

Triumph Field Rules 2012

V 1.0

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CHARACTERS

1) Battle clerics may not be Bear Hugged, as Sanctuary effects do not work on them. Likewise, while a battle cleric may not be disarmed (if using his attuned weapon) or harmed by his own weapon, an effect such as flameshroud or mirror shield will still damage said cleric.

SKILLS

1) Mages have access to a new skill: Empowered spell. It represents specializing in one specific spell, studying it, focusing on it, and perfecting it. This skill will double the damage of one spell with a damage call, but does not effect other types of spells. Skill cost is 1 Triumph per level of spell. Hellblast may not be empowered.

2) Warriors may ignore the per-day requisite of surestrikes to purchase weapon proficiencies, but must still hold a weapon pro for one day before starting on the next.

COMBAT/ACTION

1) A new damage call will be available to some monsters, verbalized as "Massive". A massive damage is a melee attack that follows packet strike rules for damage, i.e. if it hits shield, weapon, or clothing, then the damage is conferred to the character. This represents a swing of such might that it simply cannot be physically withstood.

2) Some plot threads will now be given exit points. This is a place that, if reached, represents the characters getting away without actually engaging in a physical "Scooby Doo" chase. Retreating to an exit point ends the action, and represents a desire to leave and not return. As such, an area given an exit point cannot be re-entered, the action/characters/monsters/loot there are considered gone for the event.

3) If disarmed, one may not be able or willing to toss one's physrep away. An alternative would be to lower the weapon to one's side. If it gets hit, take damage, as it is not there. Retrieving a disarmed weapon with this option is performed by going to the designated spot the item would have been tossed, and counting 5 to retrieve, miming picking it up from the ground.

Drawing another weapon is performed by 5 count and miming of draw, no need to move. One must, of course, have item cards for both weapons.

4) Killing a comrade to remove a spell effect is a bad thing. Killing a comrade to remove ill effects will now result in acceleration of the death and dying counts from a 5 minute count to 30 seconds. Note that this shall not be used for griefing players under a status affect.

MAGIC

1) A spell that confers an addition to health, such as False Vitae, cannot be used to heal a character. If a character is at zero or negative health, and receives such a spell, it has no effect.

2) A spell or special ability that uses a sonic component, i.e. banshee wail or bard song, cannot be avoided by covering one's ears or simply yelling loudly. The sound is not the effect, it is a magic carried through the air by sound. (To completely mix genres, if the X-Men's Banshee screams at a deaf guy, the deaf guy still explodes.)

3) Characters under the effects of magical sleep can no longer be awakened by friendly damage. Either use the Awaken spell, or spend an uninterrupted 30 count Rping waking the victim (shaking, etc.)

4) Shamans using a Bear Hug are actively using it to rescue/protect another character. One cannot activate Bear Hug and stand around as if under sanctuary...if that effect is desired, simply cast the spell.

5) It is common for NPCs to roll out without armor, as it would cost us a lot of money to buy armor for 10+ people to head out with (and different sets, too!). To that end, direct and bypass damage can reasonably be expected to do more damage to a foe. As a rule of thumb, if it's an "unnamed" NPC, direct does 10 more damage to represent zapping through whatever armor that foe might have been wearing. The obvious exceptions are if the NPC is wearing visible armor, i.e. walking around in chain mail, or if you are casting that spell against a recurring, named "adversary" level villain, they should be properly physrepped, and thus spells will work as written against them.

6) For the purposes of resistance to charm, the following are considered charm affects: Command, Confusing Befuddlement, Dominating Command, Enthral, Chant of Charm, Love's Lyric. There may also be some monster effects that will fall into this category, but those will be defined by refs at the time.

THIEVERY

1) There are times when players leave behind physreps. It should be noted that when stealing items, whether PC or NPC, actually taking the physrep will not happen. The target of the thievery may well have more than one long sword, but only own one physrep. Likewise, scampering away with other people's actual out of game property can certainly cause problems. If item cards are not available to steal but physreps are, notify an ST, crew boss, or thieves' ref of the successful pilfering and the item cards will be retrieved. But please, leave the physrep. It would be appropriate to tie an orange ribbon around a physrep to signify its removal from play, but not to physically abscond with it.

CRAFTING

Creating high quality items (master crafted, superior, etc...) is now simpler. Component items are no longer restricted to appropriate type, i.e. a "refined steel" card can be used in the creation of a leather helm. Any component can be used for any item.

Items may no longer be broken down to create components. This process was deemed too time consuming and complex. To balance this, components will only be needed for keen and higher weapons; superior and master crafted will not require components.

1 component is required for keen, 2 for exceptional, 3 for flawless. There may be "recipes" found for powerful and interesting items, these will detail component and/or reagent cost within the "recipe."

Quality items require more craft points to manufacture, one further point at master crafted, and then an additional point per "bonus" point. As an example, a flawless item costs 5 more CP to produce than its normal counterpart.