



Rules summary – the least you should know

This document contains a brief overview of the Empire rules. It only covers the general rules: if you have a briefing, item or ability that contradicts this summary, follow that instead. If you find an interesting edge case here, there's an excellent chance it's covered by the more detailed rules on the wiki.

In character (IC): When you are IC, you are interacting as your character. You are assumed to be IC whenever you're in the IC area during *time in*.

Out of character (OOC): When you are OOC, you are interacting as yourself. If you need to communicate OOC when you're assumed to be *IC* (for example, to check whether someone consents to *unarmed combat*, point out a dangerous environment, or indicate that you're unable to continue roleplaying a scene), prefix the statement with "Out of character" or "OOC".

Time in: During time in, players in the IC area are assumed to be *in character*; if for some reason you aren't, try to avoid disrupting roleplay. Time in is from 6 pm to 1 am on the first day of the event, 10 am to 3 pm on the last day of the event, and 10 am to 1 am on all other days of the event. In the Senate building, time in runs from 6 pm on the first day of the event to 3 pm on the last.

Phys-rep: Physical representation of an in-game item. For example, cast polyurethane armour might be a phys-rep of enchanted mithril plate.

Hits: How much damage your character can sustain. You have one pool of hits: there's no distinction between armour hits and body hits, or between locations of hits. You start with two hits (but *armour* and the Endurance skill modify this), and lose one each time you are struck by a weapon. When you reach zero hits, you should fall to the ground: your character is *dying*. There are lots of ways to regain lost hits: see "Good things that can happen to you". You can never have negative hits.

Dying: You are dying when you are on zero *hits*: if you gain hits, you will no longer be dying. While dying, your character is incapacitated by injury: they can twitch, talk, scream or be fed a potion. You should roleplay that you are seriously injured. If you are dying for longer than your maximum *bleed count* in one go, your character becomes *terminal*.

Terminal: A terminal character is incapacitated, exactly like a *dying* character. Unlike a dying character, there's no way to recover from being terminal. You may decide at any time that your terminal character has died. They will die, at the latest, just before the next PD Empire event.

Bleed count: How long your character can remain *dying* before becoming *terminal*. Three minutes, but the Fortitude skill and the VENOM *call* modify this.

Execution: You may execute a dying or terminal character by spending at least five seconds roleplaying a fatal blow, then calling EXECUTE. They immediately die.

Armour: Armour gives your character more *hits*, and can protect against the effect of some *calls*. Armour comes in three types: *light*, *medium* and *heavy*. *Mage armour* is different, special and has its own section. Armour protects against the effects of some calls if the blow strikes the armour *phys-rep*. Armour grants extra hits if it covers the majority of your torso, and at least one other location (head, arms, or legs). These two classes of protection are independent. A legal phys-rep of an armour *enchanted item* must be sufficient to grant extra hits. Any character can wear armour. A mage cannot cast *spells* while wearing armour.

Light armour: Padded cloth or thin leather (between 1.5 mm and 3 mm). Two extra hits. Doesn't protect against calls.

Medium armour: Thick leather or appearance of (over 3 mm), Three extra hits. Protects against cleave. Provides one hero point if not wearing any Heavy Armour.

- **Heavy armour:** Metal or looks like metal. Provides 4 extra hits and protects against CLEAVE and IMPALE

Mage armour: Characters must have the Battle Mage skill to wear mage armour. Two extra *hits*. Doesn't protect against *calls*. Has its own arcane coverage rules. Unlike normal armour, wearing mage armour does not stop a mage casting *spells*. Must cover at least three locations but one location must be one of Pauldrons (shoulders), Pectorals (upper chest), Hero Belt (waist).

Combat: Empire uses padded polymer/foam/latex weapons for combat. You **must** pull your blows so that your weapon strikes with negligible force. You **must** have your weapon checked and passed by a member of the Weapons Check team before use. Please roleplay appropriately when your character has been hit by a weapon.

Missile weapons: Arrows and bolts always do IMPALE. Thrown javelins and axes never have a *call*: lose a *hit* if one strikes you.

Calls: If a weapon blow is accompanied by a call, it has additional effects.

MASS: If a *call* is preceded by the word MASS, it affects everyone in a 90° by 20' arc indicated by the caller.

Ruined: Weapons, shields and limbs can be ruined, normally by *calls*. This makes them useless for all purposes. You may not move by hopping if one of your legs is ruined. Drop or sheath affected weapons; if you continue to hold a ruined shield take all blows to the shield as if they had struck the underlying arm.

One-second rule: If someone hits you with a rapid flurry of blows, you take only one *hit* per second from that attacker.

Unarmed combat: Grappling and stage-fighting between consenting players requires a referee, who will check for safety, sobriety and enthusiastic consent. You may never grapple on a battlefield or quest.

Traumatic wound: Sometimes after an injury a referee will give you a rip-open card with a briefing. The briefing affects your character until the wound is treated by a character with the Physick skill.

Roleplaying effect: Some effects ask you to modify your roleplaying. You decide how this interacts with your characterization, but you cannot simply ignore them.

MAN DOWN or STOP THE GAME: If you hear this, someone has suffered an *OOO* injury. Stop moving or fighting, and carefully kneel down. Do not repeat the call or pass it on. You should feel free to call this if you suffer an *OOO* injury or see someone else suffer an *OOO* injury.

TIME FREEZE: If you hear this, a referee has noticed some impending danger. Stop talking and fighting, and await a briefing.

Where to go for help: Referees, egregores, and the bar all have radios and can summon assistance. Games Operations is staffed throughout *time in*. The PD telephone number is 07817 133793; this will reach the event management or security team.

Behaviour while in character

The themes that exist within Empire include mind-influencing magic, drugs and addiction, human sacrifice, racism and prejudice, prostitution, violence, robbery, torture and murder. They **do not** include non-consensual sex or sex with minors. It is not possible to know what real life experiences other players have suffered, so you **must avoid** IC references to either of these two subjects in play to ensure that you do not upset any of your fellow players.

The wiki lays out forms of prejudice that are specific to the Empire setting. It is **not acceptable** to discriminate against players or characters based on real-world characteristics such as sexuality, gender, or out of character religion or race.

Bad things that can happen to you

If you're hit by a weapon, lose a hit. If you parry with a weapon, or block with a shield, you haven't been hit by a weapon: don't lose a hit. Calls have extra effects, in addition to the lost hit from being struck.

CLEAVE: If you were hit on the head or neck, or on medium or heavy armour, this has no extra effect. If you were hit on the torso, immediately lose all your hits: you are now *dying*. If you were hit on a limb, that limb is now *ruined*.

IMPALE: If you were hit on the head or neck, or on heavy armour, this has no extra effect. If you were hit on the torso, immediately lose all your hits: you are now *dying*. If you were hit on a limb, that limb is now *ruined*.

STRIKEDOWN: Fall over. If you parry or block this call, you still fall over your backside or torso must touch the ground.

SHATTER: If this hits a weapon or shield, that weapon or shield is now *ruined*.

PARALYSE: For the next ten seconds, you can't move at all. You can still talk or be fed a potion.

ENTANGLE: For the next ten seconds, you can't move your feet. You can still fight and act normally apart from that. This call affects you even if you parry or block it.

REPEL: Move away from the person who hit you as fast as is safe, until you are twenty feet away or ten seconds have passed, whichever comes first. This call affects you even if you parry or block it.

VENOM: Your maximum *bleed count* is thirty seconds plus ten seconds per rank of fortitude, until the venom is cured.

WEAKNESS: You cannot use hero points, cast spells, use enchantments, or activate magic items until the weakness is cured.

CURSE: Find a referee after the fight, even if there wasn't an attack associated with this call or you successfully avoided it.

Good things that can happen to you

Heal: Regain all lost *hits*.

Swift Heal: Regain up to three lost *hits*.

Chirurgion: If you are *dying*, regain one *hit*. Pause your *bleed count* while the chirurgion works.

Stay with me: If someone is *dying*, you can let them regain one *hit*.

Get it together: If someone is not *dying*, you can let them regain three *hits*.

Purify: Any Venom or Weakness is cured.

Swift Purify: Any Venom, Weakness, Paralyse or Entangle is cured.

Mend: *Ruined* weapon or shield is fully repaired.

Restore Limb: *Ruined* limb is restored to full function.

Empower: You may allow the target to make a single heroic call based on the weapon that they are using within 10 seconds. They may call **STRIKEDOWN** if they are wielding a **polearm**, **IMPALE** if they are wielding a **great weapon** or **CLEAVE** if they are wielding a **one handed weapon**, or a **one handed spear**. The target *cannot* use an **implement** to deliver an empowered blow.

Physick: Lots of stuff they'll have time to explain, and they can apply herbs.

Two hours' rest and relaxation: Regain all lost *hits*.

Other Useful Stuff!

Money: 20 rings to a Crown, 8 Crowns to a Throne

Nations: The Brass Coast, Dawn, Highguard, Imperial Orcs, The League, The Marches, Navarr, Urizen, Varushka, Wintermark

Virtues: Ambition, Courage, Loyalty, Pride, Prosperity, Vigilance, Wisdom

Realms: Spring, Summer, Autumn, Winter, Day, Night