



WHAT IS THE GEAS CORE SYSTEM? At the base of the Geas Core system is a “battle language” that allows complex game concepts to be communicated quickly and clearly. It allows for a dizzying number of effects and combinations, with a set limit on the number of things you, and your novice players, need to learn. We have a strong belief in limiting mental load, and one of our core principles is that you never need to know the specific powers that other characters have; anything you need to know will be communicated in battle-language.

Geas Core has a number of features and options that enhance non-combatant play, allowing for a community made up of both those who enjoy excitement and danger, those who love excitement and intrigue and those who prefer a more social or economic game-play.

THE PILLARS: There are a few key ideas that are central to the Geas system. These are:

1. **Uniqueness:** The idea is that there are enough balanced options that it is unlikely that two characters will ever be much alike. The more Modules the game includes, the more unlikely it will be. We don’t ever want there to be a “correct” or “optimal” build, fighting style, or spec. We want characters to be as deep and varied as real people, if not a little bit more so.
2. **Trust:** We trust our players. Many of the mechanics and powers in Geas 5.x assume the player is counting their own abilities correctly, doing the things that are required, and not attempting to cheat or bypass the game. We believe that cheaters will cheat, so we want to give our players the benefit of the doubt.
3. **Inward-facing complexity:** There are a LOT of available options; lots of powers, lots of skills, lots of special perks and drawbacks. Our ideal is that once you understand the basics of the system and how it works, you will not need to know much else. No matter how weird or strange another’s character might be, you only need to know how your stuff works... her stuff will be communicated to you if you need it. Your own character can be as complicated as you want to make it, but to others, they only ever need to know what you communicate to them using the keywords of the Geas “battle-language”.

EFFECTS AND THE CALL: One of the main features of Geas 5.x is the way that effects are communicated to others. Once you know them, the keywords in this “battle language” mean that you can quickly understand what is happening to you. Most of these keywords are the “Effects”. These are things like “Sleep”, “Paralyze”, “Discern”. Your game may use all the Effects, or a more limited list. Other keywords let you know how long things happen for: “Quick”, “Short”, “Long”, etc. The Call is the particular phrase that you use to tell someone else what you did. “Short Disable Arm by Agony” means you can’t use the arm that was struck until you’ve taken a five minute rest, and that you should role-play it as being extremely painful. **This system allows a shared understanding of what is happening, without having to know and memorize the powers and features of other players.**

POWERS: The things a player can activate are called ‘Powers’. These can be simple, or more complex, and the Geas battle-language means that regardless of what the Power is, the target of that Power never has to

learn anything new. Here is an example Power:

Holy Smite**Incantation:** None**Call:** “4 Radiance”**Target:** Individual**Duration:** Instantaneous**Delivery:** Weapon**Refresh:** Short Rest

The character can make one attack that does 4 points of Radiance damage. If the character using the Power is a Paladin, she may Heal herself for 2 Life Points when the attack is made.

NON-COMBAT POWERS: One of the things that the Geas system does well is support characters that don’t want to focus on combat. The battle-language supports more social struggles and challenges, including information gathering from other characters and from the world at large. In addition, we have modules that include gamefied crafting and gathering of resources. These modules take pressure of Plot teams, as players can often entertain themselves by collecting and processing resources, to then be used to make items in the world.

COMBAT: Geas combat is boffer-based by default. We have built-in safety standards and procedures, but you can, of course, customize those to fit your own game and comfort level. Numbers are low and default melee hits are un-called, decreasing “noise pollution”. Effects and damage are fast and easy without ever needing to measure distances or know what other people’s skills or characters are.

By default, we allow and support “live-fire” archery, which is incredibly exciting for those who enjoy it, but your particular custom rules-set (which we call a Forge) might prefer packets, or even gunpowder weapons, all of which we support as well.

BREEDS: We are very proud of our Breed system. Using those optional rules allows players to choose how much or how little they want to really put into things like prosthetics and makeup, “paying” them for adding to the immersion and grandeur of the game by granting them Breed-Points based on their breed features (like horns, scales, fangs, or a tail) that they can then spend on special Breed-specific Powers and features (like drinking blood for health, or armored skin). Anything from humans to elves to more exotic Breeds are possible.

SKILLS, OPTIONS, CRAFTING, AND METAMAGIC: Geas 5.x has so many options and modules available that together we can build anything you are looking for. Demon-cursed tinker minor noble who paints? Easy. Fae-blooded master baker who is unable to lie and is bound forever in love to the soul of another? Easy. Unerring archer whose very blood is a healing elixir and who blows up when killed? We can do that, too.