Chapter 16: General Rules for Play

Conduct

All players are expected to conduct themselves in a safe and courteous manner at all times, especially while in combat. Failure to do so may result in being restricted from participating in combat for a period of time, if not permanently. In order to take part in a Red Button event, all participants must agree to follow the rules and conventions of the game. Refusal to do so, or deliberately flouting these rules, is grounds for being banned from this and all other Red Button Productions events.

Calling a Hold

This is the most important rule in the whole book, and it is essential that all players be familiar with it. Anyone may call a Hold at any time if they see an unsafe situation, because of injury, or if, for any other reason, they perceive that the combat should be halted. Holds must be called loudly so that all players in the battle may hear. Everyone nearby should immediately drop to one knee and remain completely silent, with eyes downcast if possible. Failure to comply with a Hold may result in a Formal Safety Warning.

Holds may not be called to pick up dropped objects or spell packets, to get a better view of the combat, to parlay with an opponent, or for any other reason not directly related to safety or rules issue. A Hold may be called because someone has fallen down, a player's glasses were broken, the combat has progressed into an unsafe area, or to settle a rules dispute or question. While the Hold is in effect you should not look around or talk to other players. You may however, use this time to pick up spell packets, check the safety of your weapon, recover arrows or other props from a "quiver," or remove expended tags. Thrown weapons may not be gathered during a Hold.

When the reason the Hold was called is resolved, either the marshal in charge or the person who called the Hold should call the Lay-on. The player should inform everyone that they are about to resume play then call "3... 2... 1... Lay-on!"

The No Touch Rule
This rule is a close second to the Hold rule in its degree of importance. There can be absolutely no physical contact between players during combat. Only weapons or spell packets should come into contact during a fight. You may not push, hit, kick, or in any way physically assault another player. Doing so will immediately result in a Formal Warning. The only time you may touch a player during combat is to administer a bare-handed Killing Blow. A bare-handed Killing Blow can be administered by placing your hand on the player's shoulder and counting, "Killing Blow-one, Killing Blow-two, Killing Blow-three."

Warnings

Warnings will be given to players whose fighting style is deemed unsafe. Most often a Guide will issue an informal warning which has no effect on the player other than to let him know that he has been fighting unsafely and that he should try to adjust his style. Safety Guides also have the right to ban a player from combat for any amount of time to be designated by the Guide. Finally, a Safety Guide may issue a Formal Safety Warning. Receiving three Formal Safety Warnings within the space of a year will result in an immediate ban from all fighting. This is a permanent ban and may only be repealed by the Directors of Dust to Dust.

Weapon Safety

All weapons must be approved and pass safety inspection by a Weapons Safety Guide. Each player is responsible for the safety of his own equipment. Damaged or otherwise unsafe equipment should be removed from play immediately. Use of an unsafe weapon (even one passed by the Weapons Safety Guide) may be grounds for receiving a Formal Safety Warning.

Legal Target Areas

Legal target areas are from the neck down, from wrist bone up to the arm, and from the anklebone up the leg. The head, feet, and hands are all illegal areas and do not count as successful weapon hits. A combatant who has suffered a head hit can call an immediate "Hold" (as needed) and inform his opponent of the hit. Combatants should not target the neck or crotch areas, though blows which land there inadvertently are considered legal. The only exception to this is packet attacks which are considered legal if they strike the hands or feet, in addition to other legal target areas. The head is still an illegal target area for packets. Sports cups are highly recommended for men, as are sports glasses for those who wear prescription glasses, though neither is required.

Strength of Blows

A weapon should be swung with significant strength so that the blow can be felt and considered a "solid" blow, but not with more force than is necessary to ensure a "solid" blow. It should be noted that "solid" does not necessarily mean hard, only that the blow connects fully.

Bear in mind that some types of armor protect so well that it becomes difficult to judge the strength of a hit. What would seem like a perfectly solid blow while wearing shorts and a T-shirt feels very different when wearing brigandine, scale, or plate mail. Part of the "skill" to wearing armor involves learning what legal blows feel like. Take this into account any time you wear armor.

Calling "Flat"

For sparring or other purposes, you may call Flat when hitting someone. This represents hitting with the flat of the blade, or very gently in the case of blunt weapons. Flat blows do not count as blows under the game rules, and therefore neither interact with protectives nor cause any Wounds.

Arc of Swing

A weapon should never be swung in anything greater than a 120° arc. Great or pole weapons should never be swung in more than a 90° arc. All weapons must be pulled back at least 45° before another swing can be taken.

Thrusting

A weapon should never be thrust with full force, no matter how much padding is used in the construction of the weapon. The elbow should always remain loose when thrusting and should not be locked. Weapons should never be set, either by locking the arm in place or by resting the weapon against the ground or other surface.

Body Contact

You may never come into physical contact with an opponent during combat. The only contact allowed during battle is by weapon or spell packet. Punching, grabbing and kicking are all strictly prohibited. Combat spells cannot be "touch-cast." Characters or monsters that have the ability to strike an opponent with their body must represent the attack by using red-taped weapons. These weapons cannot be disarmed.

Pinning Weapons

Pinning a weapon is defined as immobilizing it in a way that your opponent cannot free his weapon simply by pulling back. Although pinning weapons is a standard move in most fantasy novels and movies, it's not safe. If your weapon is pinned (i.e. you opponent presses his sword against yours, pinning it to a wall), the logical thing to do would be punch, kick, or otherwise beat on your opponent. As this is strictly forbidden (see above), pinning weapons is also illegal.

Weapons designed with hooks or other means of trapping weapons will also be deemed unsafe. Similarly, you may not use a weapon deliberately to trip an opponent. A player may never step on or physically hold down a weapon or any other item to prevent someone from grabbing it, as freeing the item would require that players violate the Body Contact rule.

Charging

Crowding an opponent so that he must retreat or step aside to avoid physical contact is considered charging. You must always leave room between yourself and an opponent. If you are pursuing another player it is always you responsibility to be in control enough to be able to stop without ramming into the person you are chasing. Some battles may involve creatures that can absorb a large amount of damage. This can lead to "walk" charging, in which a combatant is moving at a very slow speed, but still forces an opponent to move or be brought into contact with the combatant. This is forbidden. Any movement which forces a person to move or risk coming into bodily contact is considered charging.

Judging Blows

You should always inform an opponent immediately if you feel that they are swinging too hard or too light. Several factors should be taken into account to determine is a blow is "solid."

- The type of weapon you are struck by.
- How you are struck by the weapon.
- Whether the blow was blocked in any manner, by another weapon, shield or tree branches, etc.

The above criteria are used in determining the success of the blow. If the blow was good you have suffered a Wound (unless you are wearing armor or have magical protections, see below). A Wound may have different effects depending upon how you are struck. If the blow was not solid, then you should immediately make your opponent aware of why the blow is not good.

The following are examples of "solid" blows:

- You are struck solidly on the arm with the blade of the weapon.
- The thrusting tip of the weapon impacts your chest.

The following are examples of blows which may be counted as "misses":

- The tip of the weapon brushes across your leg.
- The blade of the weapon brushes against your arm after sliding off your sword.
- The thrusting tip of the weapon grazes your shoulder after having been blocked by your shield.

In the end it is the judgment of the player being struck as to whether a blow was solid or not. However, a Hold can be called at any time if there is a dispute as to whether a player is accepting blows.

Effects of Solid Blows

Once you determine that a blow is solid you immediately suffer the effects of the attack and should roleplay the hit. If you are wearing armor or have magical protections you must immediately let your

opponent know that you have such protection. All protections and defenses must be declared within two (2) seconds of being struck.

Acknowledging Blows
You should always try to let your opponent know whether a blow was effective or not. Roleplaying need not be broken; saying, "Hah! Just a flesh wound." or "Curses! My armor is broken." can save a lot of confusion later on.

Safe Terrain
You should always make certain that the terrain you are fighting on is safe; steeply sloping hills and dense underbrush could be considered unsafe. If you feel you are fighting in an unsafe area, simply call a Hold and move the fight to a better location.

Lighting
Lighting is very important to safe combat. If a combat begins or progresses into a completely unlit area, a Hold should be called and the combat moved to a better-lit area. Additionally, you should never try to use lighting to your advantage by positioning your opponent so that the sun or another light source is in their eyes.

Corkscrewing
You may not corkscrew an opponent who is on his knees (usually due to the loss of one or both legs). This means you cannot repeatedly circle such an opponent, forcing him to move painfully about on his knees.

Disputes
No matter how hard people try to be honest and careful, tempers can flare in the course of a long fight. If you are having problems with any aspect of another player's fighting style, please tell them immediately. Please try to be courteous when doing so. Saying "Ouch! That blow hurt, you're swinging a little hard." Or "Are you sure that blow didn't connect?" will generally receive a better response than "$%#* you! That $%#*ing blow hurt!" or "I hit you that time &*%$@*^%!" Try to keep your temper and you'll often find that people will respond favorably. If you have repeated problems with a particular player bring your complaints to a Guide rather than trying to settle the dispute yourself.

<u>**Symbols and Color Coding**</u>

Dust to Dust uses a variety of symbols, hand gestures, and color codes to denote a variety of meanings. These are listed in the relevant power, and also below.

Packet Colors

To reduce the degree to which players have to ignore what they see, packets are visible in-character as a glow around someone's hand or, in the case of Green packets, a flask or pouch. The color of packets used communicates a certain amount of information about the character's magic or hand-held item.

Celestial Ways uses only White Packets.
Cults use White and Red Packets, depending on whether it is a Realm (White) or Form (Red) granting the power.
Ritualism uses only Gray Packets.
Ancient Arts use Gray for any walls, but otherwise use either White or Red depending on the power.
Alchemy uses Green Packets most of the time. Exceptions will be noted in any specific formulation.
Natural effects use Green Packets.
Other forms of magic may use colors of packets not listed here. If you see colors of packets not listed here, your character has seen something out of the ordinary and should react accordingly.

Weapon Material

Standard Materials:
- Grey - Metal
- Black - Stone
- Brown/Tan - Wood
- White - Bone

Special Materials:
- Blue - Magic
- Red - Natural Weaponry (claws and the like)
- Silver - Silver
- Gold - Gold
- Yellow - Light
- Green - Fluid (Green and Red blades are Blood Blades)
- Purple – Amethyst

Headbands
- A white headband signifies that the wearer is out-of-play, and should be ignored for all in-character purposes.
- An orange headband signifies that the wearer is not combat-active.

Glow-Necklaces and Ghost Shrouds
- A white shroud over a character indicates that the character is a ghost, and only a character with the Medium Advantage may see or speak with that character.
- A yellow glow-necklace is in every way identical to a ghost shroud: the character is a ghost, and only a character with the Medium Advantages may see or speak with that character.

- A blue glow-necklace indicates that the character is translucent and looks ghostly, but the Medium Advantage is not required to see or speak with that character.
- A red glow-necklace is typically affixed to a weapon and indicates that the weapon has an active Flame Aura.
- A green glowstick represents a ball or vial of light, used with the Glow effect. When a green glowstick or glow-necklace is affixed to a weapon, it indicates that the weapon has an active effect on it.

Secret Door Markers
- Green stickers indicate an Obvious Secret Door. Any character can see such a door, but only a character with the Open Secret Doors ability can find the hidden catch that opens the door.
- Orange stickers indicate a Hidden Secret Door. Only a character with the Open Secret Doors ability can see the door or find the hidden catch that opens it.

Cabin Protection Symbols
- Duct tape or other tape on a door or lid in a clear L-shape indicates that the object in question is protected by a Lock effect.
- Duct tape or other tape on a door in a clear H-shape indicates that the door in question is protected by a Haven effect.

Hand Gestures
- A character with one closed fist over his head, or a weapon held overhead that is not in one of the gestures described below, is out-of-play.
- A character with one hand overhead with splayed fingers is a ghost, and only characters with the Medium Advantage can see or speak to that character.
- A character with both hands overhead, hands open and together so that her thumbs and forefingers form a triangle, is Melded. This is a Lesser Illusion. A character holding weapons overhead forming a V is Melded.
- A character with both hands overhead, palms open and together, is Invisible. This is a Greater Illusion. A character holding weapons overhead pointing straight up is Invisible.
- A character with both arms crossed overhead has a Form effect active. This is a Greater Illusion. A character with weapons crossed overhead has a Form effect active.

Stickers on Items
During play, you may find items that are marked with small circular stickers.
- Green or No Dot: You can take it freely and keep it with you. Anything without a dot is assumed to have a green dot.
- Yellow Dot: You can take it with you during the event, but you must hand it in at the end of the event. The committee will hand it back to you at the beginning of the next event, or anyone else you designate between events.
- Red Dot: This item cannot be moved from its location unless a Plot member is present.

Armor

A player wearing armor is protected from a certain number of Wounds during a combat, depending upon the type of armor worn. Generally, leather armor offers protection against one or two Wounds, chain mail three or four, and plate mail five. If you take a blow on an armored portion of your body and the damage inflicted by the blow is equal to or less than your current armor rating, you do not take any damage. Each time your armor is struck (no matter how much damage was inflicted) you armor's rating is reduced by one (1). If the blow is Dodged or Parried, it is not considered to have hit your armor and so does not reduce its rating. Once your armor has been reduced to zero (0) it is considered breached. When wearing armor that is not visible to other players at some distance (perhaps covered by a tabard or other costuming), you should call "Armor" the first time an opponent strikes a location covered by that armor.

For example: Karl the warrior is wearing a suit of light chain mail worth 3 armor points. During an adventure Karl gets into a fight with a bandit. After an exchange of blows, Karl is struck by the bandit who calls a Piercing Blow (2). Karl does not take any damage since the blow does not exceed his armor rating, however, Karl's armor rating is reduced by one since he has was hit (Karl's armor is now worth two (2) points). Later in the fight, Karl is hit again by a bandit calling Striking Blow (4). This time Karl takes two Wounds since his armor rating is two less than the damage called and Karl's armor is once more reduced by one rating. His chain mail is now worth only one (1) point.

If your armor is not breached (i.e., is not reduced to having no further protective value), you can spend a full minute refitting it, after which the armor regains its full protective value. Some game effects can reduce the amount of time required to refit a suit of armor. If your armor is breached, its protective value is permanently reduced by one (though an Armorsmith can repair this damage at significantly less cost than buying a completely new suit of armor). Repairing armor with the Armorsmith skill or the Mend effect is explained further in Chapter 10: Smithing, Security, and Forge Magic. Breaching never reduces the value of a suit of armor below two (2) points, or its maximum value (in the case of one-point armor).

The point value of armor is determined by the type of armor worn and the areas covered. When determining the point value of an area of armor, the amount of coverage does not matter (only the materials involved) since areas not covered do not gain protection from the armor. For purposes of determining locations, the body is divided into five parts; right arm, left arm, right leg, left leg and torso. If you only have armor in one area then you will gain the full value for that armor. However, if you have armor covering more than one area you must average the values (round appropriately) of the different armor types.

For example, if you have plate mail (five points) covering your torso and heavy leather (two points) on your legs, you have two choices. The first choice is to ignore the protection on your legs and take the five points of protection for your torso; the second is to average the leg armor with the torso armor, giving you an armor value of three points in all areas you are wearing armor. (5 + 2 + 2 = 9) This is the

total value of all armor worn, five points for the plate and two points for each leg. The resulting total is then divided by the number of areas involved (9/3=3) resulting in three points of armor coverage in all areas. A suit of armor's overall value cannot be more than 1 point higher than its lowest component piece.

Reinforced Armor

When a marshal assigns a point value to a suit of armor, the armor may also receive the Reinforced descriptor. This descriptor indicates that the phys-rep for the armor is bulky or heavy, and is therefore suitable for certain Forge Magic enchantments that can only be applied to Reinforced armor. In-play, it is understood that armor that is supremely light for its type has been worked by smiths to the point that some enchantments are unable to take hold.

Once a suit of armor has been rated, the owner of a suit of armor that does not receive the Reinforced descriptor can accept a one-point reduction in its armor value to add the Reinforced descriptor. The player makes this decision at the time that a production marshal writes a tag for the suit of armor.

For details on armor rating, see Appendix 1: Armor Rating Guide.

Effects of Wounds

Wounds have variable effects depending upon which part of the body is struck. Each of these effects is described in later in this chapter. Players are encouraged to roleplay any Wounds they take to the best of their ability. While this may not always be in the best interest of the player it certainly helps to enhance the mood of the game, making the entire experience more enjoyable for everyone.

Weapon Attacks

Most weapons have a based damage of one (1) Wound and deliver that damage on every attack. It is possible to cause more than one Wound with a single weapon strike in a variety of ways. Some weapons have a base damage of two (2) Wounds, and a large variety of other skills and effects exist to increase the damage done by weapon attacks. See Chapter 6: Weapons, Armor and Combat Skills for more information.

When a weapon attack is delivered that does more than the base damage of the weapon, the tagline declared with the attack will indicate how many total Wounds are done by the attack.

Killing Blows

Any character may deliver a Killing Blow to an unconscious, immobilized or otherwise unmoving foe. To do so, place a weapon on the target's torso and count aloud, "Killing Blow-one, Killing Blow-two, Killing Blow-three." To administer a bare-handed Killing Blow, place a hand on the player's shoulder or hold it

slightly above the shoulder while following the No Touch Rule. As soon as the final phrase has been uttered, the victim is dead. If the character possesses a Shield against Physical, the spell takes effect on the final count of the Killing Blow.

Shields

Breaking Shields

You may declare at any time during a combat that you are fighting to destroy your opponent's shield by calling "Fighting to break your shield!" To do so, you must concentrate all your blows on the shield (blows aimed for the body but blocked by the shield would not count). It takes five (5) consecutive hits with a weapon to break a shield; on the fifth swing, the attacker calls "Shield Break." This is exactly the same as the Shield Break maneuver, but this method may be performed any number of times in a battle without limit. If any of these hits are blocked or miss the shield then the count must be started over. If five consecutive hits are made, the shield is broken. Any further hits on the shield instead affect the arm carrying the shield. If a character had an injured leg and was forced to the ground, his shield could be broken with only three (3) consecutive hits.

Turtling

Turtling is hiding behind a shield so the only visible target is your head. As the head is not a legal target, this obviously poses a safety risk and is illegal.

Archery

Archery is subject to a strict set of rules to provide for the safety of the game participants while attempting to create as realistic a system as possible. All players intending to use a missile weapon must pass the archery safety test before they will be permitted to do so. This test will apply to all forms of missile weapons.

Archery Safety Test

Anyone wishing to be an archer must pass this test before they will be permitted to use a missile weapon.

The Safety Guide will quiz you on the following items:

- Quality of equipment. All equipment must be in good repair and meet the safety specifications.
- Aim. The Safety Guide will test your aim to make certain that you have reasonable control over your shots.
- Knowledge of archer responsibility. The Guide will quiz you on the Rules of Archery.

Failure to complete fully any part of this test will disqualify a player from participating in a given event as an archer. The player may attempt to pass the archery test at the next event. Archery tests will generally only be given at the beginning of weekend events.

Rules of Archery

- Make certain that all archery equipment meets specifications and is in good repair.
- Refrain from shooting if you do not have a safe target.
- Don't shoot at night unless in a well-lit area or under exceptionally bright moon.
- Always wear any required prescription glasses or lenses when participating in archery.
- Always aim at less-easily injured body parts in preference to shots which could conceivably hit the face.
- Only use the amount of force necessary to hit the target when drawing a bow.

Gathering Arrows (All Players)

Only archers are permitted to pick up arrows. Any other player may toss an arrow to a safer place or to give it to another archer IMMEDIATELY. Other players may not gather arrows to keep them out of an archer's hands. The reason for this rule is that a quiver could hold many more real arrows than it can boffer arrows. The only exception to this rule is if the archer is firing unique arrows (i.e. silver or enchanted arrows).

General Archery Conventions (All Players)

- The Parry Skill does not allow you to avoid an arrow (although Dodge does).
- You cannot bat arrows aside with weapons.
- You cannot bat an arrow aside with a shield.
- If an arrow hits a weapon, the weapon must be dropped, though the shot does not wound the target. The weapon may be picked up immediately.
- If an arrow skips on the ground and hits a player in a legal target area, it is considered a solid blow.
- All legal target hits with an arrow (even grazes) should be taken as solid blows.
- Arrows can be deliberately avoided.
- Bows and crossbows may never be intentionally struck by a melee weapon, nor may they be used to intentionally block a melee strike. Doing either will result in a safety warning and possible removal from combat. If a bow or crossbow is accidentally struck by a melee weapon, the blow should be applied to the arm holding the weapon (if both arms are holding the weapon, the blow applies to the limb closest to where the blow landed).

Mental Effects

Mental effects have an effect upon the mind or will of the target. These effects can be defended against by a Shield against Mental, or any protective that applies to the method of delivery. Characters with the Disadvantage Weak Will are affected by these effects for double the normal duration, and characters with the Advantage Strong Will are affected by these effects for half the normal duration.

Casting, Concentration and Line of Sight

Interrupting Casting and Concentration:

Casting is automatically interrupted if the character suffers a Wound or is knocked unconscious. If the character is struck and does not suffer a Wound, casting is not interrupted as long as the effect is taken on a Shield or a Ward. Skins, Toughness, armor, and Resists do not prevent the interruption of casting. Note that combat is possible while casting, so the character may make use of a shield while casting a spell; however, the character may not use Wounding Blows or other Combat Maneuvers, including Dodge, while in the middle of casting. A character may, of course, use a Dodge and fight normally before beginning a verbal or after ending one.

Spells with incantations, the Magic tagline, or the Activate tagline all constitute spellcasting. Effects with the Natural, Arcane, or Spellstrike taglines cannot be interrupted with damage.

Concentration is automatically interrupted if the character suffers a Wound or is knocked unconscious. If the character is struck, Concentration is not broken as long as the effect is taken on skins, armor, a Shield, or a Ward. Resisting an effect does break Concentration. Note that combat is not possible while Concentrating, so the character may not make use of a shield. The character may not run or undergo any strenuous activity, so Dodging is not possible while concentrating. The character may not cast other spells or activate magic items while maintaining Concentration.

Ancient Arts and Graft abilities are interrupted in a manner similar to cast spells (see above). Getting interrupted while bringing up an ability with a non-instantaneous activation time interrupts the process. This not only forces the character to start over, but uses up one daily use of the ability, just as a caster who is interrupted in the middle of casting is forced to start over and loses the mana that would have gone into the spell. The time spent activating an ability is considered 'using magic'. For example, an invisible character who wishes to take a minute to cast an Enchantment becomes visible at the start of the minute, not the end, because Invisibility has a duration of Concentration.

Line of Sight - the character must be conscious to maintain Line of Sight. However, the caster may choose to drop a Line of Sight effect at will. Otherwise, Line of Sight is broken after 10 seconds of a

complete break of visual line of sight. Note that the object breaking line of sight must be substantial in size: a tree will not do. A building or a dense stand of trees would).

Effects and Taglines

Effect Delivery Methods

There are four ways in which an effect can be delivered to a character. All other delivery methods are simply subsets of these four:
1) Packet
2) Point
3) Touch
4) Weapon

Packet

Packets attacks are delivered via a small packet of birdseed and cloth of the appropriate color for the effect. Packet effects are considered to have "hit" if the packet touches any part of the target, including clothing. Most spells and some monster attacks are delivered via packet.

All packets may be Dodged, unless paired with the True Strike tagline. Packet attacks with the Natural tagline can be Missile Dodged, but other kinds cannot. Packet attacks cannot be Parried. Packet attack spells and standard magical effects can be stopped by Counter Magic. Other defenses will apply based on the specific effect.

Packet effects delivered with Natural as the source are slightly different than other packet attacks. Natural packet effects, by default, can be blocked by a hand-held shield, though armor, skins and toughness will not stop the effect. Additionally, any Natural packet effect for which the effect description alters this default behavior will behave as the effect description dictates. Example: A Lance effect is not stopped by a hand-held shield, so a Natural Acid Lance would not be either.

Point

Point attacks are delivered by the attacking character pointing a finger at the target from a distance of 5 feet or closer. The character using the ability must point at the target with an empty hand. Point effects are stopped by the usual protectives. Point attacks cannot be Dodged, Parried, or Missile Dodged. Point attack spells and standard magical effects can be stopped by Counter Magic. Other defenses will apply based on the specific effect.

Touch

Touch effects are delivered by touch (i.e., a packet held in the hand, not actual touching) and are limited to healing, curative, and other positive effects. Due to their beneficial nature, they bypass all standard magical protections. A character receiving a Touch Enchantment spell that opposes the Realm of magic of a pre-existing Enchantment he already has on him may choose to allow the prior existing enchantment to fade, or may instead have the newer enchantment fail to take effect. Note that the newer enchantment, if it fails, is still expended and all abilities or mana used in creating it are consumed. A Touch spell can be Dodged, but not Parried or Missile Dodged. In general, no other defenses will prevent a Touch attack, though a character with the appropriate Resist (Resist against Magic, for example) could Resist the effect, if so desired.

Weapon-delivered effects

Any non-magical, harmful, or damaging effect delivered via a weapon (or claw) attack is a Weapon effect. Common weapon effects include such things as increased damage (Piercing Blow, etc.), disarming a target's weapon (Disarm), and even killing a target with a single blow (Strike of Death). These effects are generally the result of the use of a character's skill with the weapon. Other types of weapons effects might include the transmission of illness (Disease) or the tainting of one's blood (Poisons). These effects are most often the result of thing like a plague-ridden creature's attack with its claws or the toxic touch of a poisoned blade.

When a character is struck with a Weapon effect, it is important for them to understand how to determine if and when the effect will harm them, and what specific defenses can protect them. All of the most common effects delivered via weapon strike have specific details about what things will and will not prevent the effect from harming the character in their definition. Checking those relevant effect descriptions will resolve the vast majority of circumstances. In any situation where the definition of an effect does not address what defenses will protect the character from the effect, the following "default" rule should be applied:

Any non-magical weapon effect must strike a valid hit location (i.e., not blocked by a weapon or hand-held shield), but no other physical defenses (armor, skins or toughness) will prevent the effect from affecting the target.

The upshot of this is simple: if struck with a non-magical effect delivered via weapon strike that you are not familiar with, always assume that the weapon must strike your body (not being blocked) and that any armor, skins and toughness will not protect you from the effect.

Examples of this default: The Combat Maneuver Crippling Blow, the Combat Maneuver Knockdown, or a "Natural Stun" effect.

Several effects note exceptions to this default rule in their descriptions. Examples: Wounding Blows deliver increased levels of damage, which can be absorbed by armor, skins and toughness. Disease and all poisons can be blocked by armor, but not by skins and toughness. See the individual descriptions of the effects for all of the details.

Other Methods

Voice Effect

Voice effect attacks affect everyone who clearly hears the effect being called (e.g. "Voice Effect: Storm Stun"). Voice effects are treated as Point spells for all rules resolutions.

Spellstrikes

Spellstrikes are magical effects delivered via weapon strike. Note that the weapon strike does no damage when hitting the target; only the magical effect is delivered to the target. The magical effect is treated as a magical packet attack for all rules resolution. Thus, even if the weapon strikes a hand-held shield, or is blocked by a weapon, the magical effect still takes full effect, just like a packet would (see Packet attacks above).

If the Spellstrike hits the weapon or shield and the effect would normally be stopped by armor (such as a Dart or Arrow effect), a character's armor applies to the attack if the limb holding the weapon or shield has at least 50% armor coverage. (Remember that a Dart effect that strikes a hand-held shield is stopped with no effect.)

Cabin Raiding and Home Security

Entering a player's cabin without their permission (whether they are present or not) constitutes a cabin raid. Unless the invading player is directly in pursuit of players who have fled into the building, the invading player needs to have a Guide present to check cabin notes and adjudicate the effects of any locks, traps, Warding Glyphs, the Light Sleeper Advantage, or other home security effects. Rules for resolving locks and traps can be found in Chapter 10: Smithing, Security, and Forge Magic. Rules for Warding Glyphs can be found in Chapter 9: Inscription and Binding Contracts. As mentioned elsewhere, the effects of locks, traps, and Warding Glyphs cannot be Parried, Dodged, or Countered, though they can otherwise be Shielded, Warded, Resisted, or taken on armor, as appropriate to the effect.

Thieves and their Tradition

Stealing in-play, tagged items from other characters is permissible within the game's rules. It is a universal tradition of the world of Dust to Dust that no matter how much or little a thief takes from someone, the thief leaves behind a distinctive token bearing the mark of her gang. Someone who has been a victim of a theft has the right to present that token to a member of that gang and challenge them for the return of the stolen goods. This tradition is not recognized by any legal authority, but most authorities choose a much more severe sentence for thieves who defy this tradition. Moreover, thieves who violate this tradition can expect other thieves in the area to track them down and hand them over to authorities.

The challenge might take the form of almost any kind of contest, as selected by the thief. The victim must offer an additional wager, which the thief keeps if he wins the challenge. If the victim wins, her goods will be returned, down to the last silver.

Soldiers looting slain or captured enemies are a gray area of this tradition, but it is generally held that it does not apply to them. Soldiers ransacking a building after a victory, on the other hand, would face some degree of retribution from thieves who hold with this tradition if they left no token.

Containers

Boxes cannot have enchantments placed on them. Any Break or Destroy effects that affect a box inflict that same effect on all contents of the box. Unattended boxes are valid targets for Break and Destroy effects. Any box that has a lock placed on it gains that lock's protectives and protections later applied to the lock. Breaking or Destroying a Lock inflicts the same effect on the attached box, and thus inflict the same effect on all contents of the box. Forcing open a lock on a box allows the box to be opened, and does not harm the contents.

Searching

An incapacitated character may be searched by other characters. To search a character, lean over or kneel beside the downed character, place an empty hand over the target's torso (but not touching them), and state "I search you," followed by a slow count of "Searching 1...Searching 2...Searching 3". The searched target must hand over any in-game items or item tags that are stored in visible pockets or pouches, or all items if they so wish (often the case if the downed character is non-humanoid). Some creatures have treasure that requires a particular skill to find or collect. In that case, the target is not obliged to hand over that treasure, though they should ask if the searcher has the skill in question.

To search more thoroughly, declare "Extended search," and spend one (1) uninterrupted minute role-playing a search (but never touching the target), after which the searched character hands over all goods that do not require additional skills to detect.

If both participants agree to suspend the No Touch Rule temporarily, the one-minute time limit may be waived, and the target may be actually searched for items, but the searcher will only find whatever they find while they search, and will not be able to describe locations they have not actually searched.

For the purposes of a standard Search action, visible pockets and pouches must be clearly visible and accessible on the target, without requiring any movement of the target's position.

Example: Karl the Warrior has defeated two lowly bandits who attempted to ambush him in the woods. After dispatching his foes, he decides to plunder their bodies for restitution. He kneels by the first body, a rude looking fellow with a belt pouch, and places his hand over the bandit's torso, stating "I search

you. Searching 1...Searching 2...Searching 3." The bandit's player then empties the belt pouch of the few coins and a tag for a formulation the bandit was carrying. Karl moves to his second opponent, and since this bandit has many layers of clothing, including a vest that might have secret pockets, he declares, "Extended search." Karl roleplays searching for a minute, and the bandit hands over all tags located in those areas.

Second Example: Miranda the Ritualist is set upon by a nasty-looking wolf. With a few quick spells she has defeated the wolf, and initiates a standard search. The wolf's player, since it is a non-human, hands over a tag for "wolf teeth," and having a Graft tag asks Miranda "Do you have Chirurgery?" Miranda does have Chirurgery, so the wolf's player tells her his claws are suitable for harvesting as a Graft. An excited Miranda begins the extraction process to give to her Homunculus as soon as she arrives in town.

Environmental Considerations

When adventuring, characters may encounter unusual environments such as hot deserts, underwater caves, and other exotic locales. As a general rule, all environmental factors are at the presiding Guide's discretion. Some environments have a set of standard conditions, such as Underwater.

Underwater

When adventuring underwater, the following general condition is in effect, unless otherwise stated by the Guide. A character who is underwater and has no method of breathing underwater (such as via magical spell or ability) immediately begins Suffocating.

Wounds, Death, and Recovery

The Wounds You Take

Wounds Taken	Effect
One Limb Wound	Limb is useless Character remains conscious indefinitely Second hit to an arm (though not a leg) is applied to the Torso
Two Limb Wounds	Limbs are useless Character remains conscious indefinitely Second hit to an arm (though not a leg) is applied to the Torso
Three Limb Wounds	Unconscious immediately Dead in five (5) minutes
Torso Wound	Unconscious immediately Dead in five (5) minutes

Limb Wounds

A solid blow (or appropriate spell) to an unprotected limb, or damage that gets through any protection you might have, causes the limb to become completely useless. This does not mean that the limb has been removed, only that it is incapacitated. The actual effect varies depending upon whether the limb is an arm or a leg.

A limb may be severed with a three-count. This three-count removes all Skins and Toughness, and may be avoided in all of the same ways as a Killing Blow.

If the limb is an arm, the player must let the arm hang limp at his side and not utilize the arm in any way. Any weapon or item held in that hand should be dropped. If a shield arm is struck, the player must drop the shield or let the shield arm hang limp, at his own discretion. You can never use an injured arm to block an incoming attack. A second blow to a disabled arm has the same effect as a blow to the torso. A player who takes a Wound to a leg may hop a maximum of three times to move to a better position and then must drop to his knees. The character may only crawl until the leg is fully healed. Additional blows to a Wounded leg have no further effect.

A player recovering from an arm wound may perform light activities in the wounded arm, such as eating, drinking, or writing. Any strenuous activity, such as casting spells using the wounded arm, even touch spells, fighting, throwing vials, or carrying heavy objects causes the wounds to break open and begin bleeding again.

A player recovering from a leg wound is subject to Walking Wounded, as presented below.

Torso Wounds
A solid blow (or appropriate spell) struck anywhere from the neck to legs is considered to be a Torso Wound (unless prevented by armor or protective spells). A player who suffers a Torso Wound must immediately drop to the ground, unconscious, and will bleed to death in five minutes.

Wake Up
This chart shows when a character will wake up from unconsciousness due to Wounds taken, and how long it takes for that character to be Walking Wounded.

Healing Administered	Wake Up	Walking Wounded
None	Never	Never
Healing Ways or Stabilize	1 minute	1 hour
Chirurgery	1 minute	5 minutes
Accelerate Healing	1 minute	5 minutes
Stabilized with Rapid Healing	Immediately	5 minutes
Heal Minor Wounds or better	Immediately	5 minutes

Healing

There are two means by which a character can heal: naturally or magically. Natural Healing is generally a long and slow process and often occurs between events. Some Advantages speed natural healing, and Talents such as Healing Ways will help the process as well.

Natural Healing
Natural Healing is the process of allowing the body to heal on its own with little interference other than setting bones and applying poultices. Natural healing takes weeks or even months.

Treating Wounds
A character must have the Healing Ways Talent to tend a Wound. Tending a Wound stops a character from bleeding to death, as well as speeding the healing process. Treating a Wound takes one minute after which the Wound is properly bound and the character is no longer in danger of bleeding to death. A treated Wound heals naturally in two to six weeks. Stable characters who have not yet become Walking Wounded can be moved without reopening wounds if they are assisted by two characters, or by one character using a Strength effect.

Walking Wounded
Five (5) minutes after receiving Chirurgery, Accelerate Healing, or any greater effect, a character's status changes to Walking Wounded. Characters with Rapid Healing become Walking Wounded five (5) minutes after being Stabilized by any effect. Combining multiple healing effects does not shorten the time to become Walking Wounded. While a character is Walking Wounded, she can stand, walk slowly, talk, and ward off Killing Blows. Any more strenuous activity causes the character's wounds to break open, and she immediately lapses back into unconsciousness and begins bleeding out again.

A character who is Walking Wounded remains so until her wounds heal completely. For example, a character with a torso wound and the Rapid Healing Advantage receives an Accelerate Healing effect. Five minutes after she receives the Accelerate Healing effect, she is Walking Wounded, and remains so for twenty-five (25) minutes.

Arm wounds do not prevent a character from walking around, and thus do not fall under the Walking Wounded rules. Waiting for these wounds to heal does not disable the character any more than the initial wound did. Characters recovering from leg wounds are Walking Wounded as long as they are standing; while seated or kneeling, they may fight or cast spells normally.

Torso Wounds
A character who is recuperating from a Torso Wound is very limited in what actions he can take. He can move at a slow walk with assistance from at least one other character, but he cannot fight, cast spells, or use any other in-game skills or powers. The character can fend off or avoid a Killing Blow but cannot take any offensive action of his own. Attempting to do so causes the character's Wounds to break open again and he immediately lapses back into unconsciousness and begins bleeding out again. Wounds that are broken open from action can be treated again with Healing Ways, or healed with healing magic as usual.

Healing Ways
Using Healing Ways requires that a character spend at least 60 seconds tending to the injured character's Wounds. While Wounds are being treated in this fashion, the subject's bleed out count is suspended. Once this 60 seconds has passed, all of the injured character's Wounds are stabilized and he will not bleed to death. An unconscious character awakens one minute after receiving a successful Healing Ways.

Chirurgery
Characters with this skill are able to set wounds with such skill that they heal at an amazing rate (all Wounds can be fully healed in one hour). Before Chirurgery can begin, the wound must first have been successfully treated with Healing Ways. A chirurgeon must spend at least five minutes tending a wounded character. Most chirurgeons prefer to practice their craft in private. After five minutes of care, all Wounds will be fully healed in one hour. It is not necessary to spend more than five minutes on any one character, no matter how many wounds that character may have. An unconscious character awakens immediately once chirurgery is complete. Any Wounded limbs are completely useless until fully healed. Attempting to use the limb before the hour is up stops the healing and the entire process must begin again. Characters suffering from Torso Wounds are limited by the restrictions outlined above in Torso Wounds for the duration of their recuperation. Wounds that are broken open must first be treated with Healing Ways, and chirurgery must be repeated if they are to be healed at the advanced rate.

Chirurgery can also be used to reattach severed limbs, if the limb is present. This takes an additional five minutes, beyond the normal Chirurgery process.

Rapid Healing
This Advantage allows the character to heal at an incredible rate. Once a character with Rapid Healing has been stabilized, he awakens immediately and recovers from all Wounds in one hour.
Limbs or torso wounds healing with Rapid Healing are subject to the same limitations as those recovering through the use of Chirurgery. Attempting to use a wounded limb or undertaking any strenuous activity while healing a Torso Wound will cause the Wound to break open and it will be necessary for the healing process to begin all over again.

After being stabilized, any further treatment time is cut in half if the character has this Advantage. Thus, if Chirurgery or Accelerate Healing is used on a character with Rapid Healing, the character will heal from standard injuries in half an hour. If both Accelerate Healing and Chirurgery are used, he will heal in fifteen minutes. A character with Rapid Healing awakens immediately upon receiving a successful Healing Ways.

Advanced Healing
Magic spells and brews have a profound effect on healing wounds. All healing magic takes 1 minute to take effect (except for Stabilize, which is instantaneous).

Stabilize

This spell or brew immediately stabilizes all of a character's Wounds as if he had undergone Healing Ways. A stabilized character will awaken in one minute, or immediately if he has Rapid Healing. A stabilized character who is not yet Walking Wounded requires assistance from two characters, or from one character expending a Strength effect, to walk without their wounds becoming unstable again. This does not apply to characters who have only arm wounds - we're only talking about characters with one or more wounds to the legs and torso.

Accelerate Healing

This spell or brew immediately stabilizes all of the character's Wounds and causes them to be healed in one hour. If combined with Rapid Healing or Chirurgery, the remaining healing time is halved. If all three are combined, the healing time is quartered. A character who is unconscious due to his Wounds who is affected by this spell awakens in one (1) minute, though he still suffers the full effects of the Wound until the requisite amount of time has passed.

Heal Minor Wounds

This spell or brew allows limbs to be rapidly restored to full usefulness. Each application of this spell or brew heals any one limb Wound in one (1) minute, and acts as an Accelerate Healing (see above) for any and all other wounds. An unconscious character healed by this spell immediately awakens.

Heal Wound

This spell or brew heals one Wound of any type (limb or torso) in one (1) minute. All remaining wounds are Accelerated. An unconscious character healed by this spell immediately awakens.

Heal Grievous Wounds

This spell or brew heals up to three Wounds of any type (limb or torso) in one (1) minute. All remaining wounds are Accelerated (see above). Alternately, this effect can reattach a severed limb, if it is present. If used in this way, the target does not heal any other wounds. An unconscious character healed by this spell immediately awakens.

Heal Mortal Wounds

This spell or brew heal a single character of all Wounds (torso and limbs) in one (1) minute. Alternatively, this effect can restore a severed limb, even if it is not present. If used in this way, the target does not heal any other wounds. An unconscious character healed by this spell immediately awakens.

Combined Effects

Characters may combine different methods of healing to reduce the time necessary to recuperate. There are three basic means by which a character can decrease the time needed to heal: Accelerate Healing, Chirurgery and Rapid Healing. If two of these methods are combined the healing time is halved. If all three are combined this time is quartered. Keep in mind that Chirurgery takes a minimum of five minutes to administer. Note that Accelerate Healing is a single effect, regardless of the source; a

character cannot combine an Accelerate Healing brew with an Accelerate Healing spell to cut healing time in half.

Character Death

When a character dies his ghost remains in this world until dusk or dawn, at which time it departs forever. Some say that the soul is then reborn into a new body, while others believe that the ghost lives on in another realm of existence. In the world of Dust to Dust, death can at times be halted, or at least delayed for a time through the use of magic. Only a few spells exist that can bring a character back from the dead – Totemic Resurrection (see Chapter 10: Magic of the Humans) and Alchemical Resurrection (see Chapter 8: Brewing and Alchemy).

Upon Dying

Once your character is dead, either from having taken a Killing Blow, having bled to death from his wounds, or through other means, you must remove all of the tags for all items you are carrying and leave them at the site of your death. Anyone present can lay claim to your items if they wish. All active effects on you are removed. You should then notify a Guide that you have died and he will direct you to the place where you will receive your Ghost Shroud and, if your body was not completely destroyed, a Body Double for you to place in the spot where you died. From here you are free to roam about as a ghost until you are brought back from the dead, or your ghost passes on at sunrise or sunset.

The Ghost Shroud

Players whose characters have died must immediately put on a white headband and are considered to be out-of-play. At this point the player should immediately proceed to seek out a Staff member to obtain a Ghost Shroud. Until the player actually gets a Ghost Shroud he is considered to be out-of-play and cannot communicate with any other characters, even mediums. The character is also not aware of anything going on around him. The character's ghost is simply too weak until the player can don a Ghost Shroud. Once the player gets a Ghost Shroud he must wear it over his costume. A player wearing a Ghost Shroud is completely invisible to all characters except those with the Advantage, Medium. Living characters cannot interact with characters wearing Ghost Shrouds in any way unless they are a Medium.

If a Ghost is speaking with a Medium, she should do so quietly where other characters may not hear. Characters who have become ghosts can move about freely, though they cannot pass through physical objects (such as walls, doors, or people). A ghost can pass out of a structure, but must have an open doorway to do so. They cannot affect the physical world (such as opening doors, moving objects, etc.). Ghosts only have a dim view of the real world since they are present primarily in the realm of Ghost and though they can see what is happening around them, they cannot hear anything in the physical world (unless a character speaking to the ghost is using a spell or special ability to do so). A ghost has very little memory of the physical world and will not recall the circumstances of his death, although he will recall the location of his body at the time of death. Upon being brought back to life a character forgets everything that occurred while he was a ghost, and most forms of resurrection also remove the last thirty (30) minutes of the character's memory. As a ghost you can only communicate with a character who has the Medium Advantage.

If a ghost shroud is not available, other suitable indications that one is a ghost include wearing a yellow glow necklace, or holding one hand over your head with the fingers spread.

The Body Double

A Body Double is a mannequin of sorts that can be placed in the area you died so that other characters will be more likely to find your "body". The Body Double can be dressed in part of your costume, if you like, and you should pin your Character Card along with the cards for any items you were carrying at the time of death onto the Body Double. There will be times when a Body Double is not available. During such times, a significant piece of your costuming along with any in-game items will suffice.

Returning from the Dead

There are several means by which a character can return from the dead. Almost all of these require the casting of a spell - though it is possible for the occasional ghost that has passed on to return from the realm of the dead.

Totemic Resurrection

The invoker of this spell can completely reform a character's body, assuming that she has at least a portion of the body. This may be anything from a completely mangled corpse, to a fingernail, to a pile of ash. The remains must come from the body that was killed after the death of the target. Characters cannot leave pieces of hair, nail clippings, etc., behind so that they may be brought back if they die. A character brought back in this manner is completely reformed. Poisons and other afflictions are purged from the body.

The invocation of this spell takes at least fifteen (15) minutes. At the end of the invocation, the character must draw from the Deck of Possibilities. A Guide must be present at the casting of this spell. The worse off a body is, the greater the strain of putting the body back together. This may make some resurrections more difficult than others. A disintegrated character is more difficult to resurrect than one that was slain with a single sword strike through the heart.

A character cannot resist the call of Totemic Resurrection. If multiple spells are invoked, the first invocation is the one that the character is drawn towards. A character brought back from the dead in this manner cannot remember anything that happened for thirty (30) minutes prior to his death.

Alchemical Resurrection

This formulation restores a dead character to life. A character who returns to the living by use of this formulation is fully healed and all poisons and other maladies are cured. The administering of this formulation calls a character's ghost back to her body, so for the formulation to be effective, the body must be relatively whole and intact (the head, torso and at least two limbs must be present). The formulation takes at least five minutes to take effect.

A Guide must be present for the use of any Resurrection formulation so that the character can draw

from the Deck of Possibilities and so that his death can be recorded. It is suggested that the person who died seek out a Guide while the living players role-play the administering of the formulation. The resurrection cannot be completed without the presence of a Guide! If you are unable to find a Guide within the five minute delay time, the formulation simply takes longer to complete its work. A dead character can refuse the call of a Resurrection if he chooses. If two or more Resurrection formulations are used, the most recently administered one becomes the active one. A character brought back from the dead in this manner cannot remember anything that happened for thirty (30) minutes prior to his death.

Other Means of Returning from the Dead
There may be other possible means by which a character can return from the dead, which must be discovered in play. No matter what means is chosen, a guide must be present at all attempts to bring someone back to life.

The Deck of Possibilities
When a character is restored to life from death, she must draw from the Deck of Possibilities. These cards contain a great number of different things that can happen when the character is brought back from the dead. The possibilities range from Permanent Death, to extended bouts of amnesia, to alterations to the character's body, personality or skills.

How the character is returned to life determines how many and what variety of cards are added to the character's Deck of Possibilities for the next drawing.

Permanent Death
Characters who have not been brought back from death before dawn or dusk face the strong possibility of a Permanent Death. At dawn or dusk all players who are ghosts who have not been brought back to life must report to a Guide of his death and draw from the Death Deck. The card that the player draws determines exactly what happens to the character - a permanent death is not the only possibility - some characters may receive a "second chance" at life, or at least be able to say their farewells to friends and loved ones.

Policies

General Behavior Guidelines and Sportsmanship
The primary reason most people come to Dust to Dust is to have fun. In that spirit, Red Button Productions has a few "rules" and guidelines for behavior that insure that the game environment, both in and out of play, are not hostile toward anyone. First, there are certain concepts that are declared off-limits for inclusion in the game world in any fashion. They include: Rape, incest, racial (out-of-play race) slurs or bias, and gender bias. Please avoid these behaviors and topics completely while at a Red Button

Productions sponsored events. We recognize that they are real world issues that exist, but we have the luxury of excluding them from the world we create.

Second, use common sense in dealing with others. Remember that everyone signed and agreed to a sportsmanship policy, and we ask that you treat others as well as you would have anyone treat you. Please abide by the spirit of the rules of Dust to Dust at all time, refraining from exploiting situations where something is technically allowable but obviously abusive. Taking advantage of a hole in the rules or any other abusive activity is a violation of the Sportsmanship agreement and is grounds for disciplinary action.

If you have a conflict with another player (i.e., I believe I hit him but he did not seem to take the blow, he was not effected by my spell but did not call a spell protective, etc.), speak to him out of play about it.

If you cannot come to a resolution, immediately bring the matter to a member of the Dust to Dust Staff and attempt to resolve the situation with their assistance. Please speak to a member of Staff about any significant problems you experienced during the weekend before leaving site.

Children and Minors Policy
We all love children. But overall the Dust to Dust staff and Rule of 3 Productions feel that Dust to Dust is an adult hobby. We will consider the attendance of children on a case by case basis largely determined by the nature of the event. We have some base rules in place, but we reserve the right to amend those rules to enhance the enjoyment of our players and the safety of any children we do allow. Please contact the plot committee prior to any event, the earlier the better, so that they can review the plans for the weekend and ensure that it is a safe place for you to bring your child.

Headbands
As the game progresses, you may see one or more players wearing a colored headband. These have specific meanings.

White Headbands
A White Headband indicates "Out Of Play (OOP)". A person who is Out Of Play does not exist within the game world and should not be interacted with on an In-Game Level. They could be marshals or other Out Of Play staff, monsters coming back to Monster Town after an encounter, and so forth. Alternate symbols for Out Of Play are a single weapon placed on top of the head, or a single fist placed on top of the head.

Orange Headbands
An Orange Headband indicates that the person is Non-Combat active. They are In Play, but they will not be involved in any combat situations, due to injury or other conditions. A person in an Orange Headband should move as quickly as is safe away from any combats that occur in his vicinity. If for whatever reason, they cannot, they should move as far away from combat as possible. A Non-Combatant should

NEVER be struck with a weapon, spell packet, or any other object. If one wishes to harm a Non-Combatant, one may come to within 5 feet of them, point, and loudly state "I Kill You." This inflicts a Mortal Blow to the Non-Combatant. Any other person may interrupt this action, by being within 5 feet of the Non-Combatant and stating loudly "I Intercede."

Volunteering

Red Button Productions and Dust to Dust exist because of volunteers who spend their time and energy helping with the game. Our volunteers do everything from making sure that weapons are safe and available for our NPC volunteers, to writing storylines, and everything in between. In addition to full-time Monstering, we are always looking for people who are willing to help out, and we have a wide range of opportunities that can fit anyone`s talents and skill-sets.

Mandatory Volunteer Time

For many events, Red Button Productions requires each player to volunteer a certain amount of time, usually 3 hours, to assist the game in some fashion. There are several ways to meet this requirement, but the most common method is to sign up for a Monstertown slot and become an NPC for those 3 hours. This can be a lot of fun, as it gets you away from the pressures that may be hounding your PC, and lets you try out different aspects of the game system without any risk to your PC. It is also good for fighting practice.

Generally Monstertown is staffed by a small group of full time volunteers, and without PC volunteers, the resources available for adventures and in-town encounters are extremely limited. The volunteer time requirement may be waived at any time by Dust to Dust Staff.

Rewards of Volunteering

In many ways, volunteering for the game is one of the fastest and best ways to get involved. Through volunteering, you can meet a lot of the other players, become familiar with the staff, and learn more about the game and how everything fits together. It's also a great way to distinguish yourself.

Buttons

Rewards are offered to volunteers in the form of Buttons. These can be turned in for a number of considerations and are the game's method of saying thank you to our volunteers. While we recognize that Buttons don't remotely begin to compensate our volunteers for the work that they do, they do serve as our gesture of appreciation.

Spending Buttons

- 2 Buttons allows you to buy 1 Character Point (CP). Up to 3 CP can be bought per month in this manner, though the total character points earned for a weekend event can never exceed 10.
- Production items can be bought with Buttons. Each Button allows the player to purchase up to 2 Production Points worth of items. However, the monetary cost of the item must still be paid. No player can spend more than 5 Buttons per event in this manner, for a total of 10 Production

Points. Labs, Forges, etc. cannot be used in conjunction with these Production Points. Binding Contracts, ritual and production formulas, and items that require rare components may not be purchased with Buttons. Duplicating formulas you already possess is allowed.

- Players may also be permitted to spend variable amounts of Button to buy off Disadvantages or to purchase Advantages after character creation if (and only if) you receive permission form the Plot Committee. Disadvantages bought off or Advantages bought will always require a CP expenditure in addition to the Button cost.
- Players can spend variable amounts of Button to gain special allowances for beginning characters. The Plot Committee will determine the cost for this type of expenditure. Players who intend to use Buttons in this fashion must submit their character history along with their special request at least one month in advance.
- 1 Button can be converted into 5 silver. Limit 20 Buttons (10 gold) per event. This cannot be used the same event where Buttons were exchanged for production points.
- 2 Buttons will grant you one additional production period per event. Limit one use per event.
- 3 Buttons will grant you access to a lab for one event. Not for use with BGAs.
- 3 Buttons may be turned in for an extra Craft, Production, or Plot Between Game Action. Limit one additional BGA between games. During the off-season, after the last 3-day event of a year, the Plot Committee may announce that additional BGAs may be purchased with Buttons.
- Players may pay five (5) Buttons for a role in a second Historical Event, and ten (10) buttons for a role in a third Historical Event, but the events must be non-conflicting, and no one else may have claimed the event. Players may appear in a maximum of three (3) Historical Events.