

# MoG Quick Reference Guide

Below is some quick reference info to help folks remember how Statuses and certain mechanics work! These are not the full mechanics, please refer to the core rulebook for more information on the full mechanics.

## General Stuff

### Quarter

Game time is divided into 6-hour periods called Quarters. They go from 12 to 6 and 6 to 12 AM and PM. At the start of every Quarter, you regain half your maximum Energy.

### Engagement

Can I reach out and touch someone with my boffer? If yes, then you are in Engagement! People with weapons longer than yours may be Engagement even if you are not.

### Attack

Any effect that requires a person to swing a boffer, shoot a dart, or throw a packet that does damage or delivers a Negative Status. This can include some Species Trait abilities that require you to make an Attack.

### Flurry Rules

You can swing 3 times with a weapon before you step back and take a 1 second pause.

If you have a weapon in each hand, you can swing 3 times with each weapon before you must take a pause.

### Illegal Strike Areas

You don't have to take hits in the following areas:

- Head
- Hands
- Feet
- Groin
- Please be gentle to chest shots for our people with breasts.

### Skill Cooldown

You must wait 3 seconds between uses of Skills or Species Traits requiring an attack. The one exception are Defense Skills. Defense Skills can be called at any time, but must be called within 5 seconds of being hit by an effect. Using a Defense Skill usually means you don't take the hit.

### Duration: Scene

A Scene is essentially one adventure or 15 minutes, whichever is longer. An adventure is when a Marshal is present and taking folks to do a thing. Once the Marshal leaves the Scene ends.

### Packet Colors

To represent certain ranged effects, we use packets. Small cloth bundles full of birdseed or other approved materials.

Blue Packets – Represent gun shots. If you don't hear the call but get hit by a blue packet, you get shot by a gun.

Yellow Packets – Represents arrows, or other thrown attacks.

White Packets – Represents something magical or otherworldly. This includes Spells and Faith effects.

## Weapon Profiles

Below is a list of what damage various sizes of weapons do. The first number is what they swing normally, called Normal Damage. The second number is Expertise Damage which you get from certain effects. The third number is Critical Damage.

Brawler	1/-/5
Small/Stone Fist/Thrown	2/4/12
Standard	3/5/15
Specialist	4/8/20
Two Handed/Bow	5/10/25
Staff	2/-/-
Cartridge Pistol	8/-/25
Black powder Pistol	10/-/30
Cartridge Rifle	8/-/30
Black Powder Rifle	15/-/40

## Declaring Effects

If you hear these as part of a call here's what they mean. Many of these are just to help inform folks what kind of attack is hitting them so they can respond with Defense effects. Each one lists the most common Skills to defend against the effect.

### Ambient

It's an environmental effect. Only being Immune to the effect will protect you (unless it specifies Ambient effects).

### Boon

A boon from a deity. Only being Immune to the effect will protect you (unless it specifies Boon effects).

### Faith

Defense: Pious  
Comes from Faith.

### Strike

Defense: Parry  
Comes from a melee or unarmed weapon hitting you.

This is usually only used on attacks that do not require you to swing a boffer, you don't have to call Strike every time you swing a boffer.

### Shot

Defense: Evasion or Take Cover  
Comes from a bow or a thrown weapon.

### Gun

Defense: Take Cover  
Comes from a gun.

### React

A reaction to a trigger. Generally, cannot be negated.

## **Rush**

Defense: Parry

The next flurry the person uses gains some benefit.

Generally, only used with Strikes. Each attack in the flurry must be defended against separately.

## **Social**

Defense: Stubborn

Someone is talking to you or using body language to influence you.

## **Spell**

Defense: Take Cover or Counterspell

Someone is casting a spell on you. Usually, they have to throw a white packet or be within arm's reach of you.

## **Combined Effects**

If someone throws something like Spell Strike at you, you can use either Parry or Counterspell to stop the effect.

Take Cover specifically works against ranged attacks so it wouldn't work in this case.

## **Area of Effect**

Areas of effect go off when the Skill call starts, not at the end. If you were in range, you take the effect.

## **Burst**

Usually 10ft, if you are within 10ft of the person calling the Skill you take the effect.

## **By My Voice**

If you can hear this call, you take the effect.

## **[Group] Targeted**

If you know (without a doubt) you are part of a group declared, you take the effect. The group could be a Keyword like Human, or it could be an organization.

## **Sweep**

Sweep is a big swing with a weapon or a spray of shots from a ranged weapon.

Anyone in the front 180 of the person calling the Skill takes the effect if they are in range.

Strike Sweep

Defense: Parry

Requires a Brawler or Melee weapon. Anyone in Engagement range takes the effect.

[Faith, Gun, Shot, or Spell] Sweep

Everyone in the front 180 and up to 10ft away from the person making the call takes the effect. The corresponding Defense is based on the qualifier before Sweep.

## **Effect Tags**

These tags represent different types of effects. They are usually called after a damage number.

### **Feint**

A sneaky attack that costs you double the Energy to use a Defense Skill against it.

### **Fix**

Fix doesn't deal damage, but it does give back Armor points.

### **Heal**

Heal doesn't deal damage normally, but it does give back Health points.

### **[Keyword] Bane**

If you have the called Keyword, you take double damage.

### **Death**

If you are reduced to 0 Health by Death damage, you skip Near-Death and die immediately.

### **Crush**

Crush damage hits so hard, that even if you block it without using a Skill, you still take half the damage.

### **Drain**

Drain exhausts you. Drain reduces your Energy. If you have 0 Energy left, then it is just regular damage.

### **Fester**

For most folks, they just take it as damage. For undead, this heals them.

### **Pierce**

Ignores your Armor and instead reduces your Health first. If you have no Armor, it's just regular damage.

### **Magic**

In most cases, you just take normal damage. If you have Damage Resistance, it doesn't work against Magic Damage.

## **General Statuses**

### **At Rest**

Sit/lie down and don't use Skills. Then you are At Rest.

### **Kinship**

Certain types of creatures won't attack you if you don't attack them. Hold your hand out making a stop gesture to show you have Kinship. It's a good idea if someone is coming up to you to tell them "[Type] Kinship" to know if they can attack you or not.

### **Movement – Dash and Teleport**

If your legs are not Mangled, Slowed, Pinned or Prone, you can use your Dash and Teleport effects.

Take steps up to the Dash/Teleport rating (some may say you have to go a particular direction). Folks in

**Engagement** can't follow you (Their engagement, not yours). They can fight other people.

It lasts 5 seconds, until you take all your steps, or you stop moving.

**Movement Cooldown:** You can only use Dash/Teleport once every 30 seconds.

**Dash** – Take half damage from non-magic Strike, Shot, and Gun attacks while you are moving. You are focused on running; you can't attack or use Skills unless they are Defense Skills. If someone calls Rundown when you use Dash, you lose all the benefits and still have to wait 30 seconds to use it again.

**Teleport** – Put up the OoG gesture and take your steps (basically you are immune to everything). If someone calls Rundown, they can follow you even though you are OoG.

### **Damage Resistance (Type)**

Damage resistance means you take half damage unless it has the Type listed in the Parenthesis. Otherwise, you take full damage. If you see (-), it means you take half damage no matter what kind of damage hits you.

### **Delayed Activations**

Set these up before you use them. They will last one hour or until you use it. You can only have one use of the same Delayed Activation (unless it says it gives more than one use). You couldn't have 2 uses of Reflect at one time normally.

### **Dispel**

If you are hit with a Dispel, you lose 15 Vigor, Screen, and Zeal, and choose one Spell effect on you.

### **Dispel All**

Dispel all makes you lose all Vigor, Screen, and Zeal, and all Spell effects you have.

### **Feign Death**

You play dead. Deathblows and Death damage don't kill you while you have Feign Death. Basically, when you stop acting dead, the effect ends. You can play dead without needing any Skills, but it doesn't stop someone from killing you.

If you Feign Death while in Near Death, extend your timer by 2 minutes.

Steal Soul and Feeding Traits can still kill you.

### **Frenzy**

Here's what Frenzy gives:

- Must attack the closest target and your Health can't go up.
- You cannot die while Frenzied.
- Can't speak coherently, use Social, or Magic Skills.
- Strike, Shot, Gun Damage Resistance (-)
- Ignore Mangle Unconscious, Fear, and Terror.
- Break Free does not need to be counted, you can declare it immediately, but you still lose Health.

Frenzy doesn't end if you go into Near Death.

- Your timer continues but you can still fight and move. You can even continue to fight if your timer hits zero. When Frenzy ends and your timer is at zero, you die.

When Frenzy ends:

- Gain Exhaust, you can't Frenzy again until you Rally.

### **Leystone**

Tap into the world to cast specialized Spells for free.

However, you have to plant one foot and can only pivot on one foot while using Leystone. If you move the planted foot, Leystone ends.

Apprentice Bolt deals 5 Magic Damage.

Can use Leystone 2x per Quarter.

### **Near-Death**

You are dying. Normally, you are in Near Death for 5 minutes. You fall down (or use our alternate gesture) and may only do 2 things: Yell for help or use a Potion. If you gain the Stable Status or 1 Health, Near Death ends.

### **Potion Diminishing Returns**

Potions are really good but won't sustain you forever. You can use 1 Potion of each type during a Scene. So a Healing Potion and a Greater Healing Potion could both be used in the same Scene but not two Greater Healing Potions.

### **Spell Immunity**

If an effect has the Spell call, you declare Immune and ignore it.

### **Spell Resistance**

If an effect has the Spell call, you get half the effect and half the any duration. This includes healing and beneficial stuff.

### **Stable**

You are not bleeding out, but you are in no condition to fight. You can't attack or use Skills until you regain at least 1 Health. If you take any damage, you are in Near Death again.

### **Stealth/Invisible**

Put up the stealth gesture (1 arm reaching to the opposite shoulder), and people have to ignore you.

**What you can do in Stealth:**

- Move slowly
- Change Equipment
- Use a consumable

### **Actions that Break Stealth**

- Attacking
- Skill Use
- Use a non-consumable Item
- Speaking
- Moving faster than a walking pace
- Manipulating the environment (pg 40)

To use Stealth, you must have an effect that lets you do it, and must meet the following criteria:

- **Stealth:** Any time after the sun has fully set and you are not in a lit area. If you can make out colors, there's too much light.
- **Lost in the Crowd:** Be within 5ft of two other people who are not actively fighting.
- **Woodland Stride:** Must be within arm's reach of an overgrown area, tall grass, even during the day.
- **Invisible:** A variant of Stealth, but it can be used at any time day or night.

### Temporary Stats

All these last 1 hour and act as extra Health, Armor, or Energy. If you get more of that stat, refresh the duration to 1 hour. Each Temp Stat has a max of 30.

- **Vigor** is temp Health.
- **Screen** is temp Armor.
- **Zeal** is temp Energy.

You always reduce your temp stat first before your normal Stat.

Dispel reduces Vigor, Screen and Zeal by 15.

Dispel All makes you lose all Vigor, Screen and Zeal.

### Warrior's Spirit

Get yourself psyched up to fight harder! Spend 30s RPing getting ready to fight, then declare "Warrior's Spirit". This lasts until the Scene ends or you are put into Near-Death.

## Negative Statuses

Negative statuses represent the bad stuff that happens to your character.

### Agony/Bleed X

You are hurt so badly that taking action hurts you more.

If you make an Attack or use a Skill, you lose X Energy for Agony or X Health for Bleed.

The Max Bleed or Agony you can have is 5. So in this case, if you swing your boffer with Bleed 5, you lose 5 health each time you swing it. If it was Agony 5, you lose 5 Energy.

### Blind/Stun

While you are Blind or Stunned,

- you can't Attack or use Skills except for Defense Skills
- move as if Slowed.
- Defend yourself normally.

The only difference is when Blind, your character can't make out who is around them. These effects are separated to make certain other effects more useful. While similar they still count as two different Statuses.

### Break

Your weapon or shield is broken and can't be used. If a weapon/shield with Break gets hit by an attack, you take the hit.

### Confuse/Rage

You have lost control and will attack people around you.

- You must move towards the closest eligible target.

- Confuse/Rage ends when you go into Near-Death.
- Redirect forces you to ignore your current target.

Pacify doesn't work on you.

Rage – You attack anyone nearby.

Confuse – You attack your allies/friends.

### Disarm

If you are hit with Disarm, you must do one of the following:

- Gently toss the weapon hit with the effect just out of your reach.
- Drop it at your feet if tossing it would hit other people.
- Tuck it under your arm for 5 seconds and you don't count as holding it.

### Disease/Poison

When hit with these, they last until you get them fixed. Even if an effect would remove a Negative Status, if the Status is from a Poison, you must get the Poison fixed to remove the Status.

### Disorient

It's hard to concentrate, double the Energy Cost to use skills.

### Exhaust/Wither

These are particularly dangerous. You can't regain Energy if you have Exhaust and can't regain Health if you have Wither.

If you get Healed while in Near Death and have Wither, you become Stable.

### Fear/Terror

Whatever used these on you is scary!

- **Fear** – You must move out of Engagement Range (theirs and yours). You can still shoot at the source; you just don't want to be near it.
- **Terror** – You must move as quickly as possible away from the target and try to break line of sight. You can't Attack the target or use items against them. You can still use Defense Skills if you can't get away from them fast enough.

### Freeze

Think of this like being paralyzed.

- Cannot move, attack, use Skills or Items.
- May still speak normally.
- If you take damage or gain a negative Status, Freeze ends.

### Grapple

Something has tangled you up!

- Cannot move, attack, use Skills or Items.
- May still speak normally.
- If the Grapple comes from a boffer attack, it ends if the boffer is taken off you.
- You can use the Break Free action to get loose.

### Hex

Someone put a spell on you! You take double damage.

### Knockback

Someone just hit you so hard you are knocked back. You move directly away from the attacker in a straight line taking the number of steps the Knockback calls.

If you run into an obstacle, a safety hazard, or another player, you stop and act as if Stunned for a number of seconds equal to the steps you have left.

### **Mangle**

Your arm or leg just got hit in a way that makes it not want to work.

- Mangled arms can't make attacks, defend with boffers, use Skills, throw packets, point for Spells and can only weakly hold onto things.
- One Mangled Leg means you move as if Slowed.
- Two Mangled Legs means you can't walk but may army crawl or roll along the ground. Alternatively, you can take 1 step every 3 seconds.

### **Pacify**

You don't want to fight anymore.

- You can't Attack, use Skills, or Species effects with deal damage or cause a Negative Status.
- Pacify ends if you take damage or gain a Negative Status.

### **Pin**

You are stuck in place!

Plant 1 foot. That foot can't move until the duration ends. You can pivot around and otherwise act normally.

You can use Break Free to escape a Pin.

### **Prone**

You got knocked down. Prone doesn't have a duration, you must do one of the following:

- You lie down so that both your shoulder and hip touch the ground. You can't attack or use Skills except Defense Skills, until you are at least kneeling.
- You may act as if Stunned for 10s.

### **Seal [Effect]**

Seal effects stop you from using the called effect, or any effects that cause the named effect.

For example, a Seal Dash means you can't use any effect that would let you use Dash. Seal Bleed would prevent you from using any effect that causes Bleed.

### **Silence**

You can't speak, use Social, Faith, or Spell Skills.

### **Slow**

You must move slowly. Do one of the following:

- Drag one foot. (You cannot gallop or run.)
- Take 1 normal step and pause for 1 second.

### **Steal Soul**

It's a bad day when your soul is stolen. In most cases, this bypasses effects that normally protect you from Death damage or Deathblow.

### **Taunt**

You get called out. You can only attack or use Skills against the source of the Taunt.

This doesn't force you to attack, but you just want to hit that person.

### **Unconscious**

You just got knocked out!

You act as if you have Prone, Freeze, and Blind for the duration.

Unconscious ends if you take any damage or gain a Negative Status.

## **Basic Actions**

These are things everyone can do, and they don't need to know a Skill to do them.

### **Apply Pressure**

Get within arm's reach of a person in Near-Death, say "Pause Near-Death 1 minute" Can only be affected by Apply Pressure once per instance of Near-Death.

### **Break Free**

Say "Break Free 1, Break Free 2..." up to a Break Free 5 count. This immediately ends Grapple and Pin effects, but you take some damage.

Grapple – Costs 10 Health

Mighty Grapple or Pin – 20 Health

### **Carry**

Allows you to 'carry' someone to safety. You must be within arm's reach, declare "Carry". That person can now move with you at a walk.

### **Deathblow**

Put your Brawler or Melee weapon on your target and declare "Deathblow [damage you do with the weapon]". The target dies if they are in Near-Death.

### **Search**

You can search other folks to take their stuff. They have to be willing, in Near-Death, Unconscious, or Dead to Search them.

#### Full Search

Must be within arm's reach, count to 60 then let them know you searched them. The target should hand over all Item Cards and in-game currency.

#### Grab

Must be within arm's reach, count to 10 and point at a held Phys Rep, or a pocket. You get any Item cards or Phys Reps in that hand or pocket. Carried bags can only be searched using Full Search.

### **Teach**

Spend 15 minutes roleplaying with another character to teach them a new Skill. They can use that Skill at the start of the next Quarter.

### **Use Item**

Use an in-game Item.

### **Weapon Proficiencies**

You can pick up any weapon and do Normal damage with it.

You can also pick up two one handed weapons and dual wield.

### **Skills**

Most Skills generally give or remove one of the above statuses.

Once you understand the statuses, most skill calls are easy to understand.