

# Fallen Empires

VR Rulebook v1.5



THIS DOCUMENT IS A CONSTANT WORK, STRIVING TO CREATE THE BEST PRODUCT FOR THE PLAYERS. AS SUCH FROM TIME TO TIME THE RULES WILL BE MODIFIED OR ALTERED IN AN EFFORT TO MAKE THE GAME THE BEST IT CAN BE.

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## Virtual Game Rules

Virtual Games will be run in a very similar manner to a live game. There are a number of rules that will still need to be followed as they will affect the events that happen. All players will need to have a copy of their character sheet on hand so they can track their skills and possible expenditures. If you do not have access to your character please post or reach out to Logistics and they can get you access.

- You are expected to track your expenditures of Skills, Items, and Abilities, as these will still be limited resources to use as you adventure.
- Players should track items they use, Plot will as well, and they will need to be turned in at check-in of the next live game.
- Players should track status effects and alignments as these can happen during encounters and will still need to be fixed.
- When you join the game you will need to go to the OOG Channels and in the Virtual Game Check In channel and enter the following.  
**"Player Name- Character Name- Check In/Out"** this is so we can track and make sure everyone who participates gets credit.
- Only use the IG-Channels, unless you are told by plot to move to one of the Plot channels.
- Characters will not have a Skill Reset like a normal event; this is done mainly due to condensed play time as well as players not using up resources on wandering monsters like at a live game.

### Pricing

Virtual events will carry an event cost albeit lower than the cost of Live Games. SP and Favor rewards will be the same as what is listed for Live Games. Cost for Primary PC is \$25, and Secondary PC is \$15.

### Rewards

Unlike a normal live event treasure will be handled differently. Instead of receiving a stack of

coins, items, and components we will be using alternatives.

- Training Manual- Training Manuals act as an instructor for a specific skill, and they can be used a set number of times. The character must meet all of the normal prerequisites to learn the skill as standard. If a player wishes to use a manual to learn a skill, they will need to add it to their BGA, in the Between Game Training, noting the Skill was gained from the Manual.
- Research Book- Research Books will aid in BGA Research in one of two ways. First, they can be used for a Research action for the Knowledge Area noted for the Book; secondly, if used in conjunction with a character's Skill for the same Knowledge Area they will have a boosted effect if below rank 5.
- Private Instructor- Similar to Training Manuals, with the major difference that they will need to be assigned at the time they are received from the marshal. This reward will typically have access to rarer Skills and may allow access to a few Skills at once; whereas a Manual is a single Skill.
- Additional Actions- Additional Actions let a player submit additional BGA actions. All additional actions should be placed in the Additional Action section.
- Silver- This will be coin which players will be able to split up and use just as they would during games.
- Basic Production levels- Will function like the check in Production Points for Basic Recipes. When used for crafting during the VR game, the player would expend a number of levels equal to the item they are creating.
- Advanced Production Levels- These will be used for crafting Advanced items. Each Advanced Recipe will have a designated number of levels needed for each item.

## VR Combat

### Combat Terminology

#### Round

A combat scene will consist of a number of rounds and each round represents approximately 3 seconds of time. In a Round all participants will take their actions, all of which will all be concluded and take effect at the end of each Round.

#### Turn

Each Character and NPC involved in a scene will have their Turn to take an action. On their turn, they can perform an action, a detailed list can be found on the Action Table; in some instances, a Skill, Power, Class Feature, or other may grant a character an additional action they would use on their turn.

#### Actions

On their Turn each character can take 1 Full Action or 2 Partial Actions, as well as 1 Free Action. The chart in the next section details which combat actions are Full or Partial actions. Additionally there are a number of ways in which a character might gain additional action during a Turn; no matter how they are gained a character can never take more than 2 Full Actions worth of actions in a Turn.

#### Initiative

This will be randomly generated, at the beginning on the module, by the marshal, and posted in the channel so everyone is aware. On your turn, you will be given roughly 5 seconds to take your action; so, it is advised you plan ahead and know what you are going to do.

#### Attacks

When attacking or interacting with the targets in a battle, there are a few rules for targeting.

1. Melee attacks can only strike targets that are in the same zone, or an adjacent zone.
2. Ranged attacks can strike targets that are in any zone, other than Disengaged.
3. Characters in the Disengaged zone can only use, and be affected by, Voice attacks.

#### Targeted Attacks

These are classified as attacks that must be directed at a target, and strike them, to take effect. Each target in a combat is limited to the number of attacks they can be targeted with in a round. Medium creatures (all PC races) can be the target of up to 2 attackers, Large/Dire creatures can be the target of up to 3 attackers, Massive creatures can be the target of up to 5 attackers, and Behemoths can be the target of up to 8 attackers.

#### Non-Targeted Attacks

These are attacks that do not need to be targeted to function, primarily these are AOE attacks; Burst, Traps, Sweep, and Terrain, are the most common of these. If there is one being used on a module not covered here the marshal will make it well known before combat. These attacks ignore the normal limitation of targeted attacks.

#### Defending

Once each round when affected by an attack a character can use a single "Active Defense" (*Parry, Dodge, Roll*, ect). Passive Defenses can be used as applicable.

#### Positions

Combat positioning for VR combat will be minimal. The "Battle-map" will consist of 5 areas, called Zones (Player Ranged, Player Melee, NPC Melee, NPC Ranged, and Disengaged); both Players and NPC's will begin combat in their appropriate areas based on the combat and can move around once combat starts, using *Reposition* or *Disengage*.

NPC Ranged	Disengage
NPC Melee	
PC Melee	
PC Ranged	

## Combat Process

While each combat will have different setups and monsters, all combats will follow the same set of procedural steps.

1. The Marshal will create a list of all players and will assign them an action order, normally this will just match the order they appear in the discord channel. This will be the order in which each person in the encounter will have their turn.
2. The Marshal will flip a coin to see if the Players or the NPCs will act first in the rounds.
3. Each character in the encounter will take their turn following the next steps.
4. Choose a target: pick a target within your attack's range: a creature, an object, or a location.
5. Determine modifiers: Some Skills/Abilities have no effect of their own, but instead alter a character's attack. These modifying

Skills can be used in conjunction with the attack, as part of the same action.

6. Resolve the Attack: Once you have finalized your attack on your designated target, then the defender can declare an applicable defense.
7. After all combatants have taken their action the round will end. At the end of the round all attacks will be concluded at once, this means that no matter what orders combat takes place everyone will be able to act each round they are entitled to act.
8. Repeat steps 4-7.

Action Table	
<b>Attack-</b> Use an Offensive/Utility Combat Slot or Order/Attunement ability as an attack.	Full Action
<b>Disengage-</b> Move far enough from the immediate combat area (If the terrain allows) that you cannot target or be the target of any portion of combat other than Voice delivery.	Full Action
<b>Flurry Attack-</b> Deal damage to a single target equal to your characters Flurry limit times their weapon damage.	Full Action
<b>Spell Pool-</b> Use up to your Spell Cap on a target.	Full Action
<b>Spell Slot-</b> Cast a spell (Modifiers are considered part of the same action, IE: Chain Spell, Ley Skills).	Full Action
<b>Use Item-</b> You can use a single Potion, Rune, Bomb, Vial, Salve, Elixir, or activate a Magic Item that you have equipped, on another target.	Full Action
<b>Knowledge Area-</b> Analyze Target to grant an Ally a Bonus.	Partial
<b>Reposition-</b> This action allows a character to move to an adjacent Zone	Partial
<b>Single Attack-</b> This action allows a character to attack with a single weapon damage attack.	Partial
<b>Use Item-</b> Use a single Potion, Elixir, or activate a Magic Item, that you have equipped, on yourself.	Partial
<b>Active Supportive Effect-</b> Activating a self targeting supportive Skill (Barrier, Fortitude, Mirror Image, Totem, Ect.), KA Effects (Planer Asylum, Death Delayed, Immunity)	Free Action

## Ability Variances

### Backgrounds

**Medic-** Healing Touch allows the character to perform *First Aid* as a Partial Action.

**Sailor-** You can hold your breath under water for up to 50 Rounds of combat.

### Class Abilities

**Elemental Negation-** This is a Passive ability that does require an action to use.

**Empowered Shift-** Once activated, the character can Shapechange, as a Free Action, once each round.

**Perform-** This skill takes a Full Action to use and will take effect at the beginning of the following round. Using this skill is always consume a daily usage.

**Planar Surge-** This ability reduces the action of using *Spell Pool* Partial Action, as well as changing its Delivery type.

**Poison Use-** This skill takes 1 Full Action to apply a *Blade Poison* to a weapon.

**Resetting Spell Pool-** Resetting a characters spell pool takes 3 Full Actions.

**Shifter-** Changing forms takes 1 Full Action.

**Will to Survive-** The characters *Bleed Out* count is extended by 5 rounds.

### Skills

**Adrenaline Rush-** This effect will increase the characters *Permanent Strength* for 3 rounds, or will extend their *Bleed Out* by 10 rounds.

**Aerial Totem-** Functions per the rules book with the alteration that when using the “Natural Venom Strike” option the character gets 2 uses of that attack.

**Ambush-** When this skill is used on a target that has already been successfully hit with a melee attack, the attack is considered to have the “Surprise” modifier.

**Arcane Spell-** Using this Ley skill to alter a spell reduces the action of casting the affected spell to a Partial Action, as well as changing its Delivery type.

**Assassinate-** This skill can only be used on a target that has already been attacked in melee in the same round.

**Avoidance-** This skill lasts for 3 rounds.

**Binding-** These effects will end 3 rounds after the caster dies or breaks LOS.

**Blind-** This effect will have duration of 3 rounds.

**Cancel Magic-** When cancelling spells that have duration in minutes, it takes 3 Full Actions to use this skill.

**Center Self-** This skill takes 1 Full Action to use.

**Chain Spell-** When used to modify spells this takes no additional action, and allows the caster to target characters in the same Zone.

**Choke Hold-** After a successful attack the target will become *Unconscious* at the end of the Round.

**Conceal-** This effect will have duration of 3 rounds.

**Cyclone-** This effect will have duration of 3 rounds.

**Deflect-** This will remove 1 multiplier from a Flurry attack.

**Die Hard-** This effect reduces the characters *Bleed Out* count to 3 Rounds.

**Disarm-** This effect will have duration of 2 rounds.

**Earthen Totem-** The “Binding Strike - Slay” option takes 2 Full Actions before it affects the target.

**Encore-** When used this skill will cause the *Song/Dirge* to repeat every 2 rounds so long as concentration is maintained.

**Entangling Strike-** After 3 rounds an effected target will be reduced to 0 Body Points, cutting a target free requires 1 Full Action of dedicated action.

**Escape-** This skill is a Free Action when used to escape from *Binding* affecting the character. When used to free another target it requires 1 Full Action.

**Execute-** This skill is a Partial action

**First Aid-** This skill takes 3 Full Actions to *Stabilize* a target.

**Florentine-** While dual wielding a character can add their offhand damage to their total damage of a Flurry action.

**Freezing Shot-** Frozen targets can be broken out of this effect with 3 Full Actions of effort by another character.

**Forked Spell-** This causes the spell to strike 2 targets with a single casting.

**Fumble-** This effect will have duration of 3 rounds.

**Harvesting Skills-** When harvesting nodes players will gain Production Levels instead of normal components.

Harvesting Item	Cost
Basic Production Level	10
Adv. Production Level	70
Named Component	120

**Hasten Magic-** Using this Ley skill to alter a spell reduces the action of casting the affected spell to a Partial Action.

**Hide-** This skill takes 2 Full Actions to take effect. Must be in the *Disengaged* combat position to use if not used with another skill like Conceal.

**Impunity-** This effect will have duration of 3 rounds.

**Initiative-** This allows the character to move to an adjacent Zone, this can be used as a Free Action.

**Knockdown-** This effect will have duration of 3 rounds.

**Knowledge Area-** (Cycle, Magic, Nature, Planes, Humanoid) - With a Partial Action a character can Expend 2 KA Points, granting 1 Ally the Bane effect, against a creature covered by that KA, for a single Flurry Attack before the end of the next Round. This can be used once per round.

**Maim Limb-** If a leg is the target, movement requires a Full Action; a second maimed leg prevents movement. If an arm is the target the characters flurry is reduced by 2; a second maimed arm prevents normal attacks.

**Merchant-** This skill will allow a character to gain 1 Commission and do 1 full Merchant Trade each game.

**Mirror Image-** Once activated, this counts as a Passive Defense for defending attacks.

**Natural Spell-** Using this Ley skill to alter a spell reduces the action of casting the affected spell to a Partial Action, as well as changing its Delivery type.

**One Body, One Mind-** Increases the characters Flurry by 1.

**One-Hand Block-** In a round where a 2-hand weapon is being wielded while using their free hand to perform an action. Once each round a character can reduce a Flurry attack against them by a multiplier of 1. This is a Free Action.

**Patch Job-** This skill takes a Full Action to perform.

**Precision Damage-** When attacking a target in melee that is also being attacked by an ally in melee full Precision damage will be used for Flurry Attack.

**Reincarnate-** Takes effect after 1 round.

**Riposte-** This is an Active Defense and does not deny a character their Attack action.

**Regeneration-** This skill takes a Full Action to perform.

**Shield-** While wielding a shield once each round the character can reduce a Flurry attack against them by 1 multiplier. This is a Free Action.

**Smoke Screen-** This skill prevents ranged attacks from striking targets in the characters current Zone, from outside of that Zone. This skill requires a Partial Action to maintain, to a maximum of 10 Rounds.

**Storm (Ley Magic)-** While active the character can make 2 “Magic 10 <Flavor>” attacks each Round

**Survival-** This skill will increase the characters *Death Count* by 5 rounds.

**Sweep-** This skill will force all foes to move up to 1 Zone away. The duration of the push back is 2 rounds.

**Take Cover-** When used against players it will reduce all targets Flurry by 1 for 1 Round.

**Terror-** This effect will have duration of 3 rounds.

**Vitality-** This skill takes 2 Full Actions, or can be used as a Partial Action, after incapacitating a foe in the previous round.

### Powers

**Ambidexterity-** This power increases a characters flurry by 1.

**Escape Plan-** The character must stay *Concealed* for the full 2 rounds to gain the removal of negative effects.

**Exotic Ammo-** Using this power requires 1 Full Action to activate.

**Feedback Loop-** This power allows the character to reset their Spell Pool by concentrating for 1 Full Action.

**Fight to the Death-** After use the characters *Bleed Out* count is reduced to 2 rounds, for 1 hour.

**Improved Phylactery-** Mending, this effect will trigger when the character reaches the last round of their *Bleed Out* count.

**Ley Study-** Only 1 Ley Skill can be used in a given Round.

**Terrain Adaptation-** In addition to the normal benefits, when combating in the designated Terrain the character can use the *Reposition* action once each Round as a bonus Partial Action.

**Triage-** The *First Aid* skill requires only 1 Full Action to *Stabilize* a target within the same Battle-map Zone.

### Glossary of Effects

**Area of Effect Attacks-** Attacks of this type will have a designation of the Zones they will hit.

**Breaking Free-** This requires a Full Action to perform.

**Burrow-** It requires 2 Full Actions to enter or leave Burrow.

**Claws-** Claws do not grant the same benefit as Florentine.

**Concentration-** This functions as per the book.

**Flight-** It requires 2 Full Actions to enter or leave take off or land.

**Readjusting Armor-** Readjusting armor takes 3 Full Actions to perform.

**Repel-** This effect will push the target 1 zone away from the caster. The target will not be able to use the *Reposition* action for 2 rounds.

**Shatter-** If used to destroy a weapon, the target will be unable to make attacks unless they have another weapon, even then their Flurry is reduced by 1.

**Shun-** This will force the target to move to a Zone that is not adjacent to the casters Zone. This effect will last for 3 rounds.

**Slow-** This effect will cause the target to only be able to take Partial Actions.

**Soar-** This allows a character to take off of land as a Free Action.

**Strengthened Spirit-** This ability will add 20 Rounds to the characters *Death Count*.

**Terror-** This effect has a duration of 3 rounds.

**Triple Jointed-** This reduces the duration of Bind and Web effects on the character to 3 Rounds.

**Voice Delivery-** Attacks of this type will strike all appropriate targets in the combat scene.

## Other Rules

**Bleeding Out-** A target that is at -1 Body for 5 consecutive rounds will become *Dead*.

**Death Count-** A target that is *Dead* for 10 consecutive rounds will *Dissipate*.

**Death Watch (Bulk Buy)-** This effect will increase the characters *Death Count* by up to 5 rounds.

**Mash Whiskey-** This will increase the characters *Bleed Out* count by an additional 3 rounds.

**Water Combat Rules-** *Reposition* requires a Full Action, *Flurry* is reduced by 1. The remaining rules apply.



## Item Creation

### ***Crafting Skills***

Items can be crafted during the game during the Break Periods (these are around 2 hours of time) which sets the limit of time that could be used to craft items. When crafting on a break players will need to notify plot or logistics as to what they are crafting as well as quantity. The Player would need go to their character treasure portal and "Use" the corresponding number of Production levels. Once staff has verified the "use" log they will issue the tags to your portal. Like live games characters can create as many items as they have time and appropriate Production Levels for.

### ***Steps for Creating an Item***

1. During a Break Period plan out what you will craft.
2. On your Player Treasure Portal "Use" the appropriate number of Basic or Advanced Production Levels, this will send them to plot.
  - a. Basic Items- consume 1 Production Level per Rank of the Item.
  - b. Adv. Items- consume an amount of Levels as noted on the following charts.
3. Contact a Plot or Logistics member and let them know what you are crafting. They will verify the correct Production Levels were used.
4. The Marshal will issue the tags to your Portal

### ***Forge Items***

Making Forged Items will follow the same format as above, only the character will need to "Use" the corresponding Forge Item Recipe Page and the correct Named Components.

Brew Potion	
Recipe	# of Adv Levels
9 <sup>th</sup> Level Spells	2
Black Water	1
Clouded Elixir	1
Deep Cooling Water	3
Diluting Agent	1
Flask	6
Free Action	2
Renew Mind Minor	1
Renew Mind Major	4
Renew Prowess Minor	1
Renew Prowess Major	4
Metered Decanter	3
Mighty Strength	2
Purification Filter	1

Chemistry	
Recipe	# of Adv Levels
Blade Poison	Varies
Bonding Compound	3
Decanter	8
Epoxy	1
Firedamp	1
Flask Flame	1
Glowing Bottle	3
Night Eyes Powder	2
Petrifaction Salve	1
Resin	1
Setting Solution	5
Thermite	3
Universal Solvent	1

Engineering	
Recipe	# of Adv Levels
Barricade, Exquisite	1
Barricade, Improved	1
Basic Scope	9
Clutch	1
Crank Light	5
Distiller	1
DL 700	10
EL512	1
Exotic Clip (+3 Damage)	1
Exotic Clip (+5 Damage)	2
Exotic Clip (Critical)	3
Gyro-Destabilizer	1
Hammershot	7
High Caliber	9
High Fusion Cell	1
Improved Capacity	7
Improved Scope	16
Phase Decoupler	1
Rocket Boots	6
Rocket Boots Extreme	18
Servo Piston	1
Steel Barrel	3
Spyglass	4
Themoflange	1
Timekeeper	1
Whirlygig	1

Scribe Rune	
Recipe	# of Adv Levels
Create Major Spell Book	2
Everlasting Quill	1
Gold Leaf	1
Inscribe Greater Wand	5
Inscribe Wand	2
Master Staff *	16
Pigment Remover	1
Rune of Power *	5
Rune of the Novice *	1
Rune of Mastery	Varies
Rune Staff *	9
Runestone Inlay	1
Book of Storing I *	7
Book of Storing II *	13
Silvered Ink	1
Vellum	1

Smithing	
Recipe	# of Adv Levels
Armor Plating (Blade Breaker)	1
Artisan Crafted*	16
Battle Armor	1 per 2 Months
Cold Iron Weapon*	1
Crystal Framework	1
Exotic Quiver (+3 Damage)	1
Exotic Quiver (+5 Damage)	2
Exotic Quiver (Critical)	3
Fast Linked Armor*	5
Honed Weapon*	10
Large Shield	1 per 2 Months
Loadstone Magnet	1
Master Crafted*	12
Reinforced Bit	1
Reinforced Crucible	1
Rune Weapon*	8
Silver Weapon*	1
Steel	2
Steel Barrel	3
Temper*	1 per 2 Tempers
Unbreakable Glass	1
Unshatterable*	6 + 1 per Rank