



EOS

Core Rules



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1. Introduction

Welcome to the Eos System Rules Guidebook. In this document we will explain all of the main body of rules that are used during game play as outlined in the Rules Guide. This document is designed for easier access to the rules components. It is recommended that you read through this section of the rulebook in detail to familiarise yourself with the methods of utilising your abilities and the abilities of others that may affect you. All page number references in this document apply to the main Rules Guide.

Basic Skills

Eos considers that all characters have a basic set of skills that do not cost character points, these are:

1. The ability to use any melee weapon in either or both hands to strike for a single point of damage.
2. The ability to count.
3. The ability to use a short blunt weapon to do stun damage
4. The ability to use a shield.
5. The ability to use throwing weapons.

In addition to this, all characters are permitted to wear armour of any of the four categories. These are explained in the combat section of the rules. The bonuses conferred by wearing armour types cannot be stacked, and the protection only applies to the location if at least 50% of it is covered with the phys rep.

1. All characters can wear light armour gaining one armour point per location.
2. All characters can wear medium armour gaining two armour points per location.
3. All characters can wear heavy armour gaining three hit points per location.
4. All characters can wear extra heavy armour gaining four hit points per location.

Please note, if you elect to wear armour and do not have the relevant armour use skill, then you may not use any special combat calls that you may have learned, such as *double*, *through*, *cleave*, etc...

All suits of armour in Eos are in game items and therefore require a laminate. Appropriate phys reps for each category of armour are detailed in the combat section beginning on page 42. You can also choose skills in wearing armour and these confer additional benefits as explained in the relevant skill descriptions starting on page 36.

Please note the rules regarding combat skill use and armour in the skill descriptions. The abilities detailed here are not mandatory. You may elect to role-play that you do not have some of these basic skills if you wish.

Characters also begin with a number of will points (see the creature descriptions beginning on page 16) and one body point per location.

Purchasable Skills

As a starting player you have a number of points to spend on skills that reflect your character's abilities and expertise. The purchasable skills are listed here in three categories and also serve as the basis towards learning more advanced skills in downtime. When you receive your downtime chart, the skills you can learn will depend upon what



purchasable skills you have already taken.

Combat Skills

These are specialist skills with different types of weapons. Most combat skills are used when attempting to strike opponents in melee. Special calls listed here are explained in the descriptions that appear later. Please bear in mind that you cannot use combat skills whilst wearing any armour greater than light armour that you do not have a skill for.

<i>Name of Skill</i>	<i>Character Points Cost</i>
Double with sword	3
Double with axe	3
Double with mace	3
Double with great weapon	3
Double with polearm	3
First Strike Through with sword (requires sword double)	2
First Strike Cleave with axe (requires axe double)	2
Crush with mace (requires mace double)	2
Strike Down with great weapon (requires great weapon double)	2
Strike Down with polearm (requires polearm double)	2
Bow Use	2
Bow Through (requires Bow Use)	2

Double with Sword

This skill allows a character to call “double” to inflict two points of damage with an appropriately crafted sword.

Double with Axe

This skill allows a character to call “double” to inflict two points of damage with an appropriately crafted axe.

Double with Mace

This skill allows a character to call “double” to inflict two points of damage with a an appropriately crafted mace.

Double with Great Weapon

This skill allows a character to call “double” to inflict two points of damage with an appropriately crafted great weapon.

Double with Polearm

This skill allows a character to call “double” to inflict two points of damage with a an appropriately crafted polearm.

First Strike Through with Sword

Must be used with an appropriately crafted sword. This skill allows a character to study an opponent for five seconds, and then spend a will point and attack using the call “first strike



through”.

First Strike Cleave with Axe

Must be used with an appropriately crafted axe. This skill allows a character to study an opponent for five seconds, and then spend a will point and attack using the call “first strike cleave”.

Crush with Mace

This allows you to spend a will point and call “crush” with an appropriately crafted mace.

Strike Down with Great Weapon

This allows you to spend a will point and call strike down with an appropriately crafted great weapon.

Strike Down with Polearm

This allows you to spend a will point and call strike down with an appropriately crafted polearm.

Bow Use

This skill grants you the ability to use a bow or crossbow and loose arrows or bolts to do one point of damage.

Bow Through

This skill allows you to spend a will point and use the “through” damage call when using an appropriately crafted bow or crossbow.

Hit Point Skills

<i>Name of Skill</i>	<i>Character Points Cost</i>
Toughness	3
Advanced toughness (requires toughness)	3
Wear light armour	1
Wear medium armour	2
Wear heavy armour	3
Wear extra heavy armour	4

Toughness

This skill grants you one extra body point per location.

Advanced Toughness

This skill grants you one extra body point per location.

Wear Light Armour

This skill represents your familiarity with wearing light armour and grants you one extra armour point when doing so. You can also repair light armour at a rate of one point per minute, but this requires a suitable phys rep of tools.

Wear Medium Armour



This skill represents your familiarity with wearing medium armour, and grants you one extra armour point when doing so. While wearing this armour you can also use all special weapon skills you may have access to. You can also repair medium armour at a rate of one point per minute, but this requires a suitable phys rep of tools.

Wear Heavy Armour

This skill represents your familiarity with wearing heavy armour and grants you one extra armour point when doing so. While wearing this armour you can also use all special weapon skills you may have access to. You can also repair heavy armour at a rate of one point per minute, but this requires a suitable phys rep of tools.

Wear Extra Heavy Armour

This skill represents your familiarity with wearing extra heavy armour, and grants you one extra armour point when doing so. While wearing this armour you can also use all special weapon skills you may have access to. You can also repair extra heavy armour at a rate of one point per minute, but this requires a suitable phys rep of tools.

Magical Skills

<i>Name of Skill</i>	<i>Character Points Cost</i>
Use Magic Type	2
Sense Enchantment	1
Per spell of magic type (requires use magic)	1
Per extra will point (maximum initial total six)	1

Use Magic Type – Necromancy, Druidic, Summoning, Evocation, Enchantment & Wards, Charms.

This skill grants you an affinity with a particular type of magic. All characters who choose a particular magic type will gain a special lore sheet explaining in detail its abilities. Characters who have this skill, will recognise most magical spells of the same type and can assist magic users casting the same type of magic as the one they practice. If you wish to be able to cast a spell of the magic type you have chosen you must purchase this in addition.

Sense Enchantment

This skill allows you to determine whether an object/location is enchanted. It requires touch and ten seconds of concentration to work.

Per Spell of Magic Type

Each point you spend here grants you a spell from the relevant spell list on your lore sheet. You must take use magic type first before you can purchase spells.

Per Extra will point (maximum initial total 6)

You may purchase extra will points for a cost of one character point each. More details on Will are explained on page (45).



Knowledge Skills

<i>Name of Skill</i>	<i>Character Points Cost</i>
Literacy	1
Advanced Mapmaking	1
Basic Alchemical Knowledge	2
Basic Military Knowledge	1
Basic Archive Knowledge	2
Craft Item type	2
Survival	1
Basic Construction	3
Dress Wounds	1
Basic Healing	2

Literacy

This skill gives you the ability to read and write in the old tongue used by all races. It also gives you a bonus when attempting research in libraries.

Advance Map Making

This skill allows you to trace your own route through uncharted terrain and find your way back to known locations. Its primary focus is for use in downtime.

Basic Alchemical Knowledge

This skill gives you knowledge of mixing basic herbs and liquids to produce simple potions and weak poisons. You will be given a lore sheet if you choose this ability which will explain its use in more detail.

Basic Military Knowledge

This skill gives you the ability to train and maintain/drill with up to 10 men. Its primary focus is for use in downtime.

Basic Archive Knowledge

This skill gives you knowledge of the times before the fall. Characters with Archive Knowledge will be provided with documentation, items or other paraphernalia that they can use in the game.

Craft Item type

This skill allows you - with access to the right tools and equipment, to make a particular type of item during downtime; the list of available item types are:

- Make Crafted Dagger*
- Make Crafted Axe*
- Make Crafted Sword*
- Make Crafted Mace*
- Make Crafted Great Weapon*
- Make Crafted Polearm*
- Make Crafted Bow*



Make Crafted Crossbow
Make Light and Medium Armour
Make Heavy Armour
Make Extra Heavy Armour
Make Healing tools
Make Wooden Shield
Make Metal Shield

Characters who take this skill will be given an appropriate item from this list at character registration. Characters with the appropriate skill are also able to repair broken items of the same type.

Survival

This skill allows you to find food and shelter for yourself and one other person when in the wilderness. During events it will grant you some knowledge of the plants that grow nearby and a basic idea of their properties. In downtime, this skill can be used for exploration.

Basic Construction

This skill allows you to plan and construct simple buildings. Characters that choose this skill will be provided with a construction lore sheet detailing the structures that you can build.

Dress Wounds

This skill gives you basic knowledge in how to help wounded characters. Any character attended by someone with the Dress Wounds skill has their bleeding time doubled from the moment the assistance arrives as long as there is continuing role played actions of dressing the wound and bandage phys reps are used. Should the role played action cease, then the bleeding time continues at the usual rate.

Basic Healing

This skill gives you the ability to stop a character from bleeding to death. Any character attended by someone with Basic Healing can have their wounds tended so that they are no longer dying, provided they have at least thirty seconds left on their bleeding count (see page 44). Each bleeding wound requires thirty seconds of attention from the healer, and can then be restored to zero body points, this will restore consciousness to any character as long as neither head nor torso are “below zero” and they have at least zero will points. Any interruption to this thirty seconds means that the healer must start again. The restoration only counts at the end of the thirty seconds, so if you arrive too late in a character’s bleeding count to save them, they will die.

A Word on Mutations

Some races have mutation abilities available to them and at character generation these are purchased in the same way as skills. If you have access to mutations and are purchasing these abilities, you do not get to know initially what these can do; you simply tick the mutation box on your character sheet and fill in the number of points. When the booking form arrives we will send you your creature sourcebook with a list of mutations for you to choose from. You can then email us ahead of the event with your choices and we will add these to your character details. If you already have a costume or prosthetic design in mind, then please include some information with your character form and we will do our best to tailor some of the assigned mutations appropriately.



Combat

The combat rules of Eos are generally self-policing. This is to say that players are primarily responsible for taking their hits and for taking the appropriate care and attention not to hurt one another. Head hits should be monitored carefully and all blows must be pulled. If you are unsure of your combat skills check with other players and/or a referee to make sure of your safety.

If you are physically unable or it is unsafe to perform any required actions in combat (such as the effect of strike down) then you should modify your role play appropriately, if at all unsure consult a referee.

Any player found by a referee to be acting in a dangerous manner whilst in combat will be warned of their actions. If they do not heed this advice they will be withdrawn from combat and their name will be taken. If they are later found repeating their actions they may be asked to leave the event.

All characters enter the game with a number of locational hits. This can vary from one to eleven, but will never be any higher than this. All locational hits fall into two categories – body points and armour points.

Body Points

These are determined by your choices in character generation and any subsequent magic that might enhance or decrease these values. Body points are a representation of your general state of health. All characters begin the game with one body point per location, and can improve this in character generation or through experience.

Armour Points

These are additional hits granted to you for wearing the appropriate laminated phys rep of armour. They add extra hits called armour points. Armour points are usually counted first before body points. The Eos rules classify four categories of armour.

1. Light armour – Leather, Heavy Clothing.
2. Medium armour – Studded leather, Layered Leather, etc...
3. Heavy armour – Chainmail, Latex phys rep, Hard boiled leather.
4. Extra heavy armour – Plate armour, metal phys rep only.

Each category grants an additional point of protection, where light armour gives you one armour point, medium gives you two points etc...

Armour points are only granted if your armour phys rep covers a minimum of 50% of the location you are wearing it upon. If your armour is a phys rep of a high armour category but made from inferior or less encumbering material it will be treated as if it is a poor quality version and graded down to the next type below. If you are unsure about your armour phys rep, please check with a referee.

Example: - The player of Tarkis is wearing a good wool chain mail phys rep. However, wool chain is not heavy enough to count as heavy armour. The referee rules that Tarkis' wool chain is indeed chain mail, but must count as medium armour.

Please note, anything judged to be a poor quality phys rep will not count as armour.

Any character may wear any suit of armour. However, character's who take an appropriate skill in wearing an armour type gain one extra armour point when using that armour type, and are able to use a full range of weapon abilities when wearing it. If you do not have a



skill in using armour and wear anything greater than light armour you will be unable to use specialist weapon skills like *double*, *cleave*, etc... Further details on the armour skills and weapon skill limits appear in the skills section starting on page 36.

Characters that use magic whilst wearing armour are penalised for its encumbrance. For each category of armour you are wearing you must add one will point to the cost of the spell – i.e. light armour = +1, medium armour +2, etc...

Shields

As has been mentioned, any character may use a shield. As a general rule the maximum size for shields is calculated by their area and appropriateness to the game setting. No shield may be used that has an area larger than 1800 square inches. Unlaminated wooden shields can be cleaved by characters with the appropriate skills and all shields can be crushed in a similar way. Metal and other types of shield are required to be constructed in game and will need a laminate. Shield phys reps must be of the appropriate type and checked by a referee before being used in game. Shields are intended to be used to block blows and must never be used to attack other players; this includes 'shield charges'.

Running out of hits

If you are struck on a location so that you have no body points left, then that location is affected in the following way.

Location at Zero	Effect
Arm	You lose the use of the arm; you cannot move it independently.
Leg	You lose the use of the leg - you cannot place any weight upon it.
Head or Torso	You are badly wounded and disorientated and unable to focus coherently for long periods of time. You may not defend yourself.

Below Zero

A character who suffers additional points of damage to a location on zero is treated as if that location is damaged to such an extent that it is beyond the skill of conventional healing and may only be restored to usefulness with magic. In the case of a head or torso reaching this state you are rendered unconscious. This also means that the character is bleeding to death. A conventional healer can stop this bleeding, but cannot restore body points above zero. Please note, unless a spell specifically states that it stops bleeding this will not cease.

Bleeding to Death

A character in this condition has five minutes to live from the moment they begin bleeding. Players in this state should begin counting to three hundred at a measured rate. Each additional location that is placed in this state subtracts a further minute from the current count.



Example: - Tarik is struck twice on his unarmoured left arm by an axe doing Cleave. He continues fighting, but is then struck several times on his right arm taking this to below zero as well. Tarik was already two minutes into his count when this occurred, so he must count it as if he is now three minutes into his count.

Should all of your locations be reduced to below zero, then you are dead.

Unconsciousness

A character rendered unconscious and suffering from no other conditions will remain so for ten minutes, or until revived with the appropriate skills by another character. During this time you cannot speak or react in any way and should continue to role-play being in this state. Should you be suffering from other conditions as explained above, then these effects also apply. When revived you should role-play you condition according to the table on page 44.

A character can also be rendered unconscious by dropping to minus one will points. This can occur by spell casting, ability use or receiving damage that can drain will points. The unconscious state lasts for ten minutes and after which the will point rating of the character returns to zero if they have been rendered unconscious in this way. An unconscious character cannot resist spell effects.

Execute

Any character can use the call of “execute” on any other character who is unable to resist (whether through being rendered immobile or unconscious). The character should call “Execute” –then roleplay an execution for a slow count of 20. As long as the execution is not interrupted and the target is still unable to resist the character can then call “Execution” to cause the immediate death of the target.

Natural Healing

One night of natural sleep of at least eight hours will enable any character to heal one body hit to a location of the player’s choice.

Your Will Rating

This statistic is a representation of a character’s force of purpose and resolution. Will points are used for a variety of reason, from the casting of magic, to the resistance of manipulation and the use of special damage calls. Most characters begin the game with four will points. Characters are expected to keep their own mental record of how many Will points they have currently, will points will be operated on a trust basis. For every night’s sleep a character gets, they are able to recover four will points. When casting spells a character must spend will points to achieve the spell effect. The amount of will required will depend upon the spell itself and the specific intentions of the character. Each relevant magical lore sheet should have all the information pertaining to this that you require. Some special combat damage calls require expenditure of will points as well, a character must spend a will point to use these damage effects.

Each use of the damage call requires one will point. See the skills section on page 36 for more information on each damage call.

As a character spends will points, they should role-play appropriately. Lack of will points represents mental tiredness, difficulty in focusing on specific things, etc... Referees may



make spot checks on the amount of will points that characters have during an event.

In certain circumstances characters can combine their will points when spending them to create larger effects and more powerful spells. This is generally possible when two or more magic users are knowledgeable in the same type of magic.

Will points can also be recovered through other means. Many characters find strength in their faith or through more subtle methods.

Attracting the attention of the God noted on your character sheet can recover will points for you. Each faith has different general requirements for this and each culture often interprets these in slightly different ways. The general rule is that ten minutes of time must be used to regain a will point and that this time must be spent in character – meaning that you cannot drop out of character to “go and pray” to try to regain will.

Attracting the attention of your God can be done in any means that you choose, It does not have to mean that you cease to role play in fact it should be exactly the opposite. However, it should reflect some aspect of the faith that you have chosen for your character. During this period it is also possible that prayers or questions will be answered by the Gods. More details on the practices of faith by each creature type will appear in the sourcebooks. You should inform a referee or the Games Control Desk before you begin a prayer and where you will be conducting the prayer.

Contesting Will

There are certain powers in Eos that require a contest of will. After a power is cast, the caster of the spell should call the amount of will they have spent on it e.g. “Will(X)”. The spell is a success if the caster spends an equal amount of will or more than the target’s current will rating. All failed spells cost a minimum of one will point anyway - so in casting a spell the caster must spend at least one will point. If the “Will(x)” call is not high enough to succeed the target must call “Fail!” in response. All contest of will calls are out of character vocals and as such are not treated as in character information.

Zero Will

When a character reaches zero will they are considered to be disorientated and unable to focus coherently for long periods of time. They are also particularly vulnerable to charm spells (see the magic section starting on page 53).

A character may intentionally spend one will point more than their current rating; this is called a “push” and may be used to cast a last ditch spell, or do one more special attack.

If a character ever drops below zero will by any means they will be unconscious for ten minutes - see the rules on unconsciousness on page 45. After this, their will rating restores itself to zero.

Recovering Will Points

The method of recovering will points for each creature type is outlined in their source book. Each will point requires ten minutes of in character time devoted to the tasks outlined and should be verified with a referee or the Games Control desk. Most creatures achieve this communing with their God or Goddess.

Weapon Use

Any character in Eos may use any type of melee weapon to do a single point of damage.



Combat is a consensual competitive part of Eos and requires the full participation of all players involved. A weapon strike can only cause damage if the weapon is swung at least half the weapon's length. No weapon may ever be used to stab other participants.

Players may elect to specialise in particular weapon types during character generation and - through this specialisation, gain the ability to do more damage or use other damage calls. Single points of damage require no damage call in combat. All phys reps must pass a weapon's check to be used at Eos events.

The permitted categories of weapon in Eos are the following:

Claw Weapons

These are hand phys reps that can cause damage. Many of the creatures in Eos have access to these through the relevant mutations list. Rules on the safe construction of these phys reps will appear in all of the relevant source books for races that are allowed to use them.

Throwing Weapons

Standard throwing weapons can be used by any player. These only ever do one point of damage. A throwing weapon can be an appropriate phys rep of a knife, rock, throwing axe, etc... and is coreless.

Larger throwing weapons (like boulders, etc...) can be used in the Eos game and these may have additional effects. A large throwing weapon must pass a weapon's check like every other weapon type. You may only use these weapons with a relevant special ability. For safety reasons you may not throw large throwing weapons at targets that are unaware that you are attempting to do so, you must gain their attention first. Targets may dodge these weapons, but cannot parry them.

Small Weapons

These are 7-18 inches in length. Eos does not permit the use of a weapon under seven inches in length unless it is a throwing weapon phys rep. Character's wielding short clubs that fall into this category may use the "stun" damage call. Small weapons only ever do one point of damage.

One Handed Weapons

These are 18-42 inches in length, and fall into three different categories – swords, maces and axes. With the appropriate skill and crafted item it is possible to learn to use the double damage call with all one handed weapon types.

- When using a mace with the appropriate skill and crafted item it is possible to use the "crush" damage call.
- When using a sword with the appropriate skill and crafted item it is possible to use the "through" damage call.
- When using an axe with the appropriate skill and crafted item it is possible to use the "cleave" damage call.

Two Handed Weapons

These are 42-84 inches in length, and fall into two categories polearms and great weapons. If in doubt as to which category your phys rep falls into, check with a referee. Examples of each are:



<i>Two handed weapon type</i>	<i>Examples</i>
Great Weapon	Two handed sword, two handed axe, two handed mace.
Polearm	Spear, halberd, staff.

Both categories of two handed weapon have the same abilities in terms of damage calls initially, but require different styles of fighting and progress in slightly different ways. When using either type of weapon with the appropriate crafted item and skill it is possible to use the strike down damage call. It is possible to learn to use the double damage call with all two handed weapon types.

Projectile Weapons

These are bows, crossbows and catapults. With all projectile weapons, Eos asks that players pass an appropriate safety check with a safety referee and that the draw poundage of any phys rep be reduced to thirty.

Bow use grants the character the ability to do a single point of damage with a projectile. Bow through gives the character the ability to use the “through” damage call with a projectile and an appropriately crafted weapon.

With all weapon skills, additional abilities are available through progression and training in downtime.

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Damage Calls

Eos uses several specialist damage calls in the process of combat. Should your damage call require will points then those points must be expended when the damage call is made whether or not the blow lands. These damage calls are listed below along with their effects.

First Strike

This call can accompany several others and has no effect on its own. “First Strike” allows a character to study an opponent for five seconds without striking blows and then attack using the permissible damage call available to them; you are able to block or parry during this time. Should you take damage this will reset your count (you must begin the five seconds of study again).

Crush

A character calling “crush” instantly destroys the armour points on the location that they strike. Crush only does one point of damage against an unarmoured or already crushed location. A Crush blow can also be used to break a shield. Once broken in this way, the shield is useless until repaired by someone with the appropriate craft shield skill.

Cleave

This will take an unarmoured limb location straight to zero body points. If a location is already at zero, then it will reduce it to below zero. Cleave only does one point of damage against armour. A cleave blow can also be used to break a wooden shield. Once broken in this way, the shield is useless until repaired by someone with the craft shield skill.

Parry



Characters who make the call “parry” have a special ability to offset hit point damage with will points.

Strike Down

This is a powerful blow that knocks an opponent to the floor. A “strike down” call from a melee weapon is successful even when parried with a shield or small weapon – although the character takes no damage. Strike down can be successfully blocked by a weapon of at least one handed size. If you are hit with strike down you must fall to the floor making sure both shoulders touch the ground and then may get up again.

Stun

Stun may only be used by a character wielding a short blunt weapon. It causes a single point of damage to armour or leg and arm body points, but if you strike an unarmoured head or torso Stun causes a loss of a will point instead of a body point. If a character reaches minus one will points they will fall unconscious for ten minutes, before returning to zero will (see the rules for unconsciousness on page 45). Stun may only be used on conscious characters. Characters that are already unconscious by whatever means are unaffected by this call. The Stun call does not require will points to be spent.

Through

A character calling “through” as a damage call bypasses any armour an opponent might be wearing and any damage done with this call is taken immediately from their opponent’s body points.

Magical or Magic

A successful strike with this call does one point of damage and also removes one point of will point from an opponent. When combined with any other ability, the damage and **will loss** is done according to that call.

Numerical Calls

These refer to the amount of damage a blow inflicts. All normal attacks inflict a single point of damage, whereas *double* inflicts two points, *treble* is three etc... There are spells that can cause damage (such as *Bolt of Power*), these spells use numerical calls in the same way.

Other Calls

These are additional calls made that may affect your character. They are usually associated with magic or special powers. The ones that may be used in open play are listed here. Otherwise, the information is listed in the relevant spell section starting on page 53.

Curse (x)/Ranged Curse (x)

This effect will be accompanied by a will rating(x). If your will rating is this level or lower you will be struck down and referee will inform you of any additional effects.

Dispel (named spell)

This call is used to remove existing spell effects. If under the influence of another spell and a dispel is called naming that spell its effects are removed. For more information, see the spell entry on page 68.

Ping

This is an identification call. You must say “Ping” in response to a spell that detects



whether you are carrying a magical item or under the influence of another magical spell.

Prevention

This effect will stop you from moving through a passage no more than ten feet wide. It should also be accompanied by a caster standing in front with their arms outstretched. For more information, see the spell entry on page 64.

Shock

This is a physical damage call. If someone touches you and calls “Shock” you suffer one point of damage to your body or any magical armour on the touched location. This effect bypasses all normal armour protection. Shock may be accompanied by a numerical call in which case further points of damage are incurred. For more information, see the spell entry on page 68.

Terrify Rank (X)!

This effect works on any character with (X) will or less who is present when it is cast. For the next sixty seconds, no affected characters may approach the caster, and will actively flee in fear if the caster approaches them. Characters with no will points that are within the radius when this is cast are affected until they recover sufficient will points. For more information, see the spell entry on page 70.

Disease

This call infects the recipient with a known disease. It is a touch effect or cast spell and will be accompanied by a special disease card. You should read the details on the card and roleplay appropriately.

Fail

This call is used to denote when a cast spell or special effect does not succeed. If you are the target of a spell and have a will rating higher than the amount announced you may call “Fail” if you do not wish to take the effect. Other special abilities permit characters to call “Fail”; this means the effect used against them does not work.

Will(x)

This call is usually made when the caster of a spell is required to announce their will rating so that the target can determine whether a spell has worked on them. The caster and contributors must expend will points equal to the rating called out to succeed. All failed spells cost a minimum of one will point.

Referee only calls

Time freeze

Time is frozen, stand still, close your eyes and hum. Wait until a referee calls “time in” before recommencing play.

Time out

Play stops, you cannot take any in character actions, but you are free to talk etc out of character.

Time in

The game starts, you should play in character within in character zones.

Man down

A real life injury has occurred, take directions from the referee who made this call.



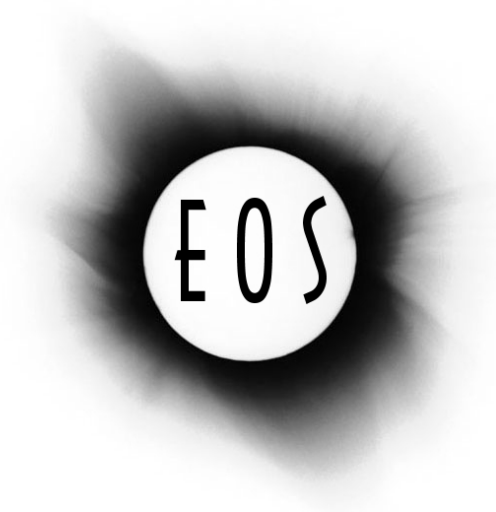
A Word on Character Death

Eos is designed to positively encourage player verses player role-play. The rules system is self policing and as such the assassination of another character does not require the presence of a referee. However, in the interests of minimising any chance of dispute we recommend requesting this presence. Players who kill other player's characters should remember that for a consensual game to work in this situation, someone has to win, and someone has to accept loss. Courtesy and sympathy in this situation go a long way to making it easier and any out of character issue with regards to this process should immediately be referred to a referee.

The Capture Rule

The Eos capture rule allows for characters to take other characters prisoner in game. If a situation occurs where you wish to capture another character then both participants must agree to signing the captured character over to the would be controller. This agreement must be done in the presence of a referee who will record it and make a note. Once a character is captured they may only be released if the new controller agrees to release them. Further references to the advantages of the capture rule are in the downtime section on page 75.





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