**
- You must put your hand over your head as if you are Out of Game
- You must turn on your **Spirit Light** (Purple LED provided by Staff) and make sure it is plainly visible.
- You can only be seen by people if they have the ability to PERCEIVE SPIRIT
- You can only communicate with people who have the ability to **COMMUNE TO SPIRIT**, but are not required to speak or interact with them
- You will begin to immediately make your way to the area designated by staff for players who have died. Even if someone uses **COMMUNE TO SPIRIT** you must still make your way to the area as you converse.

General Rules on Death

Your character can remember everything that has happened to them up to the point they lose consciousness. If you possess the Perceive Spirit ability, you also remember any interaction that occur while you are a spirit. One of the important distinctions of a Sins of a Nation game is how we handle character death. Each time you die there is an increased chance that your cortical stack will become **Compromised**. If you become **Compromised**, on your **next** death your character will be unable to Recostitute and become **Permanently Dead**. If your character becomes **Permanently Dead**, you will be given the equivalent of your earned CP to create a new character to play.

Carriers, Deliveries and Effects

A “Call” is the out-of-game verbal indication that something specific has happened in-game. Calls are comprised of Carriers, Deliveries, Durations, and Effects. Generally, a character's abilities and equipment dictate what Calls they can make during a game, and serve to tell others how they are affected by the character's abilities. Effects are the core of each Call, modified by Carriers, Deliveries, and Durations. Not every call will have a Carrier, Delivery, or Duration, but all Calls are based on an Effect; you do not need to verbalize a Carrier, Duration, or Delivery if the Call lacks that portion. In Sins of a Nation, Calls are formatted as follows;

“Delivery Duration Effect by Carrier”

As an example, a Hacker using a string that has a Network Carrier, Area Delivery, Short Duration, and the Bind Effect would say the following Call when using that spell;

“Area Short Bind by Network”

As another example, a Chemist throwing a toxin that has the Toxin Carrier, no Delivery call, a Long Duration, and Bind Right Arm Effect would say the following Call when us that toxin;

“Long Bind Right Arm by Toxin”

Durations

A Duration is how long an effect lasts. The Effects 5, 20, Maim, Rend, and Shatter do not have fixed durations, and last until they are removed from your character. All other effects last for a standard of ten seconds long. However, there are duration calls that specify a different (often longer) duration. This allows flexibility with our effects while still informing our players without them having to memorize a different duration for each call.

There are three Duration calls in Sins of a Nation.

Short	-	Effect Lasts for 1 Minute
Long	-	Effect Lasts for 5 Minutes
Sustained	-	Effect applies until person performing action is stopped, or until 5 minutes have passed whatever happens first.

Deliveries

These are the types of ways to inflict effects upon targets.

Ambient

When a call is Ambient, it means that the effect does not originate from a person or other traditional target, but rather is a result of the environment; for example, an earthquake might be represented by a marshal declaring "Ambient Slam by Earth". Everyone who hears the call should take the effect.

Area

An Area call affects the relevant subjects 6 feet out in all directions from the person making the call; the relevant subjects are either enemies or allies at the discretion of the person making the call, but not both. As a rule of thumb, take hostile Area calls from enemies, and beneficial Area calls from allies. If you are making an area call that does not follow those guidelines, please clarify as follows "Area to Allies, (effect)" or "Area to Enemies, (Effect)". The relevant subjects of an area call can also be designated to affect those possessing certain traits; for example, Area to Marked, (effect), would only affect those with the Marked trait; this ignores the enemies/allies distinction.

Blast

Blast is a weapon specific call that can only be used with a grenade, boffer arrow or smoke bomb. When Blast is called, you are considered to be within the affected area if the phys-rep is within six feet of you and is within your field of vision when it lands, or if the phys-rep physically contacts you. For clarity, "within your field of vision" in this indicates that phys-rep did not land directly behind you, such as passing directly over your shoulder front-to-back before landing.

Burst

Clarifies amount of attacks from a multiple barrel nerf gun. i.e if your gun shoots two darts at the same time the call would be BURST 2, this counts as one attack for the purposes of defensive calls. If you are using a Burst weapon in conjunction with abilities or items you must expend the amount of resource to account for every dart fired, the verbal for such an attack would be made by stating "BURST (amount of Darts) of (effect being delivered)". As an example, if you were to use the Focus Shot ability with a 2 shot burst weapon, it would cost 2FP and the call would be "BURST 2 of FIVE". The target of a BURST attack would only take the amount of damage equal to the amount of darts either felt or declared a hit (see ranged combat rules).

Gesture

The person who is gestured at is subject to the call, at a range of no more than six feet. The gesture in question should be clear, such as pointing, and held long enough for the subject to be aware that they are being targeted.

Vocal Target

Vocal target functions as a single target call, range is as far as the caster can be heard, an example of this being, "Vocal target played x, 5 damage" if the call is heard, then player X takes 5 damage.

Clarification: The Six Foot Rule

The calls Area, Blast, and Gesture all use six feet as a measurement. So how does one measure six feet easily in the course of play? We don't expect you to be exact in the middle of game, so please consider the following guidelines; six feet is about twice the span of an outstretched arm, a little more than the average length of a person lying down, or roughly the distance of an outstretched arm and a one-handed melee weapon as well as the maximum length of a two handed weapon. Generally, if you think you are within six feet, we ask you to take the call; if you're not sure, but other affected players roughly the same distance of you take the call, we ask you to take the call. If you are certain that you're not within six feet, don't take the relevant call, and if questioned, feel free to call a **"Clarify; Distance"**.

Effects

Effects are the portion of a call that dictates what happens, or does not happen, to the person taking the call. Broadly, effects are the result of abilities and skills in the game, and the interaction of effects helps to describe what is happening in the course of play.

5 - Deals 5 damage, as if struck 5 times by a weapon, with the exception that it is treated as 1 attack for the purposes of using defenses.

20 - Deals 20 damage, as if struck 20 times by a weapon, with the exception that it is treated as 1 attack for the purposes of using defenses.

Animate <X> - Subject is under the control of the one who made the call if conditions are met. You can use ANIMATE DEAD (Dead Character) and ANIMATE SLEEP (Subdued Characters). Character is unaware of his or her actions if controlled through ANIMATE. The duration of the ANIMATE effect overrides the duration of the SUBDUE or DEATH effect.

Bane <Type> - This effect produces some specific result according to the type associated with it, and potentially the specific subject it is used on, often changing the result of the original call or producing an entirely different result. For instance, a call of SPIRIT BANE 5 might also cause a Spirit creature to become unable to move for 10 seconds, but cause no additional effects beyond the 5 damage when

used on a non-spirit. As a rule of thumb, if you are subject to a BANE effect and aren't aware of any specific reaction your character should have to BANE, you can simply ignore the BANE portion of the call; simply, if this call should apply special effects to you, you should already be aware of them.

Bestow <X> - A Bestow gives the subject either the ability to perform a specific call or ability or raises an Attribute (Armor, Blood, Stamina, Focus, or Power) over the normal limits to a maximum of +5 to your pool. **You may have any number of calls or abilities bestowed upon your character, as long as each of them is different; for instance, you may receive and benefit from Bestow 1 Blood, Bestow Weapon Shield, and Bestow Parry, but may not benefit from two Bestow Parries.** Additionally, you only benefit from the highest value of any Bestow effect that raises an attribute; for instance, if you receive a Bestow 1 Blood, and then a Bestow 2 Blood, you benefit from the Bestow 2 Blood and lose the benefits of the Bestow 1 Blood. You may still benefit from multiple Bestow (Attribute)s, as long as each targets a

different attribute; for instance, you may benefit from both a Bestow 2 Blood and a Bestow 1 Armor. All Bestow abilities cost an upkeep from the bestower; this is not in any way tied to whether the bestow is still active on the recipient, it simply means that the bestower cannot simply have their attributes restored in order to use additional Bestow abilities.

Bind <Limb> - Subject can not use affected limb until duration clears. If **either** of your arms are affected by BIND, you cannot use PARRY. If **either** of your legs are affected by BIND, you cannot use DODGE.

Blink - Underhand throw a purple (requires aetherial vision to see) glowstick. Once it lands, the subject moves out of game as safely, quickly and directly as they can to where the glowstick landed. No one may move the glowstick once it has been thrown.

Charm - Subject becomes friendly to the one who placed the effect upon you. The subject views the one who placed the effect upon them as their bestfriend, and does their best to help or aid the one who made the call. While each person is welcome to interpret how best to help the one who CHARMED them, at minimum, the subject **must** defend them actively in combat as best as they can. A subject will not be directly aware that they have been charmed, but may choose to roleplay as confused or disoriented when the effect ends.

Choke - For the duration of the effect, the subject must take a knee, drop or gently place on the ground any held items, and role-play being strangled. They cannot speak, use abilities, activate items, or move from that position under their own power. The subject can be moved by others as normal. The subject of a CHOKER cannot be killing-blown.

Cloak - The subject of CLOAK is hidden in-game and cannot be normally seen; this should be identified by the subject crossing their arms over their chest, with their hands towards their shoulders. If a CLOAKED subject is interacted with, including by being attacked, they may respond "Cloaked" and take no effect from that attack. There are a few exceptions to these rules. First, a CLOAKED subject still takes Area, Blast, and Line of Voice effects if they are in the normal area of that effect, provided that the attack was not made in response specifically to the CLOAKED subject; if the attack was made by a target that should not have been able to attack the CLOAKED subject, and was made specifically in response to the subject, the subject may call "Cloaked" and take no effect. Second, the PERCEIVE CLOAK call allows the one who called it to be aware of a presence in-game, but not the exact location of the Cloaked subject; please see the **Other Interactions** section of this book for full details. Third, REMOVE CLOAK cannot be negated by the CLOAK effect; this specifically allows a character that is not aware of the CLOAKED subject in-game due to the CLOAK effect to REMOVE CLOAK, and does not require first using PERCEIVE CLOAK.

Commune <Type> - Subject becomes able to communicate in Common, even if physically incapable of doing so. Often, this call is specified by creature type, such as Spirit or Animal, and in such a case the creature type must be stated in the call. Note that COMMUNE does not compel any creature to converse. Some creatures may be limited in their communications due to their intellectual capacity, and some creatures are mentally incapable of useful communication.

Crushing - Damage or effects with the CRUSHING effect goes through **weapons** and

shields, including both phys-repped physical shields, the defensive Shield effect, directly to you. A CRUSHING MAIM affects the limb holding the affected item. A CRUSHING DISARM to a physical shield affects the shield, making it unable to provide protection to you for the duration of the DISARM; you do not have to drop a CRUSHING DISARMED shield but you may if you wish. If you are holding a shield that is DISARMED hits to the shield count as hits to your person. A defensive Shield effect cannot be called against a Crushing attack, but is not expended by that attack. **CRUSHING can not be combined with the PIERCING effect in any fashion.**

Death - Subject enters the “Dead” state and go directly into their Death Count.

Disengage - While under the Disengage effect, you can not perform any hostile actions to the one who disengaged you, nor can you advance towards them. If they advance on you, you must give way to them. Advancement is defined as being within melee striking range.

Dominate - While under the Dominate effect, the subject must perform any action given to them by the one who placed the effect upon them. The subject must follow the spirit of the stated action. The commands given while under this effect can be ignored if they make you either uncomfortable out of game, or go against any of the basic safety or guidelines rules of this game. **Due to the potential for out-of-game trauma, a dominated subject should never be instructed to kill themselves. Controlled subjects will however allow themselves to be killing blowed.**

Dodge - Dodge entirely negates a single call; it can be used in response to any effect, by any delivery. The subject does not take any part of

the call they are DODGING, and calls “Dodge” in return. Dodge cannot be used by a subject that has a BOUND or MAIMED leg.

Double - Double effectively causes any effect it is attached to to hit twice. This means that a single use of any defensive call only negates one of the two instances of the effect.

Drain - This effect deals 1 point of Blood damage to the subject it struck; provided the Drain call is not negated, it restores 5 Blood and 5 Armor to the one that made the call. Drain cannot be used on oneself or one’s allies.

Fatigue <X> - Stated Attribute (Armor, Blood, Stamina, Focus, or Power) can not be spent to activate abilities for the duration. FATIGUE ALL prevents any attribute from being spent for the duration. Upkeep Activation abilities that were already spent for remain active, but new ones may not be activated for the duration.

Inflict - This effect will impart a **Trait** upon a target for the stated duration. Traits can be used to target specific individuals with more powerful effects.

Parry - Melee Attack is negated as long as character is **armed and has use of both arms**, and the attack was not modified by STEALTH.

Maim - Affected limb gains the maimed condition. Maimed limbs can not be used to run, nor can they reload ranged weapons, or wield weapons. If **either** of your arms is under the maimed condition you can not perform a parry. If **either** of your legs is under the maimed condition you can not perform a dodge.

Absorb - Changes one specific call into another specific call after the subject has failed to negate the attack. For instance, an unresisted

SUBDUE might become 5 DAMAGE and SLAM, with the subject making the call "Absorb, 5 Damage and Slam to self". This effect can sometimes be used to redirect effects to other targets as well.

No Effect - This call is given in response to an effect or damage call; it means that that call will never work upon the one who called No Effect.

Piercing - Damage modified by piercing is deducted from Blood rather than armor. Piercing cannot be combined with the CRUSHING effect in any fashion.

Perceive <Type> - The one who made the call is able to see and interact with, but not necessarily affect or attack, the subject of the PERCEIVE. Often this call is specified by a type of call or creature it pertains to, such as PERCEIVE SPIRIT or PERCEIVE TRAP.

Rage - The subject immediately attacks the physically closest person they are aware of, regardless of whether it is an enemy or ally. The subject must attack that person as efficiently and lethally as possible, spending any attribute points and/or items to do so. If the subject successfully drops that target, they move to the next physically closest target, until they themselves are unconscious or the duration of the RAGE effect expires. The subject may not use defensive abilities, and may not perform killing blows. Some specific game abilities allow RAGE to function slightly differently.

Rend - The subject begins a Bleedout Count, beginning a 60 second count, but does not fall unconscious, and can continue to act as normal. If the subject falls unconscious, such as from reaching 0 Blood, they continue their Bleedout Count uninterrupted. First Aid, REMOVE REND, or 1 or more points of RESTORE BLOOD ends the

Bleedout Count and removes the REND effect; if the subject is capable of applying any of those effects to themselves, they may do so to end the REND they themselves are subject to. If they finish their Bleedout Count without receiving any such aid or treatment, the subject falls to 0 Blood, loses consciousness, and begins their Death Count exactly as if they had Bled Out.

Remove <X> - Stated effect is removed from the subject.

Resist - RESIST negates a single call; it can only be used in response to a specific effect, though it negates all parts of a call that contains the effect it is specific to.

Restore <XX> - Subject regains the stated amount and type of Attribute points (Armor, Blood, Stamina, Focus, or Power) that they had spent, such as RESTORE 5 BLOOD. This cannot bring the subject above their attribute maximum, and attribute points spent on an Upkeep Activation or Reduction activation are not regained with this effect.

<X> Shield - This effect negates a single call; it can only be used in response to the effect that was specified when the SHIELD was received, though it negates all parts of a call that contains the effect it is specific to. As noted in CRUSHING, any CRUSHING effect cannot be negated by the SHIELD call, but does not expend the SHIELD. There are two common, but special, forms of SHIELD; WEAPONSHIELD and BOLTSIELD, WEAPONSHIELD negates a call delivered by a weapon strike or foam dart blaster shot, while BOLTSIELD negates a call delivered by a packet.

Silence - Subject is unable to speak In-Game, including incanting for spells, and may not make Performer performances. The COMMUNE effect

does not remove the effects of SILENCE. The subject may still make all necessary Out-of-Game verbals and calls.

Slam - The subject must fall to the ground or take a knee; they cannot stand again until the duration of the effect expires or they are struck by an attack. The subject may defend themselves or crawl while SLAMMED.

Subdue - Subject is rendered unconscious, though they are not bleeding out and do not take damage from the attack. A SUBDUED subject may be killing-blown, and being attacked in any fashion does not awaken the subject of a SUBDUE.

Stun - Subject can perform no actions beyond roleplaying being stunned, staggered, or otherwise unable to act, but does not need to take a knee or drop held items. A STUNNED subject may not defend themselves, and may not use any ability unless it is passive, such as the SHIELD call. This effect ends when the duration expires, or when they are struck by an attack. A STUNNED subject cannot be killing-blown.

Shatter <X> - The specified item is broken, and cannot be used until repaired. If this is an untagged item, it is repaired automatically when the subject rests. If it is a tagged item, it must instead be repaired by a crafter before it can be used again.

Carriers

A Carrier modifies a call, adding a particular theme or type to it; this generally serves to change the ways that the call can be resisted, as some methods of defense can resist specific carriers. The Carrier By Stealth is an exception, as it actually reduces the defensive options that can be used against the resulting call. This can also have a variety of other in-game effects; some creatures may be weak to specific effects, or resistant to specific effects. There are many ways to gain access to carriers in the game, such as through magic, alchemy, or specialized equipment.

Mental	-	Effect is psionic in nature
Fire	-	Effect is delivered via fire
Ice	-	Effect is delivered by ice or cold
Lightning	-	Effect is delivered by wind or lightning, or an electrical device
Earth	-	Effect is delivered by rock, dirt, or other mineral construct
Nature	-	Effect is delivered by plant life, spores, or other organic material
Physics	-	Effect is the result of anomalies in space or time
Spirit	-	Effect is supernatural
Sound	-	Effect is delivered by sonic vibrations
Toxin	-	Effect is delivered by liquid or gaseous chemical compound
Network	-	Effect is delivered directly to your cortical implants by short-range digital signal

Special Carriers

Stealth	-	Effect is delivered subversively; cannot be resisted using the Parry effect
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Other Interaction Rules

The following are basic actions and interactive rules that can be performed by any character in a Sins of a Nation game.

Three-Counts and Timers

Some abilities that characters have required an amount of time spent on the action. If the required amount of time is stated as a “Three Count”, it means that the character must, without being struck of a weapon or effect, state the action they wish to perform three times while counting off, the the most standard version of this is preforming a killing blow. If the ability requires an amount of time role playing an action, then you must perform your action without being struck of a weapon or effect for the amount of time required. In both of these cases a **failure condition** will state in the description of the ability what happens if your count becomes interrupted.

Items and Item Tags

Sins of a Nation uses tags to represent items and equipment. Mundane equipment such as Lanterns, Firearms, Ranged and Melee Weapons, Armor, Standard Ammunition, and Musical Instruments all do not require tags, and should generally not be considered targets of theft. All other In Game items are considered not mundane and require a tag associated with it to use it. If any mundane equipment is put under the SHATTER effect, or is taken away from a character all phys reps will be returned after a reset or the ending of the scene.

Non-mundane equipment comes in two varieties, consumable and permanent (It will state as such on the back of the tag)

Consumable items can be used freely by any character who activates it to create a variety of effects or special conditions. Once a consumable item is used it should be given to staff via the trading post. Most consumable items are free to use by any character, some (like grenades) require a proficiency to use for free, meanwhile costing characters that are unproficient an activation cost much like activating an ability.

Permanent items require an activation cost to be used by a character, and items like permanent weapons require a proficiency to use as well. Permanent Items last as long as a character keeps possession of them, or until placed under the SHATTER effect. If a Permanent Item is SHATTERED it will be unusable until a character has repaired it, in which case it can come back into play as it was.

Finally, there is a type of specialty item called a Power Rig, which produces power points when activated and can be hooked up to a powered item, often a weapon. These items in turn possess a slot for a chip, which contains the necessary programming to activate certain abilities using the generated power points.

For more information concerning items, check the **Appendix: Crafting** document for more information on items and tags.

Flashlights and Lanterns

We allow any character to freely use any number of glow sticks, lights or electric lanterns to allow you to see in the dark or enhance a scene or your costuming. We do require that all lights have been diffused by either a gel, tissue paper or by some other means. (Around 10 lumens or the brightness of an electric glowstick). While selecting your light(s) be aware the following colors of Light are not allowed for player use as described. Each has a specific mechanical meaning to inform how they can be interacted with. All other colors are acceptable.

Yellow- If you see someone wearing a yellow light, they are signalling to you that they are a non-combat participant. This means that they may not be struck by a boffer weapon for predetermined out-of-game reasons, and fall under the Non Combat Rules.

Purple-Spirits and things of the Aether are designated with a purple light. If you do not have an ability that allows you to see or interact with these creatures you should ignore them.

Other Visual Conventions

Certain basic costumes at The Emergent are shorthand for out-of-game information. If you see these costumes, please treat them in accordance with the following clarifications:

Fixer

Mysterious agents of the Emergent world, their affiliations and goals are unknown; all you know is that a Fixer is here to hook someone up with something they want. Often it could be a job, a lead on a person or investigation, or some other hard to pin down thing that you need. A Fixer will never solve your problems for you, but they can get you what you need to solve them yourself, and they'll maintain no less than perfect professionalism in the process.

If you see an individual in a nondescript black suit and sunglasses (daylight depending), you're looking at a Fixer. Staffers will use this guise to hook mods, facilitate longform hacking, and generally marshal the game in scenarios where a face character either wouldn't make sense or would pose logistical problems behind the scenes. If a Fixer talks to you, assume that they can be trusted and do as they ask. Do not attempt to impede a Fixer or expect to get any information about who they are—for all intents and purposes, they don't exist.

Maintenance Worker

Sometimes, you might notice individuals in bright yellow reflective vests walking around the facilities, often transporting bins, bags, or other potentially suspicious cargo. You don't have to pretend they're not there, but they're generally not worth noting and definitely not worth talking to. Maintenance

workers are code for npcs moving props and costuming to their destination so that we can run something fun for you. Let them be on their way, and you will no doubt be rewarded in good time.

If you see a maintenance worker in the mess hall getting food, you can talk to them if you want, but know that they don't have a proper identity, so best not to embarrass them by asking for personal details, or expect them to know much about the world.

Spirit

Any person you see covered by a sheer white fabric sheet is a spirit. Generally, spirits will also be sporting the aforementioned purple lights, but in the daytime this might not be evident. If you don't have the ability to Percieve Spirit, you don't see these in game. This probably won't come up very often unless you're one of those paranormal types (or are friends with one).

Moving and carrying others

You should not attempt to **actually** carry another person during game, regardless if they have expressed permission for such an action. **To do so would violate our basic safety rules and create a dangerous situation.**

How our game represents such an action is as follows: To initiate such an action requires you to state "I pick you up" while in the vancity of the other character. If the person to be carried is conscious they may decline this action if they wish. The action of carrying someone is represented by walking side by side to the character you are carrying. You may roleplay carrying the person if they express consent to physical contact. As long as you are carrying the other character you must remain side by side to one another, and can move no faster than a walk. If the character you are carrying is struck by any offensive attack or effect, said attack affects both characters involved, this can be prevented by "dropping" the character being carried. The carrying character can perform no form of aid on the character they are carrying.

Restraints

As above, you should not attempt in any fashion to *actually* tie someone up, regardless if they have expressed permission for such an action. **To do so would violate our basic safety rules and create a dangerous situation.**

How our game represents such an action is as follows: To initiate such an action requires you to state "I tie you up" with a **uninterrupted three count*** while in the vancity of the other character. If the person to be bound is conscious they may decline this action if they wish. To tie someone up requires you possess a restraint item, restraint items can be found,bought, crafted or stolen in game . These tags will list two types of information.

- The degree in which you character is restrained (ex. Both arms under BIND effect while restrained, SILENCE effect and all limbs under BIND effect while restrained etc)

- The requirements for escape of said restraints, as a default all Restrain Items have an amount of time that can be spent role playing struggling with the restraints to free oneself, some Restrains have additional ways they can be removed, and possible failure conditions.

After the performing the three count you must hand over the Restrain Item tag, as well as any associated phys rep with the item to the character being bound. The character being bound should hold the phys reps and tag while role playing with them and have the out of game ability to remove them at any time.

***Failure Condition:** If you are interrupted during this count it simply means you have not succeeded to tie the target up, this does not consume the item, and you may re-attempt as long as you still have a **Restrain Item**.

Stealing In Game

The most important distinction when discussing things like theft for our game is the strong boundary line between acceptable in game and out of game actions. Theft follows these general rules:

- ♦ The only items that allowed to be stolen are In Game items. Under no circumstances should **anyone** be going through anything in Out of Game locations. Props and phys reps that are allowed to be taken in game will have a green sticker on them, or be accompanied by an In game Tag.
- ♦ The taking of another player character's In Game possessions is defined as a **pvp action** and must follow our PvP Policy. Players should report anything that they have stolen to staff at their earliest convenience.
- ♦ To steal an in game item you must take the tag associated with the item, for the purposes of tagged phys reps (such as ammunition, money or documents) you may take the phys rep as well.
- ♦ Players should not mix in game and out of game information in documents, journals etc. The moment you write down in game information on paper it becomes an In Game item to avoid confusion.

Info Tags

Certain headers allow characters to glean specialized information from reading tags applicable to that header. These tags are left upside down, with only the required ability visible for investigation. If you do not have the applicable header, you may bring attention to the area, but you are not allowed to read the tag (even for someone else who has the header). This should be roleplayed as seeing something suspicious or odd about the area that your character can't quite make out. Unless you are given direct permission from staff, or the tag is connected to a phys rep or prop that you are allowed to take you should not move the tag more than is necessary to read the information. Once you have finished reading, you should put the tag exactly as you found it. You can perform this action as many times as you need to to remember the information. Info Tags are color coded and labeled for quick identification.

Searching an Area

If a *player* or *staffer* spots someone lingering around an area while under the **cloak** effect for a **minute** we allow your **character** to feel uneasy/suspicious and **search the area**. This is a timed ability that takes ten seconds to perform. To perform this **Ability** you must state “I begin to search the area” and then roleplay looking around while quietly counting to themselves. After the ten seconds the **character** may perform a BY GESTURE REMOVE CLOAK upon the individual that is currently cloaked.

Failure Condition: If for whatever reason you are interrupted before completing your count you would cease any further investigations unless another minute has passed with the person still present.

This rule is designed to create pressure upon characters who are cloaked to act if they wish to be successful in whatever they are doing.

Selling of Out of Game Goods

In order to preserve the in-game economy, as well as to prevent the excessive conversion of real-world money into in-game money, there is a limit to how much you can gain from attempting to sell items lacking in-game value. A player is only permitted to sell out-of-game items in-game for a total of up to 25 shares each event. Characters who have access to the Engineering or Chemistry headers may increase this limit by 5 shares per crafting Tier of those achieved. Likewise, characters with Reputation increase this limit by 5 shares per rank of Reputation.

Character Advancement

CP Advancement

CP is one of the more direct and measurable ways for your character to advance in our game, allowing them to become more powerful and diverse. It should be noted, that CP isn't the only way your character advances as they gain the opportunity to pursue their goals and create a reputation for themselves. On the more mechanical side of things though, when we talk about a character advancing we are generally mean in terms of CP. You gain CP for performing the following actions:

1 CP for Pre-Registration - Filling out the Preregistration form and e-mailing us at least two weeks in advance helps us greatly organize our plot and structure.

1 CP for Pre-Paying - Paying for the event at least two weeks in advance also helps us keep a good relationship with our camp site

1 CP for Attending - At Minimum all characters that are played at a Sins of a Nation event gain one point of CP

2 CP(+1) for Evaluation - Your feedback is important to us, as it allows us to make the game better and stay informed on how our players are responding to what we are putting out. We also give an additional 1CP for particularly in-depth evaluations.

2CP for Journal - We also ask what is going on in your *character's* mind about the game events, and thus will reward anyone who write us an In Game Journal of their event. Journals submitted to us in this way will never show up at event and do not need to be mentioned by your character (i.e you may be playing a character that would never keep a journal) it is simply an Out of Game means to give us some insight to your In Game viewpoint.

1CP for Clean Up(+1) - Staying after game is wrapped and helping clean up the campsite is greatly appreciated, most events we will also have specific tasks that need to be done that can be used to get an additional +1CP

Donations and Staff Exchange

Players that wish to help out the game by donating, time effort or supplies should look out for the Donations list on our forum. Donations will be accepted by request only, and the conversion rate for a donation is one CP per \$20 value or 1 hour of work. Another way to help our game is by helping out any of the games we currently have a staff exchange with. Sins of a Nation will award 5CP for anyone who helps grunt events at either [Terres Rising](#) or [Geistwald](#) Larps.

CP Cap

While we appreciate any extra help that players can give us to ensure our game can be the best that it can be, we feel it would be irresponsible to allow players to donate an endless amount of supplies and help. Thusly, we have a maximum allowed amount of CP that is risen after each event. At the First event of 2025 we have a CP Cap of 55 CP, this will increase by 15 CP per event. Should you earn more CP than the current Cap, that CP will not be lost, but will be locked until the Cap is raised and that CP becomes useable.

Raising your Attributes

Raising an Attribute is simple, and is based off of a couple of rules. Firstly, all Attributes cap at 10. This means that you cannot have any Attributes higher than a value of ten without using the Bestow effect. Secondly, it costs 1 CP cumulatively to raise an Attribute. So to raise one of your Attributes by one point, it costs 1CP. To raise the same Attribute again, would cost 2CP, to raise it a third time would cost 3CP and this would continue until you have reached 10 points. Finally, every character begins with 2 of each Attribute, before any Attribute purchases made during character creation.

Buying Abilities, Headers etc

After we collect everyone's evals and journals we update your character sheet and available CP. You can use this CP to purchase new Abilities, Headers etc as long as you meet all stated prerequisites for what

you wish to purchase. For abilities that state “Requires advanced training”, that is our way of telling you you need to pursue these abilities In game with staff direction.

All character updates can be processed using the character creator on our website. Please note that character updates will be locked roughly 1 week before an event, to allow us time to produce physical character sheets and confirm that characters possess certain skills for plot purposes. Any questions or issues with the creator can be sent to sinsemurgent@gmail.com.

Timeblocks

Timeblocks are a mechanical representation of what your character accomplishes when not “on screen” at event. It is assumed that these characters continue to exist for the rest of the year while events are not taking place, and while leaving the facilities might not be possible, there is still plenty to do for those who know where to look and who to talk to.

Timeblocks are relatively simplified; rather than taking into account how much time there is between Events, the default use of Timeblocks allows one “Action” that your character took and one “Question” that they researched. Actions and Questions should be submitted in the form of a single, non-compound sentence. Additional notes can be provided after that sentence for clarification, however we reserve the right to ignore anything that could be considered a separate Action or Question in those notes.

In order to use Credits, Components, or other Items during Timeblocks, they must be in your character bag when you check out at the end of an Event. You cannot retro-actively transfer resources from one player to another, and we strongly recommend that you make a list of available resources before checking out, as it is a significant logistical strain to then track down those resources on our end.