



OFFICIAL RULEBOOK

Version 2.4

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Rules collectively established and maintained.

Every effort is taken to synchronize this rulebook with LARP Portal. Differences defer to text in this rulebook.

LARP lineage is important (and often obvious). If you wish to use a concept learned through Anomaly we ask you request consent and credit us in the same way we ask consent and credit our inspirations:

Original foundational core by permission Realms of Conflict. Localization of call format by permission Accelerant.

Cultural features by permission Cottington Woods.

Original art by Ricardo Mossini and the Players of Anomaly.

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plot@anomalyllarp.com

INTRODUCTION

Anomaly LARP (Anomaly) presents a world gone mad with rapid change. Players struggle to build something and survive with limited resources, while navigating the fluid allegiances of factions and powerful entities. Dynamic stories large and small interweave in this colorful and deeply twisted sci fi high fantasy perpetual campaign. Connecting information is critical and noticing the details is rewarded, and sometimes a matter of life and death. Player action and choice, dangerous without information, drives story. Influences range from classic dystopian apocalyptic settings, fantasy RPGs, anime, horror, spaghetti westerns and so much more.

Explicit Content, Cooperative Play, and Consent

This game can be dark. By playing it you explicitly consent to content you may find disturbing. You also agree that you understand the Anomaly safety rules, and that the tools within grant you the option to exit any scene should you find it necessary. This is also a cooperative game, and by playing you consent to agree to abide by the rules regarding cooperative play.

The Basics

Play centers around a place called Town. There's a well with clean water, some buildings with up to four walls, and more consistent food than in the surrounding wilds. Life in Town is hard, but that's relative. The people of Town collaborate, this world is too tough to take on alone. Player characters that prey on the town are not allowed, loot is shared, choices are debated and made together. Character and player agency is at our core.

Combat (lightest touch) is fast, deadly, and dramatic. Expect gunslinging and swashbuckling duels and small, medium and large group fights that are never a slog. Epic raids and boss fights rock the foundations of characters and the world.



This rulebook is a comprehensive and detailed reference. For new players, be sure to read the 'How to Play' guide first.

New characters have effective skill options and an equal voice in the world.

The world is enormous. Really, unfathomably huge. You can learn some local info on the website under 'world'. It's not possible to engage every story arc personally, so you'll have to be selective. Whatever you choose has world changing consequences leading to larger interconnected events.

Game scheduling for weekend events begins with check-in Friday between 7pm and 8pm, followed by the pre-game meeting at 8pm, then game start around 8:30. Nighttime is fun and we make the most of it but core plot stops at midnight. Sleep and wake up to a morning full of game, with plot starting no later than 9am Saturday and Sunday. Game ends Sunday at 1pm which allows plenty of time to clean up the site before we leave, aiming to be off-site by 4pm. We're a gaming club, we ask that everyone contribute to cleanup as able. Breakfast break is at 9am Saturday and Sunday, Lunch at Noon Saturday, and Dinner at 6pm Saturday.

This ruleset in loving memory of Robert Kwon, aka Victor Voltan, aka Roblok, and dedicated to Douglas Adams.

GAME PLAY

Anomaly is a collaborative storytelling experience in a world of adventure. Do the things within the game that are fun to you and have a good time! Foam will fly, crafters will craft, people (and not-people) will interact, an economy arises from it all and there's a whole universe of content to enjoy. Know the basics and the character you create and the game will run smoothly for you.

The game is built around small group (5-8) adventures. Any plot hook has enough information to make meaningful choices around who will go, or whether to go. Mid-size (13-20) and full town events are also to be found throughout the game.

Participation in the game earns EV (Evolution Points) to spend at check-in on your character. New characters start with 50 EV and can get 5 for submitting a backstory. Earned EV: 15 per weekend, 8 per partial/day, 5 for PEL, and 5 for setup/cleanup. We have point sharing with Cottingham Woods and Madrigal.

COSTUMING

In Anomaly costuming is a breeze to keep simple or can be as elaborate as you prefer. Know your comfort limits and what you can make or afford. Foam will fly so eye protection must be worn during combat as part of any costume. No jagged/sharp edges, glass bottles, knives, or pointy bits, dull or otherwise. Tags are not swappable items; objects you have must be phys-rep'd (physically represented) to be readily used. The exceptions are resource cards, which are themselves the items, and loot at the time it's obtained.



WORLD

The world of Anomaly puts everything that ever was in a blender. Disallowed references are in the Safety and Culture sections.

TOWN

The development of Town can alter the course of the game. It started with some basic buildings, and the system is in place to develop it into something more. Any structure the players choose to build will be incorporated into game and impact the world.

RAIDS

Raids are full-town events where all the players attempt something big together. By their nature raids are ambitious and dangerous. They're also immense fun, worth it every time, tend to have larger than life settings and props, and grant exceptional rewards if completed. Raids are always world-changing regardless of the result.

Scene, Twilight, and Event Actions

Actions may be listed as Scene, Twilight, or Event. A Scene action may be done once per tier per scene. A Twilight action may be used once per tier and resets at 6am and 6pm, and an Event action may be used once per tier per event.

A Scene is a narrative moment in time and space within the game. In general, if there is an opportunity to be **outside of the action** and take a 15 minute rest, that is the end of your scene. If we think it's unclear we'll clarify it, and you can always ask a Marshal. Twilight Actions reset at 6am and 6pm.

Batch

Many actions in the game may be batched, very handy for making large piles of bullets, crafting a pile of the same standard item, common surgery on one target (all the breaks for example), or scavenging the vanquished after a fight. Some things that **cannot** be batched are *experimental item crafting*, *advanced surgery*, and *surgery* on more than 1 person.

Immersion and Roleplay

Much of this rulebook focuses on the mechanics of the game, but the heart of the game is social interaction and immersion. Key to immersion in Anomaly is accepting the vibrant and strange world it presents.

Roleplay skills and actions as able, especially in combat. Players provide the specific roleplay for their skills. Example: *surgery* takes a 1 minute roleplay. Do you carve the patient up? Staple them into form? Glue? It's up to you, as long as all involved consent and have fun within the rules of the game. Also, if you are affected by a status effect and still conscious, you may always still talk.

TECHNOLOGY IN ANOMALY

If you want something for your costume or character and it has no IG effect you can just have it. For example if you want a thermos, either an ancient one recovered somewhere or a newly made one, it is yours. Fabrics, footwear, stopwatches, plastic and rubber are common. Comfort does not need to be sacrificed to fit the style of the game.

You may see someone with a small flat rectangle (phone). IG these serve two purposes. As far as taking pictures, they are considered cameras only, and perfectly fine. For any other use, they are personal and shameful, and not brought out in the company of others. We ask they not be used during game for anything other than taking pics and emergencies. If you need to use a phone excuse yourself and do your business out of sight. If for any reason you must have a phone with you, we ask it be set to vibrate only.

SCAVENGING AND LOOTING

Only happens outside of combat. When creatures die they may leave objects to represent bodies. After combat, collect the bodies so those wishing to help may scavenge in batch (this also loots). Scavenge or loot with a 15 second RP. All scavenge bonuses of those helping apply, though only one of each type (food, wood, metal, chem, ancient tech). During combat you may freely pick up visible items you may legally handle (example: spent bullets).

BULLET BAGS

Live Bullets are money, because when you scavenge them you get full value (2 bullets scavenges into 2 Metal 1 Chem). Every player is required to keep live and spent ammo separate. They may share space with other items (a spent bullet is 1 metal). Expended resource cards must also be kept separate from unused resources, to be turned in to a Marshal when possible. Any bullet of unknown status is considered spent.

When picking up spent bullets, it's polite to also sweep packets. We don't use many packets in this game, be helpful to the team. Sweeping packets often results in extra scavenge on the side.

UNLOCKS

Unlockable content is everywhere. There are far more unlocks than are hinted at within this rulebook. Unlocks are often embedded within specific content, such as the resolution of a significant plotline.

FRANKLY AND BLUNTLY

'Frankly' or 'to be frank' is used to delineate something that crosses into OOG. For example, in a mod hook, 'frankly we'll need to go into the forest past the second bridge to do this', or 'frankly we can only take 8 people'.

'Bluntly' or 'to be blunt' is a keyword to represent a verbal form of the check-in hand signal. Once 'bluntly' is stated, that person is waiting for a response whether to proceed or not. The response could also be embedded, or a hand signal reply.

Character Death or Retirement

When your character dies, if no defib or stasis is going to happen, all your material goods disappear immediately (even if not in-hand), with the exception of mundane clothing. You **may** leave any sentimental items you choose, and any McGuffins (things needed for the current story) you may have, at the spot of your death. Talk to the nearest Marshal. In most cases you will respawn nearby, and at some time later you will head OOG to Logistics. The body remains.



Keep in mind that when you respawn it's not actually you, it's always a copy of some sort, and there's always a cost. Every death is final death here, even if you'll 'just respawn'. You'll die, and someone just like you will show up wearing your stuff. The new you will have your life experience. They'll know everything that happened up until your death, and that they aren't you, but will feel like they are. They will have no memory of the walk or what happens at Logistics.

At Logistics you must choose one of the following:

- a) *Perm* and create a new character using the dead one's total EV. Lose all Resources, Items, and Titles. Start as a new character with 10 starter bullets. You **may** CAST any portion of the rest of that game.
- b) *Respawn* Naturally as the same character. Increase your Natural (Nat) Respawns by 1, unless it's your first death.
- c) *Respawn* using a Clone Ticket. Increase your Clone Respawns by 1, unless it is your first death. If this is your third and final respawn on that ticket, you may buy or sell a single mutation (advantage or disadvantage).
- d) Unlockable. This deal is worth keeping.

Any time a character chooses to attempt to respawn they must draw from the Death Bag.

- a) There are always 10 white chips which represent no negative effect.
- b) Add colored chips equal to the number of respawns you have had, by type, to a max of 10 per.
 - i. If you pull a non-white chip you must choose a disadvantage from the related list, based on what color was chosen, that relates to your death or recent history, if possible. You gain points for it up to the normal max of 20.
 - ii. If you have 10 respawns of a given type and pull that chip, you *perm*.
 - iii. May not obtain a disadvantage you already have the maximum of. If you cannot choose from a given list, you must choose from the Nat list.
- c) If respawned you appear in a safe location near where you died, fully healed, but you do not regain skills.

When a character *perms* the universe plops all their stuff into a location central to the people of Town, where it can then be redistributed fairly. This also serves as an indicator that person will not be coming back.

Retiring a character can be done at check-in, check-out or between games. If you retire above the current threshold (ask Plot), the points above that threshold become a *legacy item* (or adds to an existing one). The character still exists within the game world and becomes a type of NPC. You then start from scratch. A character must be played for at least 1 year before it can be retired.

COMBAT

Safety before other considerations. Striking a target in the head or face such that they react causes the **attacker** to go unconscious, unless declined or overruled. This includes dart shots within 10 feet. A groin shot places those involved in a clarify, and may be handled per head shot rules if egregious (target's choice). Fighting with a guard that promotes getting hit in the head is not allowed.

Lightest touch. It's subjective and requires gauging acceptable play with your target. We are a 'check your swing' culture. Use reasonably theatrical swings (45 degree), pause after 3 swings or shots, and switch locations with every swing. No binds, force through, or tests of strength. A hit requires clean contact.

Base attacks have no call, swing or shoot and a hit causes a *wound*. All defenses require a call. *Automatic defenses* must be called when struck, while *smart defenses* are optional.

Calls when performed as melee may require a hit on a specific location. If the wrong location is hit the attacker calls 'no effect'. Ranged skill hits anywhere on a target count and may affect a location specified. Skills that say 'hit the target' exclude weapons or shields unless the item can be affected. Hitting puffy clothing doesn't count unless it would have struck the target. In combat a *call* is started when a swing or shot begins, and is used whether or not it lands. Must be audible, and is known to have occurred by all who hear it. Any *wound* taken interrupts an action or skill.

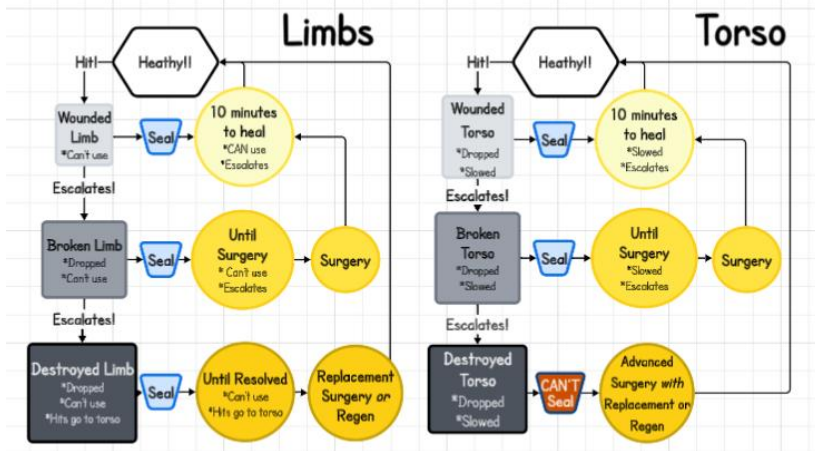
Weapons block attacks / calls unless the weapon would be affected. Guns may not be swung at or used to block. Default duration for effects is 1 minute, short 10 seconds, long 5 minutes. If a call isn't heard, *clarify* it. If it still isn't heard the skill is refunded.

Illegal target areas are the head (including neck), groin, hands and feet. Any foam dart fired within 10 feet (4 paces) and striking an illegal location is considered an *illegal strike* under boffer rules. Illegal target hits with foam darts at ranges longer than 10 feet may be ignored or taken as hits if the target chooses but are not considered illegal under boffer rules.

Damage

A hit causes a *wound*, unless it had a *call* stating an effect. When damage is taken it *interrupts* any action, including fighting, and you're expected to roleplay the impact. Wounds, sealed or not, escalate when hit again. If a location with a *wound* is hit the location

is now *broken*. *Broken* becomes *destroyed*. A hit on a destroyed limb passes to the torso. A location with an *Unsealed Wound*, or a *Break* or *Destroy*, can't be used. *Breaks* remain *injured* until *surgically repaired*. A *destroyed limb* may be sealed, but the location requires either *regeneration*, or *replacement*. A *destroyed torso* cannot be *sealed* by any means. It requires *advanced surgery* and *regeneration* or *replacement*. *Stasis* stops all timers. Damage *calls* do not escalate more than the call itself: if a *wounded* arm is hit with a *break*, it is just *broken*.



Dropped

Having an unsealed *torso wound*, or a *break* or *destroy* on any location, *drops* your character, *bleeding out*, but still conscious. When dropped you're considered *helpless* and cannot fight or use skills. You may crawl, speak, and if you have a working arm, use small items. Unless *sealed* you bleed out for 1 minute, at which time you go unconscious, and die 1 minute later. If *sealed* you are no longer *dropped*, and begin to *heal*. When *sealed* apply a *bandage* prop.

Injured

Injured limbs can't be used to fight, but you can limp, and while using two hands to wield a two handed weapon, it's ok if one of them is injured, including guns. May use non-combat skills with an injured limb (timer length is doubled). Anyone with an *injured torso* is *slowed*.

Peek Rule

If a target within range is mainly presenting their head (or head and arm) from immobile cover, (trees, walls), you may aim your weapon and call 'peek (wound torso)' to automatically *wound* them in the *torso*. Must grant 5 seconds to correct before peek may be called again. Peek is considered a call as far as defenses.

The 5 Second Rule

When dropped or killed you may take a single action or use a single skill. This may use an item or weapon already in a functional hand. Must be otherwise able to act (not *stunned* for example). Must be completed within 5 seconds and be contained within the Roleplay of you dropping or dying. This cannot alter the result of the drop or death in any way.



Reasonably Delayed Defensive Calls

We allow reasonably delayed defensive calls. Players react to *attacks* or *calls* immediately and call *defenses* when able. Example: two experienced gunslingers (Marta and Bob) have a duel. After talking smack and staring each other down, Marta draws and fires a few *Disarms* as Bob fires a couple *Slug Shots*. Both are hit twice in the chest.

Marta *roleplays* defenses and sees Bob drop his gun with the first Disarm. She quickly fires two *Gut Shots*, hitting Bob with both darts in the leg. He *roleplays* a defense, then cries out, clutching his stomach, and flops to the ground *dropped* with a *broken torso* (he only defended one of them). Bob and Marta now have time to *call* their defenses, and Marta walks away. Bob curses her and begins to crawl for help. Since Bob's player doesn't want to actually crawl he instead hunches over and staggers. He ends up falling *unconscious* 1 minute later and *dies* 1 minute after that.

If Marta had intended to use defenses and realized she couldn't for whatever reason she would then take the effects, *knocked back* and *wounded* by the *Slugs*. In this case the order of things would be 'wrong' but game flow and having fun is more important. If it happens once this falls under *stuff happens*, maybe even the 5 second rule, and if it were in a movie Marta might stagger back, looking down in surprise and gripping at her blood-soaked shirt.

Final Words

Upon death a character may elect to have 1 final minute to speak. If *unconscious* at the time the character wakes up for the duration of Final Words. The player always has this option no matter how the damage is delivered: disintegration (instead of full it took an uncomfortably large chunk of you), nuclear blast (charred, radiated, uttering your last words), falling into lava (and speaking as you catch fire and quickly melt). They may not take any action other than laying where they are, and speaking. They are aware they have taken mortal damage and may be in a lot of pain, or feeling nothing (shock), depending on the cause of death.

Choosing to take the final words option can have no impact on that character's death or time of death, and this may **not** be used to distribute material goods of any kind. If put in *stasis* during this time their status is 'dead'. Call includes 'final words' in a sentence, like 'I'm not going to make it, these are my final words'. Any new source of damage or call takes effect, but cannot interrupt *final words* (even things like paralyze). The player may choose to end this effect at any time prior to the minute expiring.

WEAPONS

Boffers

We use a 'lightest touch' system and allow boffers or B3 'elite' styles. These must have an approved thrusting tip. All weapons require a safety check at check-in before being brought into game. Always check your own weapons before using them. The 'How to Make a Boffer' doc on the website is considered part of this ruleset.

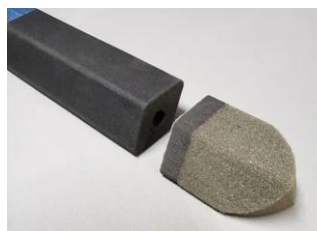
The following chart covers game-legal weapon lengths and pull strengths. See 'How to Make a Boffer' on the website.

Weapon	Length / Pull Weight	Associated Skills
1 Handed Spear	45"-60"	1 Hand Melee
1 Handed Blunt (mace, club, bat)	19"-35"	1 Hand Melee
1 Handed Sword, Axe, other	19"-46"	1 Hand Melee
2 Handed Spear	60"-80"	2 Hand Melee
2 Handed Blunt	35"-60"	2 Hand Melee
2 Handed Sword, Axe, other	46"-72"	2 Hand Melee
Arrows / Bolts *	custom fit	Primitive Ranged
Bow / Crossbow	Max 25 pound pull	Primitive Ranged
Claws	10"-18" red or costume-matched batons or claw props	Claws
Hand-to-Hand	10"-18" yellow or flesh-tone matched batons or fist / other	Unarmed Combat
Javelin (no or semi-flex core)	38"-42"	Thrown Weapon
Small Weapon Knife, Club	10"-18"	Small Melee, 1 Hand Melee
Staff (2 hand)	48"-72"	Staff, 2 Hand Melee
Thrown Weapon (no core)	6"-12"	Thrown Weapon

B3 style arrows (rigid shaft) are **not** allowed. Use semi-rigid tubes (from boba straws to golf tubes) with a rubberized or cloth covered foam tip. Foam dart bows are allowed, including 'wood toy' bows and 1 shot blasters the look like a crossbow, using peach darts to represent wooden projectiles. All primitive ranged weapons must be used as 'one-shot', requiring 'readying an arrow'.



Boffers are approved.



B3 Elite are approved

Foam Dart Slinging

Different skills are required for one *shot*, *bolt (any) action*, *slam fire*, *semi-auto*, and *auto*. An exception may be made at check-in to allow a slam fire to be used as a bolt (any) action. Darts are provided by Anomaly. Guns and magazines (mags) are provided by the player and require a tag. Mags over 12 rounds require a Role Skill to use. Standard blue 'Elite' darts represent metal bullets; peach are wood; vortex and green are chem-based; grey are 'practice bullets' and have no IG effect or cost; all other colors are reserved. Drums and belt-fed weapons require specific skills to use. Expended blue darts are 1 metal, peach are 1 wood, 3 vortex / green are 1 chem.

IG guns are made of metallicized plastic with inherent bright coloration, a result of the gun making process. They are light, quiet and deadly. Gunpowder does not exist. Bullets use chem as propellant, and are light and foam-like. Dart guns are inconsistent. If a shot is a 'dud' and only travels a few feet, or jammed, it may be picked up or replaced as a live round, since 'the chem didn't get used'. If a Call used with a shot is not heard, the skill is not used and a dart on the ground may be picked up as a live round.

FOAM DART GUN MODIFICATIONS

Weight, reliability, battery life, aesthetics, and comfort mods are encouraged. Spring and firing mechanism mods are accepted, but dart speed may not exceed **85 feet per second** (fps). Guns are **not** allowed to look modern-day realistic. For safety and story reasons, guns are required to remain bright or be painted colorfully. Any dart gun may be removed from game at Plot's discretion, usually for reasons of safety or game balance. Each gun is unique, be sure to test. Guns may be tested at any game using Plot's equipment. Refer to the 'Common Dart Guns' doc at anomaly.larp.com to help adjust your blaster efficiently.

Armor

All armor requires the skill to wear it. May wear lighter armor than the skill you have. A character with no Role may wear *Light Armor* and *Light Helmet*. Every Role has requirements for what armor may be worn when using its skills. Poison ignores armor.

Armor pool covers body (except head) and number of calls granted depends on type and coverage per plot approval and based on the 'number of armor calls' chart below. When armor is out of these calls it is considered *depleted*. It can be *restored* with the *restore armor* skill, which refreshes all calls on the armor. Armor may be *restored* before it is fully *depleted*.

Broken armor must be *repaired* before it can be *restored*. *Destroyed* armor cannot be repaired or restored.

Light Helmet: stops *knockout* and *subdue* effects, call 'helmet', and is then *depleted*. 1 metal to *restore*. Cloth, leather, light plastic.

Heavy Helmet: stops any *effect* targeting the head, call 'helmet', and is then *depleted*. 1 metal to *restore*. Heavy plastic, metal.

Light Armor: must call 'armor' to negate a number of base attacks based on chart below. If all these calls are used the armor is *depleted*. *Light armor* may be *restored* at a cost of 1 metal (irreducible). Per scene may also use 1 'resist' call to negate 1 'wound'.

Medium Armor: must call 'armor' to negate a number of base attacks based on chart below. If all these calls are used the armor is *depleted*. *Medium armor* may be *restored* at a cost of 2 metal (irreducible). Per scene may also use 1 'resist' call to negate 1 'wound' or 'break'.

Heavy Armor: must call 'armor' to negate a number of base attacks based on chart below, after which the armor is *depleted*. *Heavy armor* may be *restored* at a cost of 3 metal (irreducible). Per scene may also use 1 'resist' call to negate 1 'wound', 'break' or 'destroy/sever'.

Number of 'armor' calls for a given set of armor is determined by Plot at check-in. Totals based on average coverage and type. Mixed armor types are averaged based on % coverage. Natural Armor allows for some creativity in costume design and is determined based on how it is presented.

Light Armors:	t-shirt / shorts	Full
Cloth	1	2
Thin Hide	1	2
Light Fur	2	3
Thin Plastic	1	2
Soft Wood	2	3
Light Scrap	1	2
Leather	2	3
Thin Exoskeleton	2	3

Medium Armors:	t-shirt / shorts	Full
Studded	4	5
Hide	3	4
Fur	4	5
Plastic	3	4
Hard Wood	4	5
Scrap	3	4
Light Chain	4	5
Exoskeleton	4	5

Heavy Armors:	t-shirt / shorts	Full
Heavy Padded Chain	6	7
Thick Hide	5	6
Thick Fur	6	7
Heavy Plastic	5	6
Petrified Wood	6	7
Heavy Scrap	5	6
Plate	6	7
Thick Exoskeleton	6	7

Exceptions are made for **hot weather days**, as announced prior to the game or determined at or during the game by Plot. During a hot weather day, armor and costume requirements are waived, and the player is only required to wear something symbolic of their normal costuming.

Natural Armor and regular Armor can be combined as part of costume. Only one Armor skill need be bought, which should reflect the overall theme and intent of the costume. How the armor repairs is based on the skill used. All costuming contributes to armor points and type (light, medium, heavy).

Shields

The construction must be safe. It may be no taller than knee to shoulder and no more than 6" wider than your shoulders. May not prop your head on a shield, or push it into the space of another player. Turtling is allowed, be aware it makes you a damage magnet and you'll be repairing it a lot. *Peek Rule* does not apply to shields. When using shield based combat skills, like 'Bash', call and 'bump' your shield towards a reasonably close target.

Shields stop base attacks. When your shield is hit with a *call* (including *disarm*) you may call 'shield' to negate it, unless it affects the shield: knockback, break, pierce, and destroy/disintegrate all affect shields. A call with a location requirement ('Sever (limb)') that hits a shield requires a 'shield' call or takes effect. A combined call uses a single call of shield. When part of it can't be defended (i.e. 'wound knockback') a shield call stops the part it can. When a *shield* or *gesture skill* is used against a shield from the front, it's considered to hit the shield. AOE (Area Of Effect) ignores shields.

Wooden shields may call 'shield' 3 times before they are *depleted*. Per scene may resist 1 Wound or Break. Metal shields may call 'shield' 5 times before being *depleted*. Per scene may resist 1 Wound, Break, or Destroy.

When depleted a shield has no effect. If not dropped it becomes an extension of the limb if hit. Shield calls may be *restored* with *restore armor* at the cost of 1 wood or 1 metal (irreducible), depending on the type of shield. A *broken* shield must be *repaired* before it can be *restored*. *Destroyed* shields cannot be repaired or restored.

CULTURE

PLAY TO LIFT AND PLAY TO LOSE: This is a Play to Lift and Play to Lose culture. To Lift, help one another achieve IG and OOG goals, while also trying to lift up the immersion and roleplay of the scenes and players. Play to Lose enhances Play to Lift.

CHECK-IN HAND SIGNAL: We use a 'Thumbs Up' hand signal across the chest to check-in to make sure another player is alright, with anything really. They may respond with a thumbs up for yes/ok, or open hand for no/not ok.

CRIME: Any OOG criminal activity merits an immediate ban and report to authorities.

INCLUSION: Ensure everyone has a voice, a chance to speak their piece. Please be OOG accepting of other players and other player groups, especially with differing IG viewpoints. In Town, insofar as PCs IG, no matter how intense the inter-group squabble, allow for exceptions for individual players to group with each other. This is just a game, and we are all players equally.

ELITISM/BULLYING: This game does not explore elitism intentionally. Bullying may occur between **groups** with **prior consent** or as part of a storyline run by Plot, but **may never target an individual**. is not allowed.

SHARED VOICE AND EQUAL POWER: Player (all players) voice drives the game. Every participant is considered to have an equal voice in the direction of rules changes after the core release. Each Plot writer has full control of their stories, and they collaborate to intertwine stories within the collective vision of the game as established by the agreed upon ruleset and game direction. Administration is handled by an individual who donates their time and money for that purpose.

CHANGING YOUR CHARACTER: Until it hits 150 EV a character can change any aspect. After 150 it may change:

- If locked out of a character requirement by prior choice, the choice can be remade, with the exception of a *role*.
- When a new role is unlocked you may switch to that role, losing one of your old roles if necessary.
- Any part of a character may be changed for story reasons. Advantages and Disadvantages are particularly susceptible to this, while Roles are particularly resistant to this. Make sure the story is appropriately impactful.
- Changes may be made for playability. Ideally these don't meaningfully alter the character concept, but they can.

SAFETY AND SPORTSMANSHIP

The 'Anomaly LARP Equality and Acceptable Behavior' doc is a required part of this ruleset. **Anomaly minimum age is 16.** Under 18 requires a parent or guardian to sign a consent form in person and attend.



Safety Owl reminds you to always police your trash!

SAFETY FIRST: Don't run out of control, into people, off cliffs, sliding around corners. These rules focus on fun and safety above boffer aggression. Eye protection is required during any combat or potential combat.

ASSUMED CONSENT: By agreeing to play this game you grant consent to roleplaying within a challenging environment, including but not limited to villainy, violence, threats, substances, all things described or implied in this rulebook and on the game website, experience of loss, death, the unknown, difficult ethical choices, and threat of all of the above. This assumed consent does not cover the authority of in-game social structures. Social structures created IG cannot have real authority over characters and players. Repercussions for IG indiscretions are required to be consented to IG and OOG, and are intended to be lighthearted and fun.

SPORTSMANSHIP: Be patient and understanding with all players, especially if there are mistakes. Players are what make a game. PCs, Cast, and Staff are all players of the game and are to be treated equally and with respect. Please do not berate or disparage players (PCs, Cast, or Staff) for lore or mechanics mistakes - they're often volunteers that are trying their best to remember a lot of new information, and are critical to the successful running of game. During a mod, if a mistake is made, use "Clarify" to correct (E.g. "Clarify: Wound goes through Armor"). If a mistake is made repeatedly that negatively impacts your game play, please see a member of players council AFTER the mod to discuss further steps.

MOD RUNNERS: During mods, listen to mod runner directions. Particularly, pay attention to in-game vs. out of game space - Mods are designed with a certain space in mind for safety and playability reasons. Repeatedly utilizing OOG space to complete a mod after being warned not to do so may result in you being asked to leave the mod.

PG RELATIONSHIPS: Keep (joking or serious) conversations about romantic relationships PG. Particularly with NPCs, check in continuously with all parties. Anyone may revoke consent at ANY time (no justification needed). NPCs are sometimes played by different Cast Members in different games, so keep that in mind!

REPORTING & DISPUTES: For feedback as a PC during game, speak to a PC who is on the Player's Council. For any safety concern, speak with the Staff or Player's Council member you are most comfortable with. Your report is 100% confidential. With your consent they will share your report with game ownership so we can make every effort to provide a safe environment for all. Disputes are arbitrated by the Game Administrator, adhering to this rulebook. Key considerations are fairness and safety.

NOPE. If at any time for any reason a roleplay or situation requires you to exit the scene, you may call 'nope' and if able use an open hand across the chest, to exit that scene. May not be used to avoid IG consequences of your own choices and actions.

PHYSICAL AND MENTAL HEALTH, PLAYING INJURED, & KNOWING YOUR LIMITS: If you are sick or feel unwell stay home. LARP is a blast, we know, and it's hard to miss a game sometimes, but get better for the next one. Don't take the risk of making others sick. Playing injured risks further injury and endangers others. Players are required to sit out any activity that may exacerbate an existing injury or can be reasonably expected to cause a new one. Do you often get hurt, either physically or emotionally? We encourage players to be mindful and self-regulate. We won't police your choices, but can't allow your choices to endanger the game.

SEXISM, RACISM, ANY-ISM: Let's be understanding and accepting of people and their right to exist as they are. Avoid low-key insults as best as you can. No real world political symbols or symbols of hate are allowed in the game for any reason.

MINORS: All players and especially young players are to be given space to make their own choices.

NON-COMBATANTS. A player may elect to attend as a non-combatant for any or no reason. They wear a bright yellow armband.. Non-combatants may not be struck by anything, may not participate in combat or PVP, and must stay to the side during combat.

CAUTION. If anyone is moving towards a dangerous situation (cliff, fire, whatever) call 'caution' and move the scene over.

NO TOUCHING! Batons only. Otherwise no one is allowed to touch another player without consent. If you want to Roleplay physically, request consent (example: 'request physical Roleplay, do you want to arm wrestle?'). The answer received is final.

SUBSTANCES: No illegal or legal substances, alcohol, pot, or otherwise, may be brought on site. It leads to unsafe play.

GAME RULINGS: Plot Team and Marshal game rulings may not be argued at the time of the ruling, though a disagreement may be noted. Plot often has more information than they can share. If disagreement continues you may bring it to another Plot member.

GOOD FAITH: Players are expected to make honest effort to follow the rules of the game, and be generous with those who are still learning them. Anyone refusing to follow game rules during play will be asked to speak with Plot to find a resolution.

CHECK YOUR SWING CALL: Anyone may ask someone to check their swing if they think they are being hit too hard.

NOISE ADJUSTMENT GESTURE: Anyone may call for lowering volume through hand gestures. Take 1 or 2 hands and raise them with palms down. You are considered OOG while making this gesture. Please do not yell over the noise unless absolutely necessary.

YES, AND: This is a 'Yes, and' game. Players drive story through action, and Plot's first response will be 'Yes, and' unless it is outside the safety and culture of the game. Example: Player A: 'I want to make a moving castle.' Plot: 'Yes, and let's see. You're going to need some kind of castle, engine, power source, whatever else, do you have leads?' Player A: 'We got a broken engine from an old bus.' Etc.. It may not work in the end, but we'll explore it with you and Play to Lift your narrative direction.

CHEATING: Cheating is not tolerated and is punished immediately. If it's impossible to know if the incident was conscious cheating, or if it's something minor, there will be a lesser penalty and no record. If the player has a prior record of cheating it will be assumed to be cheating and handled accordingly. Mistakes happen and we expect players to be honest and correct any issue. Accidentally moving spent bullets to your live bullet bag without making them is not cheating, we trust you to just fix it. Purposely doing so is. If a player is caught cheating, repercussions may range from loss of resources to an immediate ban from the game.

PVP (PLAYER VS PLAYER): PVP is defined as any IG antagonistic action between PCs, from combat to pick pocketing to social conflict. Game safety rules take precedence over all other rules, including PVP. PVP is optional and always requires consent. Talk OOG to the player you wish to PVP to gain consent beforehand. Always use the check-in hand signal. Anyone may decline PVP for any reason, even if it requires a retcon from death. Consent may be revoked at any time for any reason. Anyone engaged in PVP is held to the highest standards of ethical conduct, particularly when it comes to the ramifications of their choices.

SHARED REPERCUSSIONS: When Town votes on an action, your vote matters. If you lose a vote you may have shared or even personal repercussions. Be aware of any OOG emotions (bleed) in this situation. We hope you can use the drama of such events to create interesting stories and narratives. Use the PVP rules to have it out with friends, and laugh about it after.

SKILL AND MUTATION TIERS

Each tier provides a single use within the stated timeframe, unless no timeframe is stated, in which case it's a permanent effect. **May not buy any Advantage or Disadvantage that is counter, or providing the same effect, to another item you have.** Cost is always Level x Tier x Base Cost, with each being bought individually. Example: courageous 1 costs 3, courageous 2 costs 6, and courageous 3 costs 9, for a total of 18 EV for 3 uses of Courageous per Twilight.

MUTATIONS AND TRAITS

Advantages

Advantages are beneficial traits bought at character creation. You may spend up to 20 points + your disadvantages total on advantages, max 40. **Those that would be obvious must be represented as part of your costume.** After character creation it's possible to gain and lose advantages only through IG effects, which you may do freely when you see a story opportunity.

Advantage	EV	Description
Antennae	4	Detect <i>stealth</i> target's presence and rough direction when they are within 25 feet (10 paces). The closer you get the rougher the direction, up to around 10 feet where it becomes, 'I don't know, they're close'. May also be ears or other props.
Chameleon	8	Scene. Call 'chameleon (stealth)' to instantly enter <i>stealth</i> as per the skill.
Claws	7	Allows hand-to-hand combat with claw boffers or props (10"-18" red or costume matched). May use to block. Do not need <i>unarmed combat</i> skill. Claws may be used for small blade Role Requirements.
Clotter	8	All wounds instantly <i>seal</i> . Can still be <i>dropped</i> . Does not seal a destroyed torso.
Cognition	12	Event. This must be approved by plot. You can see partially behind the natural veil. How this is interpreted is part of seeking plot approval and varies by character (could be anything; rolling bones, tarot, tech, tea leaves, séance, et al).
Crafty	10	Cuts all <i>crafting</i> time in half. Includes repairs and restoring armor and shields.
Courageous	3	Twilight, may buy 3. You may call 'resist' against <i>fear</i> effects. Each tier is bought at base cost.
Cunning	3	Twilight, may buy 3. You may call 'resist' to social manipulation, illusion/trickery, intimidation, questioning, and taunt. 1 use defends a single question during questioning. Each tier is bought at base cost.
Custom	*	*Discuss with plot to create something not listed here.
Disease Resist	2	Twilight, may buy 3. You may call 'resist' when exposed to <i>disease</i> . Each tier is bought at base cost.
Fangs/Tusks	3	2 per Scene. Allows the call 'wound by (fang/tusk)' with a melee strike.
Horns	4	2 per Scene. Allows the call 'knockback by horns' with a melee strike.
Natural Armor - Helmet	2/4	Acts as per <i>Light Helmet</i> (cost 2) or <i>Heavy Helmet</i> (cost 4) but must phys rep hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be <i>restored</i> with metal. Role requirements still apply.
Natural Armor - Light	12	Acts as per <i>Light Armor</i> but must phys rep hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Armor - Medium	18	Acts as per <i>Medium Armor</i> and but must phys rep medium hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Armor - Heavy	25	Acts as per <i>Heavy Armor</i> but must phys rep heavy hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Camouflage	6	Per Scene. Must choose urban or rural. In that environment call 'camouflage (stealth)' to instantly begin to <i>stealth</i> as per the skill.
Natural Flare	6	2 per Scene. Some part of you acts as a <i>flare</i> or light, revealing <i>stealth</i> . Call 'reveal 25 feet by flare'.
Natural Poison – (source) (type)	*	2 per Scene. You secrete <i>poison</i> . Specify source location. Call '(effect) by poison' and make a close melee strike. Cost depends on the type of poison: death 18, paralyze 16, slow 4, stun 10. Natural poisons cannot be harvested.
Poison Resist	3	Twilight may buy 3. You may call 'resist' when exposed to a <i>poison</i> or <i>tonic</i> . Each tier is bought at base cost.
Prehensile	5	Must specify what (appropriate) part of you. This may then be used to perform skills. For example, a medic with prehensile feet (even with shoes) could do first aid with both arms wounded, or a tail could wield a weapon.
Radiation Resist	2	Twilight may buy 3. You may call 'resist' when exposed to <i>radiation</i> . Each tier is bought at base cost.
Regeneration	22	All <i>wounds</i> instantly <i>seal</i> , and your <i>sealed wound heal timer</i> is 2 minutes. Does not seal a destroyed torso. Can still be <i>dropped</i> . See <i>regeneration</i> in <i>terms and concepts</i> for further rules.
Sneaky	12	Double the number of steps and time allowed when in <i>stealth</i> .
Strong	4	Doubles your <i>carry limit</i> and provides benefit whenever <i>strength</i> comes into play.
Tail	3	Allows a tail phys rep and the call 'trip by tail' 2 times per scene, requires a melee hit to the leg.
Tough	5	Scene. Allows the defense <i>tough</i> , resisting a <i>wound</i> .
Undaunted	12	<i>Immune</i> to all <i>fear</i> effects.
Veteran	6	Not available for now, until the system can be adjusted to accommodate it.
Will To Live	15	Event. Delay the onset of any one game effect for 1 minute, call 'will to live'.
Wings	6	2 per Scene. Allows 'flying' call: point upwards with a hand or weapon and walk up to 30 steps while <i>immune</i> to melee. May still fight with your free hand. Must continue moving (walking) or you fall from the sky. May carry 1 body per usual, 2 with Strength.

Disadvantages

Disadvantages grant EV to your character. Maximum benefit from disadvantages is 20 EV. **Those that would be obvious must be represented as part of your costume.** After character creation it's possible to gain or lose disadvantages only through IG effects, which you may do freely when you see a story opportunity.

Disadvantages may be picked up without points. If so, they do not go in the character builder and must be tracked separately.

Disadvantage	EV	Description
Aggressive	-9	When faced with combat or discussion you must charge in. Check in with ok sign as appropriate.
Allergy	-3	May buy up to 3 at base cost. Must specify game-relevant allergen. When within 25 feet you must Roleplay coughing and sneezing. If exposed for more than 1 minute you go <i>unconscious</i> for 1 minute.
Anti-Faction	-6	You can't stand a known faction (for good reason or not), and make sure they know about it whenever they are around. Note a faction is different from a mutation pack.
Bleeder	-7	Your <i>bleedout</i> timers are cut in half. Cannot take with <i>regeneration</i> or <i>clotter</i> .
Brittle	-18	When you would normally take a <i>wound</i> instead take a <i>break</i> .
Clueless	-5	Cannot buy <i>read/write</i> or additional <i>languages</i> and must Roleplay general ignorance.
Code of Honor	-2	You will never attack a defenseless, helpless, or unarmed target. This means you cannot <i>execute</i> someone. Beyond that, you may define whatever code you prefer.
Complete Honesty	-4	You must be completely honest in all interactions and communications of any type.
Denial	-5	You reject the evidence of the realities of this world, instead relying on a less challenging worldview.
Coward (or Pacifist)	-6	You will not enter combat for any reason.
Diseased	-2	You have a <i>disease</i> that marks you and may have other roleplay effects which may earn more points, talk to plot.
Feeble	-8	<i>Carry limit</i> (for resources) reduced by 50%, cannot use two handed weapons, bows, anything requiring <i>strength</i> , or help with any strength test. May not wear more than <i>light armor</i> . Cannot use <i>break out</i> .
Frail	-14	Any wound <i>drops</i> you.
Illiterate	-2	Cannot buy <i>read/write</i> . Cannot stack with <i>clueless</i> .
Inefficient	-3	All <i>crafting</i> related skill timers are doubled, and you are generally inefficient.
Mark of Shame	-3	On your forehead or face for all to see. The details are up to you, but your character finds shame in it.
Outlaw	-8	Justly or otherwise, you are wanted dead or alive by a faction for a recent infraction against them. Must choose a known faction, or 'unknown' with Plot approval. May not choose 'Town'.
Pathological Liar	-12	You must lie about all things in all interactions and communications of any type.
Phobia	-5	Must be IG relevant. Classic phobias may apply. Discuss specifics with plot before purchasing. You must attempt to stay at least 10' away from the object of your fear, but if cornered you may lash out in a mindless rage.
Possessed	-14	You are possessed by... something. You don't know what exactly. At times you'll lose control of yourself and during this time must take the (OOG reasonable) character actions Plot directs (may nope for any reason). You remain fully aware and you remember everything that occurs. Consider carefully before taking this.
Scarred	-2	You have an unsightly facial scar.
Superstition	-2	May buy up to 3 at base cost. You have one or more superstitions, for example 'always bow when passing through a doorway'. Each must have a trigger and an action, and be approved by plot.
Unsettling	-8	Your physical appearance is truly unsettling. Costume here is everything (requires plot approval).
Useless Limb	-6	You have a limb that doesn't work or isn't there and for some reason won't grow back under normal circumstances. Must buy back if replaced.
Useless Mutation	-2	You have a mutation that is cosmetic only and serves no other purpose.
Weak Stomach	-6	The sight of blood makes you physically ill and you must Roleplay this as per <i>nausea poison</i> as long as you see blood. Makes combat and surgery interesting but still possible.

Mutation Packs

Mutation Packs (Pack) grant discounts for mutation themes. A character may only have one, and is not required to have one. Every Pack requires Pack Theme costuming.



As points are spent in a mutation pack the character looks more like the pack theme. Once the *pack power* is obtained it's granted to the character and the mutation pack name may be used as a *title*. Pack powers grow in strength for each point in a pack, call 'ability name (pack points)' to use. May not buy the same or related *mutations* from two places, and when buying into a pack must convert an already owned mutation to the same Pack item. May always buy mutations listed in your pack including after character creation, but are still limited by the maximum for advantages. May still buy mutations from the general lists at character creation. Once a pack is chosen it can only be changed through in-game actions.

BEAST

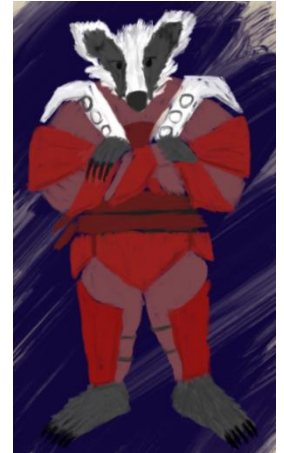
The beast mutation pack covers a broad range of what were once considered 'wild' creatures. Animals, insects, fish, reptiles and many more types fall into this category.

COSTUME AND GENERAL REQUIREMENTS

Pick a beast theme (or multiple animal themes) and run with it!

BEAST PACK POWER

Beast Sense: call 'beast sense (points) to detect the general emotional state of 'beasts' in the area. You also now speak the local beast *language*.



Name	EV	Description
Antennae	3	Detect <i>stealth</i> target's presence and rough direction when they are within 25 feet. The closer you get the rougher the direction, up to around 10 feet where it becomes, 'I don't know, they're close'. May also be ears or other.
Chameleon	6	Scene. Call 'chameleon' to instantly enter <i>stealth</i> as per the skill.
Claws	6	Allows hand-to-hand combat with claw boffers or props (10"-18" red or costume matched). May use to block. Do not need <i>unarmed combat</i> skill. Claws may be used for small blade Role Requirements.
Disease Resist	1	Twilight may buy 3. You may call 'resist' when exposed to disease. Each tier is bought at base cost.
Fangs/Tusks	2	2 per Scene. Allows the call 'wound by fang/tusk' with a melee strike.
Horns	3	2 per Scene. Allows the call 'knockback by horns' with a melee strike.
Natural Armor - Helmet	1/3	Acts as per <i>Light Helmet</i> (cost 1) or <i>Heavy Helmet</i> (cost 3) but must phys rep hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Armor - Light	10	Acts as per <i>Light Armor</i> and may include a <i>Light Helmet</i> but must phys rep hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Armor - Medium	15	Acts as per <i>Medium Armor</i> and may include a <i>Heavy Helmet</i> but must phys rep medium hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Armor - Heavy	20	Acts as per <i>Heavy Armor</i> and may include a <i>Heavy Helmet</i> but must phys rep heavy hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Camouflage	4	Scene. Must choose rural. In that environment call 'camouflage' to instantly begin to <i>stealth</i> as per the skill.
Natural Flare	5	2 per Scene. Some part of you acts as a <i>flare</i> , revealing <i>stealth</i> . Call 'reveal 25 feet by flare'.
Natural Poison - (source) (type)	*	2 per Scene. You secrete <i>poison</i> . Specify source location. Call '(effect) by poison' and make a close melee strike. Cost depends on the type of poison: death 15, paralyze 13, slow 3, stun 8. Natural poisons cannot be harvested.
Prehensile	4	Must specify what (appropriate) part of you. This may then be used to perform skills. For example, a medic with prehensile feet (even with shoes) could do first aid with both arms wounded, or a tail could wield a weapon.
Sneaky	10	Double the number of steps and double the time allowed when in <i>stealth</i> .
Strong	3	Doubles your <i>carry limit</i> and provides benefit whenever <i>strength</i> comes into play.
Tail	2	Allows a tail phys rep and the call 'trip by tail' 2 times per scene, requires a melee hit to the leg.
Wings	5	2 per Scene. Allows 'flying' call: point upwards with a hand or weapon and walk up to 30 steps while <i>immune</i> to melee. May still fight with your free hand. Must continue moving (walking) or you fall from the sky. May carry 1 body per usual, 2 with Strength.

MOSTLY HUMAN

Most living things in the world of Anomaly have something mutated going on, but those who are ‘mostly human’ don’t show it as much. The more points invested here the more the mutations start to show, possibly in a direction related to your *mutable* power, though with ‘hidden mutation’ it’s possible to still look completely human.

COSTUME AND GENERAL REQUIREMENTS

Costume requirements for specific mutations may be of any type. May not have more than 10 points in visible mutations.

MOSTLY HUMAN PACK POWER

Adaptable: may buy out-of-pack advantages after character creation, and add disadvantages if needed to increase advantages past 20.

Mutable: may refund and re-spend all character points but must choose a different *Mutation Pack*.

Name	Cost	Description
Clotter	6	All wounds instantly <i>seal</i> . Can still be <i>dropped</i> . Does not seal a destroyed torso.
Crafty	8	Cuts all <i>crafting</i> time in half. Includes repairs and restoring armor and shields.
Courageous	2	Twilight may buy 3. You may call ‘resist’ against <i>fear</i> effects. Each tier is bought at base cost.
Cunning	2	Twilight may buy 3. You may call ‘resist’ to social manipulation, illusion/trickery, intimidation, questioning, and taunt. 1 use defends a single question during questioning. Each tier is bought at base cost.
Hidden Mutation	4	May buy up to 5 times at base cost . Removes the costume requirement for a mutation.
Poison Resist	2	Twilight may buy 3. You may call ‘resist’ when exposed to a poison or tonic. Each tier is bought at base cost.
Strong	3	Doubles your <i>carry limit</i> and provides benefit whenever <i>strength</i> comes into play.
Tough	4	Scene. Allows the defense <i>tough</i> , resisting a <i>wound</i> .
Veteran	5	Not available for now, until the system can be adjusted to accommodate it.
Will To Live	12	Event. Delay the onset of any one game effect for 1 minute, call ‘will to live’.



PLANT

From leafy greens to trees and all things in between. Fungi and lichen count though not technically a plant.

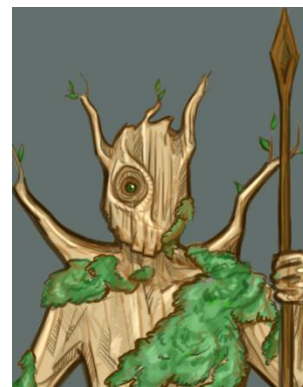
COSTUME AND GENERAL REQUIREMENTS

Pick a plant theme (or multiple) and run with it!

PLANT PACK POWER

Plant Sense: call ‘plant sense (points)’ to detect the general emotional state of ‘plants’ in the area.

You also now speak the local plant *language*.



Name	EV	Description
Antennae	3	Detect <i>stealth</i> target’s presence and rough direction when they are within 25 feet. The closer you get the rougher the direction, up to around 10 feet where it becomes, ‘I don’t know, they’re too close’. May also be ears or other props.
Natural Armor - Helmet	1/3	Acts as per <i>Light Helmet</i> (cost 1) or <i>Heavy Helmet</i> (cost 3) but must phys rep bark, husk, vines, or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Armor - Light	10	Acts as per <i>Light Armor</i> and may include a <i>Light Helmet</i> but must phys rep bark, husk, vines, or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Armor - Medium	15	Acts as per <i>Medium Armor</i> and may include a <i>Heavy Helmet</i> but must phys rep medium bark, husk, vines, or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Armor - Heavy	20	Acts as per <i>Heavy Armor</i> and may include a <i>Heavy Helmet</i> but must phys rep heavy bark, husk, vines, or similar. Heals itself on a 10 minute timer, cannot be restored with metal. Role requirements still apply.
Natural Camouflage	4	Scene may buy 2. Must choose rural. In that environment call ‘camouflage’ to instantly begin to <i>stealth</i> as per the skill.
Natural Flare	5	2 per Scene. Some part of you acts as a <i>flare</i> , revealing <i>stealth</i> . Call ‘reveal 25 feet by flare’.
Natural Poison – (source) (type)	*	2 per Scene. You secrete <i>poison</i> . Specify source location. Call ‘(effect) by poison’ and make a close melee strike. Cost depends on the type of poison: death 18, paralyze 16, slow 4, stun 10. Natural poisons cannot be harvested.
Prehensile	5	Must have <i>tail (vine)</i> . This may then be used to perform skills as per <i>prehensile</i> in <i>base skills</i> .
Radiation Resist	1	Twilight may buy 3. You may call ‘resist’ when exposed to <i>radiation</i> . Each tier is bought at base cost.
Regeneration	18	All <i>wounds</i> instantly <i>seal</i> , and your <i>sealed wound heal timer</i> is 2 minutes. Does not seal a destroyed torso. Can still be <i>dropped</i> . See <i>regeneration</i> in <i>terms and concepts</i> for further rules.
Tail	2	Allows a tail (vine) phys rep similar to a tail and the call ‘trip by tail/vine’ 2 times per scene, requires a melee hit to the leg.



ROBOT

Were you built? Or maybe you grew that way?

COSTUME AND GENERAL REQUIREMENTS

Pick a robot theme (or multiple) and run with it! By default you are based on nanobots (costume requirements still apply), and as such heal normally.

ROBOT PACK POWER

Robot Sense: call 'robot sense (points)' to get a general sense of the operational parameters of 'robots' in the area.

You also now speak the local Robot *language*.

Name	EV	Description
Antennae	3	Detect <i>stealth</i> target's presence and rough direction when they are within 25 feet (10 paces). The closer you get the rougher the direction, up to around 10 feet where it becomes, 'I don't know, they're close'. May also be ears or other props.
Claws	6	Allows hand-to-hand combat with claw boffers or props (10"-18" red or costume matched). May use to block. Do not need <i>unarmed combat</i> skill. Claws may be used for small blade Role Requirements.
Metal Machine	0	You are made of regular metal parts (no AT). You do not bleed so all wounds instantly <i>seal</i> , and do not Heal by normal means. You can be fully healed by being <i>restored</i> for 2M (2 Metal) with any <i>armor restore or repair</i> skill. Broken locations can only be fixed with a <i>repair skill</i> for 2M per location. Destroyed locations can be rebuilt (crafted) for 6M per location. You do not Drop, but a destroyed torso is instant death. Must buy an Armor skill, which functions as normal Armor.
Nano Trait	4	May buy up to 5 times at base cost . Removes the costume requirement for a mutation.
Natural Flare	5	2 per Scene. Some part of you acts as a <i>flare</i> or light, revealing <i>stealth</i> . Call 'reveal 25 feet by flare'.
Poison Resist	2	Twilight may buy 3. You may call 'resist' when exposed to a <i>poison</i> or <i>tonic</i> . Each tier is bought at base cost.
Radiation Resist	1	Twilight may buy 3. You may call 'resist' when exposed to <i>radiation</i> . Each tier is bought at base cost.
Strong	3	Doubles your <i>carry limit</i> and provides benefit whenever <i>strength</i> comes into play.
Tough	4	Scene. Allows the defense <i>tough</i> , resisting a <i>wound</i> .
Undaunted	10	<i>Immune</i> to all <i>fear</i> effects.
Wings	5	2 per Scene. Allows 'flying' call: point upwards with a hand or weapon and walk up to 30 steps while <i>immune</i> to melee. May still fight with your free hand. Must continue moving (walking) or you fall from the sky. May carry 1 body per usual, 2 with Strength.

UNDEAD

There are many forms of Undead, from slow to fast, and from unthinking to brilliant.

COSTUME AND GENERAL REQUIREMENTS

Pick an undead theme (or multiple) and run with it!

UNDEAD PACK POWER

Undead Sense: call ‘undead sense (points)’ to detect the general disposition of ‘undead’ in the area.

You also now speak the local Undead *language*.

Name	EV	Description
Claws	6	Allows hand-to-hand combat with claw boffers or props (10”-18” red or costume matched). May use to block. Do not need <i>unarmed combat</i> skill. Claws may be used for small blade Role Requirements.
Disease Resist	1	Twilight, may buy 3. You may call ‘resist’ when exposed to <i>disease</i> . Each tier is bought at base cost.
Fangs/Tusks	2	2 per Scene. Allows the call ‘wound by fang/tusk’ with a melee strike.
Incorporeal	8	You’re partially incorporeal. Grants 2 Sidesteps per scene.
Leech	13	2 per Scene. Allows the call ‘wound heal self’. Seals and heals a single location.
No Metabolism	10	You do not breathe, eat, or sleep, and are immune to Poisons and Tonics.
Poison Resist	2	Twilight may buy 3. You may call ‘resist’ when exposed to a <i>poison</i> or <i>tonic</i> . Each tier is bought at base cost.
Shadowy	6	When in shadow, Stealth timer and steps are doubled. When in light, they are halved.
Strong	3	Doubles your <i>carry limit</i> and provides benefit whenever <i>strength</i> comes into play.
Tough	4	Scene. Allows the defense <i>tough</i> , resisting a <i>wound</i> .
Undaunted	10	<i>Immune</i> to all <i>fear</i> effects.
Will To Live	12	Event. Delay the onset of any one game effect for 1 minute, call ‘will to live’.

SKILLS

Scene, twilight, and event skills may be used as many times as you have *tiers*. No character may ever have more tiers within a given level than the level prior. When skills become unusable or buying into a requirement would necessitate a different prior skill choice, you may sell back and or rechoose the prior skill, with the exception of *Unlock Role*. Calls can include an effect (like ‘wound’), and a trait (like ‘by poison’). Traits can interact with certain defenses or immunities, and add flavor. Maximum possible skill *tier* is 5.

Auto and Semi-Auto gun skills may only be bought if a *Role* allows it. Per Scene refreshes on a 15 minute rest.

SILENT CALLS

When a call includes braces {1,2,3} that part of the call may be silent but must still be performed. The more silent the call, the more a clear *roleplay* is expected to replace it. Anything in [brackets] or (parentheses) is optional/as needed.

EMBEDDED CALLS

Where possible try to embed calls into Roleplay and natural language. A Medic might say ‘there you go, all sealed’ while completing *First Aid*. Not always possible, but appreciated when it happens.

BASE SKILLS

Skill	EV	Required	Description
1 Hand Melee	4		Allows use of any 1 handed melee weapon in combat, including small.
2 Hand Melee	6		Allows use of any 2 handed melee weapon in combat. One arm may be injured.
Armor-Helmet	2/4		Check against Role requirements. Costs 2 for light, 4 for heavy.
Armor-Light	12		Check against Role requirements.
Armor-Medium	18		Check against Role requirements.
Armor-Heavy	25		Check against Role requirements.
Assess	6		Inspect any item with a 1 minute roleplay to discover its assessable traits, such as embedded skills in <i>experimental tech</i> , and its value
Blowgun	1		Quiet and ammo efficient. Uses <i>primitive ammo</i> .
Comeback	10		Event may buy 3. RP 10 seconds to remove an <i>effect</i> from a target, even if unable to function (example: paralyzed). Call ‘{1-10} comeback’.
Craft Item	10	Read / Write	Craft <i>standard items</i> you have <i>schematics</i> for with a 1 minute RP.
Disarm Trap	4	Thief Tools	Allows interaction with <i>traps</i> . Still must actually be manually disarmed.
Dodge	15		Twilight. Call to avoid an attack or call. If a <i>Role Advanced Defense Dodge</i> is purchased, this skill may be used as an additional use of that defense.
Dual Wield	6		Use any combination of one-handed weapons as long as you have the weapon skill(s).
Execute	2		Kill a helpless target. Call ‘{1,2,3} [execute]’ and perform a killing motion (or fire into the target) to kill them.
First Aid	4	Med Kit	Call ‘[first aid] {1-10} sealed’ to <i>seal</i> all <i>wounds</i> on the target. Must have a free hand within reach. <i>Bleedout</i> timer stops the moment <i>medical kit</i> (med kit) RP begins but will restart if the call is not completed. Make sure the player applies their <i>bandage phys rep</i> .
Fletching	2		Make any primitive ammo with a 1 minute roleplay and appropriate resource.
Immunity	5		Twilight may buy 3. Through diligent exposure you gain 1 poison resist per tier.
Inoculation	4		Twilight may buy 3. A series of experimental vaccines grants 1 disease resist per tier.
Intuition	10		Event. If you’re stuck, ask a Marshal 1 question to help unstuck.
Ionized	4		Twilight may buy 3. Micro-exposure to ionizing radiation grants 1 radiation resist per tier.
Knowledge (specify)	2*		Ask 1 question to a Marshal per Scene per tier, or resolve a knowledge threshold test, on the subject. *May be purchased up to 5 times per knowledge type at base cost .
Language (specify)	4		Allows you to speak and understand the language specified. All characters start with 1 language free. When speaking an IG language other than Common place two fingers against your chin while talking and begin by stating the language you are speaking.

Make Bullets	2	Crafting Tools	1 minute Roleplay, see resource cost in <i>crafting</i> chart.
Modify Skill	**		Allows modification of a skill. **Cost is based on the type of modification and the level of the skill. Work with Plot if you have an idea for a skill modification.
Parry	15		Twilight. Call to resolve an attack or call on an in-hand weapon or shield. If a <i>Role Advanced Defense Parry</i> is purchased this skill may be used as an additional use of that defense. Does not defend against AOE or by-my-voice calls.
Pick Lock	4	Thief Tools	Allows you to attempt to pick a <i>lock</i> . If not otherwise specified you must actually pick it (we use single tumbler locks common in LARPs, paper clip works).
Pick Pocket	6		2 times per Twilight. May carry and use 1 clip. Attach a <i>clip</i> to any part of a target then alert a Marshal. Please label your clip(s) with a name or symbol. If there is no marshal, approach a Cast Member after a scene to alert them. Clipped PCs require a Marshal.
Pistol—One Shot	2		Jolt, Stinger SD-1 and guns like them. Any breech loader.
Pistol—Bolt Action	4		Triad, Hammershot with slam exception at check-in, Fang QS-4, Zuru Reflex 6
Pistol—Slam Fire	6		Strongarm/Disruptor, Commander with no add-ons. Hammershot if you fan-fire
Pistol—Semi Auto	10		Stryfe with no add-ons is the classic.
Pistol-Auto	8		Hyperfire with no stock.
Poison Use	5		Allows identification and use of <i>poisons</i> . With a 3 second roleplay 1 dose of poison coats 1 weapon or ammo. Cannot poison bullets.
Primitive Ranged	3		Bows, crossbows, and blowguns, the <i>crossfire</i> with the exception ‘may only load 1 dart at a time’. Does not include <i>thrown weapons</i> .
Question	5		May <i>question</i> a given target a maximum of 5 minutes per Twilight. Per minute of questioning Roleplay ask 1 question that must be answered truthfully. Defenses are applied per question. Safety rules in <i>terms and concepts</i> must be followed.
Read / Write	4		Allows you to read and write in any <i>language</i> you know. Is not required to work on symbolic puzzles and similar.
Restore Armor	4	Crafting Tools	Restore <i>armor</i> and <i>shields</i> with a 1 minute roleplay. Cost per relevant section of rulebook.
Rifle – One Shot	3		Wolf LR-1, Zuru Hawkeye. Any breech loader, like a double barrel shotgun.
Rifle—Bolt Action	6		Longstrike, BASR, Alphahawk, Roughcut (pump action and slam exception at check-in)
Rifle—Slam Fire	9		Commander with barrel extension, Rampage (without drum), Roughcut
Rifle—Semi Auto	15		Stryfe with barrel extension, Rayven
Rifle-Auto	12		Rapidstrike, Brute
Savvy	5		Twilight may buy 3. You may call ‘resist’ to social manipulation, illusion/trickery, intimidation, questioning, and taunt. 1 use defends a single question during questioning.
Scavenge	4		Most items, bodies, things, can be scavenged for 50% of their component materials. Call is ‘scavenge {1-15} scavenged’. Only one bonus may apply. May not be done during combat.
Shield	8		See Page 12. May wield a shield with another weapon without <i>dual wield</i> .
Small Melee	1		Knife, small club, climbing axe, etc. Small but still deadly.
Stealth	6		While stationary, hold an orange ribbon low, silently count to 3, then raise the ribbon at least chest high to begin to <i>stealth</i> for up to 1 minute or 30 steps.
Staff	2		It’s not just a stick, especially in your hands.
Thrown Weapons	4		Let your enemies borrow your weapons the hard way!
Tracking	5		Call ‘tracking {1-10}’. Roleplay looking for 10 seconds and ask a Marshal what you find. May also use to erase your tracks as you go (leaving ‘tracks were erased here’).
Unarmed Combat	4		Allows use of 10”-18” hand to hand batons to strike for damage. The baton represents your hand, so blocking with a baton takes the attack on that arm.
Weapon Focus	10	Weapon Skill	Choose a weapon type (blade, precision gun, shield, unarmed, et al). May only ever buy advanced weapon skills for that type. Gain 3 uses per Scene of any one Scene <i>weapon skill</i> (blade, thrust, et al) you know utilizing that weapon. Reselect per Twilight.

BETWEEN GAME SKILLS

These are all about *information*, and are extremely powerful. Each costs 5 EV. **Only 1 request may be made for any given between-game period, for 1 task.** Any skills you have may be included in this task, including other BGS. May work with other characters using their BGS. Combining skills in interesting ways always gives better results. You are limited in the scale of what you can do, i.e. you can't 'observe the eastern seaboard', but you could 'watch the northmost beach'.

Every between game skill is submitted in LARP Portal. In your detail describe what you are doing in narrative form. Include relevant skills that may aid in your task, for example Morning Run combined with Tracking, et al.

Name	Required	Description
Assistant	Any	Aid another character with any between game skill. This is a catch-all BGS to boost other people's BGS. Describe how you work with them, what tasks you are help with, and any relevant skills that may help.
Autopsy, Full	Surgeon	Perform a full autopsy on a creature whose body you have kept for that purpose. This can reveal strengths, weaknesses, and other information. Stasis better preserves features for later investigation.
Clues in the Refuse	Scavenger or Rogue	This can target an individual, group of individuals, or even a wide range of creatures. You carefully pick through their detritus, seeking whatever there is to be found.
Dark Dreams	Any	Dark Dreams are relevant to current events experienced by the character. When submitting your request, include a narrative summary covering what you know of events you've experienced that interest you. The more information you give the more relevant your dreams may be.
Hawkeye	Hunter, Archer or Sniper	Your focus is on an individual. You spend your time observing what you can of them. It's possible to learn habits, movements, quirks, traits, strengths, weaknesses, and other information.
Hit the Books	Brewer, Engineer, Medic, Scientist or Surgeon	You pore through the volumes of information you have access to and research a subject. In your request specify what resources you are using to do your research (ie 'Town Library'), and other information that may be reflected in your research.
Gunslinger's Intuition	Gunslinger	You've always relied on your gut and often fire from the hip. Why change now? You can ask any one question (just one per between game) about anything and get an answer. The more information you already have on the subject (tell us in the request) the better your intuition will be.
Morning Run	Fusilier, Guardian, Martial Artist, or Warrior	You choose your route carefully and go for a jog each morning, observing as you go, noting how things change. You're noticeable, and creatures know you've been around. This delivers info on changes in an area over time, large movement that may have made obvious tracks, new creatures or individuals.
Rumors	Any	You spend quite a bit of time listening, despite how it may appear. Rumors are sometimes not true, but those that talk often reveal the unintended. May instead be used to spread a rumor.
Scry	Witch	A form of the Scry ritual that any Witch can perform given time. Attempt to observe a target or area. There can be risks, and whether this is successful, or noticed, depends on many factors.
Shop Talk	Brewer, Engineer or Scientist	You seek out other crafters and discuss your trade. Note what you speak about and are seeking in your email: quest, schematic, research item, or other info.
Surf the Void	Engineer, Medic, Scientist, or Surgeon, and a BFG	You use a BFG to explore the inexplicable frequencies of the Void. Turning the dial ever so slightly, listening to the crackle and pitch of the tones for patterns, watching for disturbances in the field, logging what you observe.
Watchful Eyes	Hunter or Sniper	You make multiple trips to an overlook or other position with good visibility on your target area. This skill by default delivers a report consisting of types and frequency of creatures observed, relative numbers of them, common paths taken, and any creatures of note.

ADVANCED WEAPON SKILLS

Your character must have the *base skill* to use a weapon. Any skill bought here must be used with the weapon type listed. *Great weapons* are always two types, with Plot approval. Other weapons may be more than one type with Plot approval. Cost per skill is level x 2 x tier. **Level 4 or higher must be unlocked by a Role skill.**

BLADE (SWORD, KNIFE, AXE)

Level	Name	Call	Description
1	Sharpen	Wound	Roleplay sharpening your blade for 10 seconds. Your next attack with that weapon has the call 'wound'.
2	Guard	Dodge	Twilight may buy 3. When hit with a base melee attack call 'dodge' to negate it.
3	Strike	Wound	Scene may buy 5. Cause a <i>wound</i> on the <i>location</i> struck.
4	Disarm	Disarm	Twilight may buy 3. Strike a weapon (or an arm holding an item). The target must drop the item. It may immediately be picked up again.
5	Brutal Strike	Break	Event may buy 5. Call and hit a target to cause a <i>break</i> on the location struck.

BLUNT (HAMMER, MACE, BAT, CLUB)

Level	Name	Call	Description
1	Hobble	Slow	Scene may buy 3. Strike a target's leg to <i>slow</i> them for 1 minute.
2	Crush	Wound	Scene may buy 5. May swing with the call 'wound'.
3	Slam	Stun	Twilight may buy 3. Hit a target, <i>stunning</i> them.
4	Knockout	Knockout	Event may buy 3. Strike a target to knock them unconscious for 1 minute.
5	Break	Break	Event may buy 5. <i>Break</i> the location or item hit.

GREAT WEAPON (ANY TWO HANDED, EXCEPT STAVES)

Level	Name	Call	Description
1	Sweep	Trip	Scene may buy 3. Strike a leg to cause a <i>trip</i> .
2	Overpower	Knockback	Twilight may buy 3. Knock a target back 10 feet.
3	Batter	Wound	Scene may buy 5. Swing with the call 'wound'.
4	Grip	Grip	Twilight may buy 3. On being struck with <i>disarm</i> , call 'grip' to resist it.
5	Cleave	Break	Event may buy 5. Cause a <i>break</i> .

GUN, PRECISION (ONE SHOT, BOLT / ANY ACTION)

Level	Name	Call	Description
1	Aim	{1,2,3} Wound	Scene may buy 5. Take aim for a 3 count and fire a shot with the call 'wound'.
2	Kneecap	Wound (right or left) Leg	Scene may buy 3. Cause a <i>wound</i> to the leg specified, target chooses if unspecified.
3	Marksman	Marksman	Per combat, if you fired at least 2 shots and hit at least 1 of them, you may pick up a dart into your live bag.
4	Standoff	Repel	Twilight may buy 3. Aim at a target at least 10 feet away and call. As long as you aim at them and take no other action, may walk slowly, for up to 1 minute, they may not approach closer than 10 feet. You may end the standoff at any time by firing a shot with the call 'break'. If the repel was resisted the call may immediately be used (within 10 seconds).
5	AP Round	Pierce	Event may buy 5. Ignores <i>shields</i> and <i>armor</i> .

GUN, RAPID FIRE (SLAM FIRE, SEMI-AUTO, AUTO)

Level	Name	Call	Description
1	Combo Shot	Combo, (), Wound	Scene may buy 5. Hit with a <i>base attack</i> and follow it with an attack on the same target with the call 'wound'. If using an auto-rifle, fire a third shot with the call 'wound'.
2	Recoil Control	Recoil Control	Per combat, if you fired at least 3 shots and hit at least 2 of them, you may pick up 2 darts into your live bag.
3	Wombo Combo	Wound, Wound	If you hit all your <i>combo shot</i> attacks, follow them up with two more attacks on the same target with the call 'wound'. 3 if using an auto-rifle.
4	Suppressing Fire	Suppress, (Break)	Twilight may buy 3. Call and fire a range test at a target behind cover. For the next minute, as long as you continue to aim at them, if they move more than 3 feet from their position, or fire, you gain 2 calls of 'break' which must be used on the same target within 10 seconds.
5	Spray	Spray, (Wound)	Event may buy 5. Fire up to 3 rounds at a single target within 5 seconds with the call 'wound'.

PRIMITIVE RANGED (BOW, CROSSBOW, BLOWGUN)

Level	Name	Call	Description
1	Impair	Slow	Scene may buy 3. Target is <i>slowed</i> .
2	Let Fly	Wound	Scene may buy 5. Cause a <i>wound</i> on the <i>location</i> struck.
3	Threaten	Repel	Twilight may buy 3. Aim at a target at least 10 feet away and make the call. As long as you only continue to aim at them and take no other action, for up to 1 minute, they may not approach closer than 10 feet.
4	Ranged Disarm	Disarm (item)	Twilight may buy 3. Hit the target and name the item you want to <i>disarm</i> . The target must drop the item or choose one if unspecified. It may immediately be picked up again.
5	Pierce	Pierce	Event may buy 5. Ignores <i>shields</i> and <i>armor</i> .

SHIELD

Level	Name	Call	Description
1	Shield Bash	Knockback	Twilight may buy 3. Knock a target back 10 feet.
2	Combo Block	Combo, Wound	Scene may buy 5. After blocking an attack with your shield make an attack with the call 'wound' within 10 seconds.
3	React	React	Scene may buy 3. Call to take a <i>base attack</i> which struck you from the front or side as if it hit your readied shield.
4	Deflect	Deflect	Twilight may buy 3. Call to resist any effect that hit your shield.
5	Shield Strike	Stun	Event may buy 5. <i>Stun</i> a target..

STAFF

Level	Name	Call	Description
1	Trip	Trip	Scene may buy 3. Strike a target on the leg. They fall to the ground (or stagger for two seconds), then may immediately stand.
2	Numb	Numb	Scene may buy 5. Cause a <i>numb</i> effect to the location struck, for 1 minute.
3	Check	Knockback	Twilight may buy 3. Knock a target back 10 feet.
4	Swing	Wound	Scene may buy 5. Cause a <i>wound</i> on the location hit.
5	Thwack	Knockout	Event may buy 3. Strike a target to knock them unconscious for 1 minute.

THROWN (CORELESS DAGGER, JAVELIN, AX, HAMMER)

Level	Name	Call	Description
1	Impede	Slow	Scene may buy 3. Target is <i>slowed</i> .
2	Precise	Wound	Scene may buy 5. Cause a <i>wound</i> on the location hit.
3	Back Off	Knockback	Twilight may buy 3. Knock the target back 10 feet.
4	Ranged Disarm	Disarm (item)	Twilight may buy 3. Hit the target and name the item you want to <i>disarm</i> . The target must drop the item or choose one if unspecified. It may immediately be picked up again.
5	Pierce	Pierce	Event may buy 5. Ignores <i>armor</i> and <i>shields</i> .

THRUST (SPEAR)

Level	Name	Call	Description
1	Lame	Slow	Scene may buy 3. Strike a leg to <i>slow</i> the target.
2	Trip	Trip	Scene may buy 3. Strike a target on the leg. They fall to the ground (or stagger for two seconds), then may immediately stand.
3	Poke	Wound	Scene may buy 5. Cause a <i>wound</i> on the <i>location</i> struck.
4	Repel	Repel	Twilight may buy 3. Aim at a target at least 10 feet away and make the call. As long as you continue to aim at them and take no other action, for up to 1 minute, they may not approach closer than 10 feet.
5	Pierce	Pierce	Event may buy 5. Ignores <i>shields</i> and <i>armor</i> .

UNARMED / CLAWS

Level	Name	Call	Description
1	Shove	Knockback	Scene may buy 3. Knock a target back 10 feet.
2	Open Hand Taunt	By My Gesture Taunt	Twilight may buy 3. Call and RP an appropriate taunting gesture towards a target. You are now their primary target for 1 minute.
3	Iron Focus	Stun	You may now block with your hand to hand batons. In addition, RP 20 seconds, focusing your inner self. You may attack with the call 'stun' one time this scene. Does not stack.
3	Rake	Wound	Scene may buy 5. For <i>claws</i> only. Rake a target with your claws, causing a wound.
4	Fury	Varies	Per Scene may buy 3. If using <i>Claws</i> , may attack with the call 'break'. If using <i>Unarmed</i> , you may attack with the call 'wound'.
5	Hammer Fist	Knockout	Twilight may buy 5. Call and strike a target to knock them unconscious.



CHARACTER ROLES

A character may have up to two *roles*, and may not buy the same role twice. Every role grants one or more *role traits* for free, and has requirements that apply across roles. A character is not required to have a *role*. When buying role skills, choose 1 skill of a given level for that role. You may only buy that skill for that level of that role.

A *role* gives the character a set of skills that helps round out what that character is good at and how they interact with other characters and the game world. Each role costs 5 EV. Cost for *role skills* is 2 x level x tier in EV. Each tier must be purchased individually. **You are NOT required to have a Role.** ‘May Never’ in any description means that requirement can’t be overridden.

TRAINING AND QUESTS

Level 4 and 5 for each role have requirements before they can be bought. These requirements are not built into LARP Portal. Before you can buy level 4, you are required to have *training*. Level 5 requires a *quest*. Those levels are colored green and red to reflect this.

ROLE SPECIALS

Abilities received on buying a level 5 Role Skill. Your Role Special Tier is the same as your Level 5 Role Skill Tier. Be sure to also ‘buy’ it in the system. If no more tiers may be purchased within the level 5 Role skill the Special is automatically granted max tiers.

Cost per level and tier, and pyramid:

	1 Stack	2 Stack	3 Stack	4 Stack	5 Stack
Level	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
1	2	4	6	8	10
2	4	8	12	16	20
3	6	12	18	24	30
4	8	16	24	32	40
5	10	20	30	40	50
6	12	24	36	48	60

ARMOR REQUIREMENTS

Armor requirements (may wear) are the maximum allowable when using that Role’s skills, and *Role Armor Skills* (highlighted blue) modify the requirements for all Roles unlocked, except where a requirement says ‘may never’. The base armor skills must still be purchased. A character may only benefit from / buy one *Role Armor Skill* (highlighted blue) and one *Role Advanced Defense* (highlighted yellow). A *Role Armor Skill* may be costumed in any manner regardless of its name.

FORSAKING YOUR ROLE

Anyone under 150 EV may re-spend EV however they want. When new Roles are discovered in the game it’s common that players will be allowed to switch to the new Role, pending IG circumstance. Mostly Human (Mutable) also allows for it. Beyond these, forsaking a Role is possible through IG action but not common.

KNOWLEDGE

Every Role or Advanced Role counts as Knowledge 1 for itself and related subjects. This is intentionally vague – different characters may use this or consider it in different ways, keep within the character as you perceive it.

Archer

Specializes in quiet, deadly weaponry with inexpensive ammo. Bows, crossbows, blowguns, undoubtedly more.

GENERAL REQUIREMENTS

May wear Light Armor and a Light Helmet. Must have the skill to use a *primitive ranged weapon* and use a *primitive ranged weapon* with Archer skills.

ROLE TRAIT

Trick Shot: Per Twilight. Perform a *range test* to manipulate an item i.e. throw a switch, cut a rope, etc. Must be 'at least barely plausible' per Marshal ruling.

Archer Primitive Ranged Expert: Unlocks level 4 of the *primitive ranged weapons skill tree*.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Bullseye. Per Event per tier. Call 'Break Torso' and hit a target to cause a *break* to the torso.



Level	Name	Req	Call	Description
1	Archer's Stance		{1,2,3} Archer's Stance	Twilight may buy 5. While in this stance you are <i>slowed</i> . As long as you keep your ranged weapon ready and remain slowed you may maintain the benefits of this stance. When in this stance all combat skills with a <i>primitive ranged weapon</i> grant 2 shots per use.
1	Poison in Flight	Poison Use		When coating a projectile with poison coat an additional item.
2	Brigandine and Sallet			May wear Medium Armor and a Heavy Helmet across Roles.
2	Dispatch	Execute	Dispatch	<i>Execute</i> is now instantaneous, call 'dispatch'.
2	Evasive		Dodge	Scene may buy 2. Call to <i>dodge</i> a ranged base attack .
3	Barbed Arrow	Let Fly		<i>Let Fly</i> now has the call 'break'.
3	Pin		Pin [(right or left) foot]	Scene may buy 3. <i>Pins</i> that foot to the ground for 1 minute.
3	Primitive Ranged Mastery			Unlocks level 5 of <i>primitive ranged weapon skills</i> .
4	Easy Target		Break	Twilight may buy 5. When a target is hit by a <i>slow</i> call you may within 10 seconds call and fire with the call 'break' at that target.
4	Wing		Wound (right or left) arm	Scene may buy 5. Call and strike a target to cause a <i>wound</i> on the specified arm.
5	Ranged Disarm		Disarm (item)	Twilight may buy 3. Hit the target and name the item you want to <i>disarm</i> . The target must drop the item or choose one if unspecified. It may immediately be picked up again.
5	Flathead Arrow		Stun	Twilight may buy 3. Call and hit the target to stun them.
6	Unlockable			Complete the goal Fletcher.

Brewer

Make poisons and tonics and use them effectively. Very effectively!

GENERAL REQUIREMENTS

May not wear armor or a helmet. Must have *Read/Write*, *Poison Use*, and use a *Brewer's Kit* with Brewer skills. Starts with a *schematics book* with two *common schematics* for poisons or tonics.

ROLE TRAITS

Chem Hoarder: improved *scavenge* results for *chem* by 20%, inform Marshal when using.

Write Brewing Schematic: 3 times per Event may write a known *poison* or *tonic* schematic.

Brewer Exposure: may buy the *poison resist* advantage after character creation. Also, gain 1 additional poison resist.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Mixologist. Per tier reduce the cost of poison and tonic crafting by 5% to a max of 25% total.



Level	Name	Req	Call	Description
1	Create Common Poison	Knowledge (poisons)		Make common poisons.
1	Tonic Party		{1,2,3} Tonic Party, (tonic)	Twilight may buy 3. Mix 3 doses of any tonic, creating a container that lasts 1 minute. Distribute up to 10 doses from it on a 3 count per dose which must be used immediately.
2	Create Common Tonic	Knowledge (tonics)		Make common tonics.
2	Poison Gel		{1,2,3} Gel (poison)	Scene may buy 5. Prepare any poison with a 3 second Roleplay and throw it as a packet.
3	Create Rare Poison	Knowledge 2 (poisons)		Make rare poisons.
3	Tonic Gel		{1,2,3} Gel (tonic)	Scene may buy 5. Prepare any tonic with a 3 second Roleplay and throw it as a packet.
4	Create Rare Tonic	Knowledge 2 (tonics)		Make rare tonics.
4	Poison Bomb		{1,2,3} 25 feet (poison call)	Event may buy 3. Expend 3 doses of any Poison, Roleplay 3 seconds preparation, throw your hands up and make the call. Everyone except you within 25 feet takes the effect.
5	Create Exceptional Poison	Knowledge 3 (poisons)		Make exceptional poisons.
5	Tonic Bomb		{1,2,3} 25 feet (tonic call)	Event may buy 3. Expend 3 doses of any Tonic, Roleplay 3 seconds preparation, throw your hands up, and make the call. Everyone within 25 feet takes the effect.
6	Create Exceptional Tonic	Knowledge 3 (tonics)		Make exceptional tonics.
6	Poison Exposure	Poison Resist		Double base Poison Resists
6	Irresistible Poison		Preparing {1-5} (poison call) No Defense	Event may buy 3. By preparing any poison with 5 second roleplay you may throw it as a packet with the <i>no defense</i> call.

Engineer

Build items out of metal, wood, and sometimes other resources. A town will only go as far as the Engineers who build it.

GENERAL REQUIREMENTS

May not wear armor or a helmet. Must have *read/write, assess*, and use a *crafting kit* with Engineer skills. Starts with a *schematics book* with two *common schematics* for standard items.

ROLE TRAIT

Build Items: build *standard items* you have *schematics* for and install *weapon* and *armor mods*.

Copy Engineering Schematic: 3 times per Event may copy a schematic with a 1 minute roleplay.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Part Out. Event. Roleplay carefully taking apart a recently looted item or batch of items for 1 minute to *scavenge* it. You gain the full value of *metal* and *wood* (double a base *scavenge*).



Level	Name	Req	Description
1	Quick Solutions		RP 10 seconds and spend 3 Metal to quickly repair any Standard item. That item functions for the rest of the scene, then is broken again. This is an obvious effect. Also, unlocks shotgun as per rules in Terms and Concepts.
1	Material Scavenger		Improves <i>scavenge</i> results involving <i>metal</i> or <i>wood</i> 20%. Notify Marshal when using.
2	Architect		Twilight may buy 3. Roleplay inspecting a <i>building</i> or <i>structure</i> for 1 minute, then ask any 3 questions about it.
2	Handyperson		Twilight may buy 3. Roleplay inspecting a <i>standard item</i> for 1 minute, then ask any 3 questions about it.
2	Techie		Twilight may buy 3. Roleplay inspecting technology including <i>experimental tech</i> for 1 minute, then ask any 3 questions about it.
3	Welding Gear		May wear Medium Armor and a Heavy Helmet across Roles.
3	Repair Item		May buy 5. <i>Repair</i> an item with a 1 minute roleplay. Cost is a percentage of build cost based on Repair Item tier. Tier 1: 30%, tier 2: 25%, tier 3: 20%, tier 4: 15%, tier 5: 10%.
3	Shotgun Expert		Unlocks level 4 of the <i>precision gun weapon skill tree</i> for use with a <i>shotgun</i> .
4	Create Schematic		Event. Work with a <i>scientist</i> during a 5 minute roleplay to research 1 <i>experimental technology schematic</i> OR 3 <i>standard item</i> schematics.
4	Restore Armor Efficiency		<i>Restoring armor</i> now takes 1 less resource (minimum 1), and the roleplay is now 20 seconds.
5	Adaptable Architect	Architect	May buy 5. Once per event when building or repairing a <i>structure</i> you may use up to 50 wood in place of metal per tier, and vice versa, without affecting the result.
5	Adaptable Handyperson	Handyperson	May buy 5. When building or repairing <i>standard items</i> you may use up to 2 wood in place of metal, per tier for each item, and vice versa, without affecting the result.
5	Upkeep	Techie	May buy 3. Maintain 1 additional ExT per Chem. Add 1 to the total you may maintain.
6	Build ExT		Event may buy 3. Craft ExT (Experimental Tech) as per their schematic.
6	Maintenance Tech		May buy 2. Maintain 1 additional ExT per Chem. Add 1 to the total you may maintain.

Fusilier

A soldier ready to unload on targets with rapid fire weaponry.

GENERAL REQUIREMENTS

May wear Light Armor and a Light Helmet. May buy any ranged weapon skill. Must use *rapid fire* (*slam-fire*, *semi-auto* or *auto*) *ranged weapons* with Fusilier skills.

ROLE TRAITS

Fusilier Rapid Fire Gun Expert: Unlocks *rapid fire gun weapon skill* level 4.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Burst. Event. Call 'burst' and then while attacking a single target make any number of 'wound' calls within 10 seconds or until you have hit with 3 of those shots. Reloading does not interrupt this skill.



Level	Name	Required	Call	Description
1	Heavy Gunner			May use <i>drums</i> , <i>belt fed weapons</i> , and mags over 12 darts.
1	Recoil Mastery	Recoil Control	Recoil Mastery	<i>Recoil control</i> from the <i>rapid fire guns weapon skill</i> tree may now be used as normal OR as 'fired at least 5 shots and hit at least 3, may pick up 3', per battle.
2	Adaptive Fire			If a single target skill still has shots remaining and the target drops, may shift the remaining shots to a new target as if it were the original target.
2	Cover		Dodge	Scene may buy 2. As long as you are behind or adjacent to cover (trees, walls, people), call to <i>dodge</i> a ranged base attack that hit you.
2	Medium Field Kit			May wear Medium Armor and a Heavy Helmet across Roles.
3	Combo Expert			All shots of <i>combo shot</i> have the call 'wound'.
3	Weapon Mastery			Unlocks level 5 <i>rapid fire gun weapon skill</i> .
4	Calisthenics			Twilight. Roleplay 1 minute to regain all uses of any Scene or Twilight combat skill.
4	Iron Sights		Sight	Scene may buy 3. When firing down sight recall a missed <i>skill</i> or <i>component</i> of a skill as if it were not used. Not compatible with a <i>scope</i> .
5	Hail of Bullets			Event may buy 3. After hitting a target with 2 or more 'wound' calls from a single use of any skill you may immediately (within 10 seconds) repeat the skill.
5	Ranged Taunt		Ranged Taunt	Event may buy 3. Call and point to a target which is using a ranged weapon to make you their primary target for 1 minute.
6	Unlockable			Complete any goal to <i>drop</i> targets (not including single shot or hit goals).

Guardian

A shield can be used for defense and offense.

GENERAL REQUIREMENTS

May wear medium armor and either helmet. Must use a shield and 1 hand melee weapon with Guardian skills. Guardian Role calls can only be used through your shield.

UNLOCK SKILL

Effective Armor: any armor you wear gains 2 additional calls of ‘armor’.

Guardian Shield Expert: unlocks shield weapon skill level 4.

STACK UNLOCK

For each *stacked tier* gain a tier of Shield Wall: Per Event per tier. Plant your feet, RP 3 seconds, and call ‘shield wall’. For 2 minutes your shield is immune to all effects including those that target your shield, call is ‘immune’. During that time the Guardian may shuffle their feet and turn, and must stay within roughly 3 feet of that spot or the effect ends.

Level	Name	Req	Call	Description
1	Protector Stance		{1-3} Protector Stance, (Intercept)	Once per scene. RP and call to start the skill. While in this stance any time a target within barely plausible range of your shield is struck by an attack or effect, you may call ‘intercept’ to take it on your shield. The Guardian is <i>slowed</i> , and the stance lasts as long as they remain <i>slowed</i> .
1	Stalwart Stance		{1-3} Stalwart Stance, (Immune)	Once per scene. When stationary, RP and call to start the skill. You cannot be moved or disarmed, and gain <i>fearless</i> . The Guardian may shuffle their feet and turn, and the stance lasts as long as they stay within roughly 3 feet of that spot.
2	Guardian's Heavy Armor			May wear any Armor and either Helmet across Roles.
2	Gun Wall			Allows use of a Pistol as a Guardian. May buy <i>semi-auto</i> .
3	Grip		Grip	Twilight may buy 3. When struck with a <i>disarm</i> call ‘grip’ to resist it.
3	Shield Mastery			Unlocks shield weapon skill level 5.
4	Balance		Balance	Scene may buy 3. You may use to ignore effects that would change your position, such as trip, shove, and knockback.
4	Taunt	Gesture	Taunt	Twilight may buy 3. Gesture towards a target within 10 feet with the call ‘taunt’. They may only attack you for the next minute. If in <i>protector stance</i> may call ‘enemies 10 feet taunt’.
5	Bash		Stun	Per Scene may buy 5. <i>Stun</i> the target with your shield.
5	Knockout		Knockout	Per Scene may buy 5. Knock a target <i>unconscious</i> with your shield.
6	Testudo Teamwork	Parry	Testudo	Event may buy 3. While an ally fights over your shoulder from behind you (within 5 feet) you are immovable (immune) and slowed, gain 2 tough for that scene, and your Combo Block now swings Break. Returns if your ally leaves and returns, but does not refresh. While in Stalwart Stance also grants 2 uses of Turtle.
6	Turtle	Parry	Parry (Immune)	Twilight may buy 3. Parry defense. You duck behind and parry with your shield and avoid the effects of any attack or tangible effect. If in a <i>guardian stance</i> , when Parrying with Turtle your shield is immune to all effects.

Gunslinger

The classic wild west archetype.

GENERAL REQUIREMENTS

May not wear armor, may wear a Light Helmet. Must have *execute* and use a *precision gun* with Gunslinger skills. May never buy *auto* or *semi-auto*.

ROLE TRAIT

Gunslinger Precision Expert: Unlocks level 4 of the *precision gun weapon skill tree*.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Gut Shot. Event. Call 'Break Torso' and hit the target to cause a *break* to the *torso*. If you successfully hit the target, gain a free Gut Shot that must be used within 10 seconds. This ends the chain.



Level	Name	Req	Call	Description
1	Cool Under Fire			Gain 2 additional tiers of <i>courageous</i> , added after your paid tiers.
1	Hip-Fire	Aim		The <i>aim skill</i> from the <i>precision gun weapon skill tree</i> is now instant as long as you are not aiming down sight.
1	Scattergun			Unlocks <i>shotgun</i> as per rules in <i>Terms and Concepts</i> for gunslinger.
2	Frontier Justice	Execute	Dispatch	<i>Execute</i> is now instantaneous, call 'dispatch'. May use Slam Fire guns as if they are Precision Guns.
2	Gun Leathers			May wear Light Armor and a Light Helmet across Roles.
2	Quick Feet		Dodge	Scene may buy 2. When struck with a <i>ranged base attack</i> , <i>dodge</i> it.
3	Healing Swig		{1-10} Healing Swig	Event may buy 3. May use while dropped. Roleplay 10 seconds and drink a powerful concoction to grant yourself regeneration for 2 minutes.
3	Precision Mastery			Unlocks level 5 <i>precision gun weapon skill</i> .
4	Challenge		By my gesture (or voice) Challenge (duel me or I get a buff)	Event may buy 3. Point to a target and call 'By My Gesture (or Voice) Challenge'. They must duel you uninterrupted (10 pace or melee per their weapon in hand) OR you gain 3 uses of <i>gut shot</i> for that scene. May not be used during combat. If you are aided the skill fails.
4	Ranged Disarm		Disarm (item)	Twilight may buy 3. Hit the target and name the item you want to <i>disarm</i> . The target must drop the item or choose one if unspecified. It may immediately be picked up again.
5	Blast		Break	Event may buy 5. Cause a <i>break</i> on the location struck.
5	Slug		Wound Knockback	Event may buy 5. Cause a <i>wound</i> on the location struck and knock the target back 10 feet. On a shield the 'wound' may be defended with a shield call but the knockback cannot.
6	Unlockable			Complete the goal The Kid or Deadeye.



Hunter

Built to find and take down any target. Once their prey is marked it's unlikely to get away.

GENERAL REQUIREMENTS

May not wear armor, may wear a Light Helmet. Must have *tracking*. Must use a *precision gun*, *primitive ranged*, or *thrown weapon* with applicable Hunter skills. May never buy *slam-fire*, *semi-auto* or *auto* skills.

ROLE TRAIT

Meat and Veg: Improve food *scavenging* results 20%. Inform Marshal.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Mark. Event. Call 'Mark No Defense' and hit a target at range. If successful, for one minute gain unlimited uses of *snare* and *torso strike* when firing a *ranged weapon* at that target.



Level	Name	Req	Call	Description
1	Mercy	Execute	Dispatch	<i>Execute</i> is now instantaneous.
1	Loaded for Fowl			Unlocks <i>shotguns</i> as per shotgun rules in <i>Terms and Concepts</i> .
2	Hunting Gear			May wear Light Armor and a Light Helmet across Roles.
2	On the Hunt	Tracking	On the Hunt, Tracking	<i>Tracking</i> is now instant and you get more info, and is more difficult to avoid.
2	Spike Trap		{1,2,3 Spike Trap}, wound leg by trap)	Scene may buy 2. Place a spike trap (small bean bag) on the ground. The first target (enemy or not) that comes within 3 feet call 'wound leg by trap'. The Hunter who placed it may safely pick up the trap at any time.
3	Snare		Slow	Scene may buy 3. Strike a target to <i>slow</i> them.
3	Weapon Expert			Unlocks level 4 of all <i>ranged weapon skill trees</i> .
4	Prowl		Stealthing {1,2,3} Stealth	May only ever be used 1 time per Scene, may buy 3. Enter an extended <i>stealth</i> with no step limit. Lasts 5 minutes per tier.
4	Torso Strike		Wound Torso	Twilight may buy 5. Causes a <i>wound</i> on the <i>torso</i> .
5	Flush Out		{1-3} Reveal 25 feet	Twilight may buy 5. If there is IG reason to suspect there may be something in <i>stealth</i> nearby, may be used to break stealth within 25 feet.
5	Lung Shot		Break Torso	Event may buy 5. Causes a <i>break</i> to the <i>torso</i> .
6	Duck Blind		Stealth	Twilight may buy 3. If in cover and in stealth, after firing an attack may call 'stealth' to instantly enter stealth.
6	Hunter's Dodge	Dodge	Dodge	Twilight may buy 3. Avoid any game effect and grants a free use of Torso Strike which must be used within 10 seconds.

Martial Artist

The Martial Artist's hands are deadly weapons, and anything close won't know what hit them.

GENERAL REQUIREMENTS

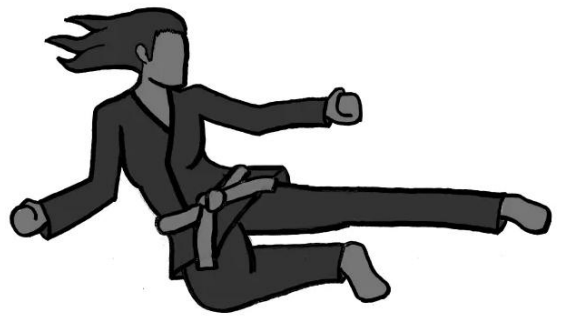
May not wear armor or a helmet. Must have *dodge*. May never wear more than Light Armor or a Light Helmet. Must use either *unarmed combat* or *claws* with Martial Artist skills.

ROLE TRAIT

Martial Artist Unarmed Expert: Unlocks level 4 of the *unarmed weapon skill tree*.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Flying Kick. Event. Strike 1 or 2 targets (at the same time) and call 'knockout'. If successful the target(s) is (are) *unconscious* for 1 minute.



Level	Name	Req	Call	Description
1	Balance		Balance	Scene may buy 3. Call to ignore any effect that would change your position, such as <i>trip</i> , <i>shove</i> , and <i>knockback</i> , or to correct a misstep.
1	Fearless			You gain 2 additional tiers of <i>courageous</i> , added after your paid tiers.
1	Kata		{1 minute} Kata	Twilight may buy 3. With a 1 minute Roleplay, gain a call of 'tough' (does not stack with itself) that lasts until used.
2	Infused Gi			May wear Light Armor and a Light Helmet across Roles.
2	Reach			You may use up to 24" hand to hand or claw batons or props.
2	Sidestep		Dodge	Scene may buy 3. When struck with a <i>base attack</i> call 'dodge to <i>dodge</i> it.
3	Leap		Leap	Twilight may buy 3. Point upwards, call 'leap' and move up to 20 steps in any direction in a roughly straight line while out of reach of ground-based melee.
3	Unarmed Mastery			Unlocks level 5 of the <i>unarmed weapon skill tree</i> .
4	Disarm		Disarm	Twilight may buy 3. Strike a weapon or item (or the arm holding it). The target must drop it. It may immediately be picked up again.
4	Steel Claw	Rake	Pierce	Event may buy 5. Make an attack with the call 'pierce'.
5	Nerve Strike		Paralyze	Event may buy 5. Call and strike a target with the call 'paralyze'.
5	Meditation			Twilight may buy 5. Meditate 1 minute to <i>heal</i> all <i>sealed wounds</i> .
6	Unlockable			Complete the goal Artful Dodger or Enlightened.



Medic

No one is better equipped to save their friends from certain death. The BFG (Bubble Field Generator) can play a part in this role, read more about it in *terms and concepts*.

GENERAL REQUIREMENTS

May not wear armor, may wear a Light Helmet. Must have *First Aid* and use a *Medical Kit* or *BFG* as appropriate with Medic skills. May only buy *one shot pistol* and *one shot rifle* skills unless your other role would allow it.

ROLE TRAIT

Medic's Diagnose: on a 3 count determine all effects and timers on a target (call '{1,2,3} diagnose').

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of EMT (Emergency Medical Transport). Event. May be used two ways. Call to *support a field hospital*, which provides the benefits so long as the medic is in the unit or working to bring injured to it. May also be used as a defense when carrying an injured target. If the Medic or the injured target are struck with an attack, use to call 'dodge' which then also grants 3 additional calls of 'dodge' as long as they continue to take that injured target to a field hospital.



Level	Name	Req	Call	Description
1	Advanced First Aid			<i>First Aid</i> now takes 3 seconds.
1	Clear Status		'{1-3} Clear [specify]'	Scene may buy 5. With 3 second RP, use to remove a known status effect from a target. Does not cure poisons or tonics, or remove any underlying cause.
2	Medic's Field Kit			May wear Light Armor and a Light Helmet across Roles.
2	Medic's Stealth	Stealth		Gain 30 additional seconds of <i>stealth</i> . May use Medic skills and First Aid without breaking stealth.
2	Surgical Assistant		Assisting	May now assist during <i>surgery</i> , cutting that surgery timer in half. Must actively assist during the entire surgery.
3	Combat Medic			You gain 2 additional tiers of <i>courageous</i> , added after your paid tiers, and may use <i>bolt action pistols</i> and <i>rifles</i> across roles.
3	Neutralize Toxins		{1,2,3} Neutralize Toxins	Twilight may buy 5. RP 3 seconds to instantly remove all <i>poisons</i> and <i>tonics</i> from the target.
4	BFG Defib	BFG	{1-10} Revive	Event may buy 3. Use a BFG to revive a target that died no more than 10 minutes before. If the cause of death remains they die again on a 10 count.
4	Self Medicate			May perform <i>first aid</i> on yourself while <i>dropped</i> .
5	BFG Stasis	BFG	{1-10} Stasis (or 'awaken')	Event may buy 3. Place target into / awaken target from <i>stasis</i> using a setting on a BFG. Lasts 1 hour. Target must consent OOG. A dead body may be put into stasis indefinitely.
5	Stabilize		Stabilize (Sealed)	Scene may buy 5. Instantly <i>seal</i> all <i>wounds</i> on a target.
6	AOE seal		Everyone 25 feet seal wounds	Per Twilight may buy 3. 3 second RP spraying liquid bandage over an area, then call 'everyone 25 feet seal wounds'.
6	Bubble Phase Shift	BFG	{1-3} Phase	Event may buy 3. By yourself or when next to a consenting target: RP 3 seconds, call, both of you go OOG, both may walk together up to 50 steps OOG, and then reappear on a 3 count.

Rogue

The Rogue excels at *stealth* and the tricks of their trade.

GENERAL REQUIREMENTS

May not wear armor, may wear a Light Helmet. Must have *stealth* and use a *one handed blade melee weapon* with Rogue skills.

ROLE TRAIT

Rogue's Stealth: gain 10 more steps and 30 more seconds in *stealth*.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Re-Stealth. Event. If you break *stealth* by using a skill you may immediately call 're-stealth' to re-enter stealth.



Level	Name	Req	Call	Description
1	Hamstring		Slow	Scene may buy 3. Strike a target on the leg to <i>slow</i> them.
1	Improved Poison	Poison Use		When using poison in combat gain an additional swung call (melee) or coating (ranged). Works with Natural Poison.
1	Professional Pick Pocket	Pick Pocket	Unseen	Pick Pocket may now be used 4 times per Twilight and carry 2 clips. Once per Twilight, if seen, may call 'Unseen', remove your clip if it was placed, and not expend a use.
2	End	Execute	Dispatch	<i>Execute</i> is instant, call 'dispatch'.
2	Rogue's Armor			May wear Light Armor and a Light Helmet across Roles.
2	Shift		Dodge	Scene may buy 3. When struck with a <i>base attack</i> call 'dodge to <i>dodge</i> it.
3	Avoid Trap		Avoid Trap	Twilight may buy 3. Having spotted a <i>trap</i> , pass beyond it. Does not <i>disarm</i> the trap. May not interact with the trap as part of avoiding it.
3	Improved Stealth			Gain an additional 10 steps and 30 seconds in <i>stealth</i> .
3	Rogue Melee Expert			Unlocks level 4 of the <i>blade melee weapon skill tree</i> .
4	Disarm		Disarm	Twilight may buy 3. Strike a weapon or item (or the arm holding it). The target must drop it. It may immediately be picked up again.
4	Dodge Trap		Dodge Trap	Twilight may buy 3. If a trap goes off and would affect you, call this to <i>dodge</i> it.
4	Lurk		Stealthing {1,2,3} Stealth	May only ever be used 1 time per Scene, may buy 3. Enter an extended <i>stealth</i> with no step limit. Lasts 5 minutes per tier.
5	Backstab		Break	Twilight may buy 5. When behind a target make a swing with the call 'break'.
5	Subdue		Knockout	Twilight may buy 3. Tap a target in the back (represents the head) with a one handed weapon to knock them <i>unconscious</i> for 1 minute.
6	Rogue's Dodge	Dodge	Dodge	Twilight may buy 3. Avoid any game effect and grants a free use of <i>disarm</i> which must be used immediately.
6	Great Escape		Great Escape Stealth	Twilight may buy 3. Instantly enter an advanced form of stealth. As long as you are moving away from danger, quadruples your stealth steps and timer, you may move at any pace, and you gain 3 uses of <i>Avoid Trap</i> while this skill is in effect.

Scavenger

Relies on their craft to get in, get the stuff, and get out alive. Maybe mangled, but alive.

GENERAL REQUIREMENTS

May wear Light Armor, may not wear a helmet. Must have *scavenge*.

ROLE TRAIT

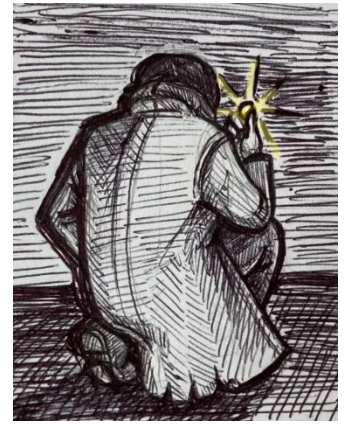
Another Person's Treasure: Metal and wood *scavenging* improved 20%. Notify

Marshal when using.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Scrappy. Event. Call 'scrappy' when dropped to remain functional until another effect would *drop* you, or up to 30 seconds, whichever comes first.

Whatever *injuries* you have, or any *status effects*, still apply. Uses may chain i.e. you may call Scrappy one after the other as long as you have uses.



Level	Name	Req	Call	Description
1	Look What I Found		Found	After any combat in which you participated, pick up a single expended bullet and place it in your live bag as if you just found a live bullet on the ground.
1	Shifty Scavenging	Stealth		Double <i>stealth</i> steps, and may walk quickly while in stealth.
1	Streetwise			You gain 2 additional tiers of <i>cunning</i> , added after your paid tiers.
2	Bypass Trap		Avoid Trap	Twilight may buy 3. Having spotted a <i>trap</i> , pass beyond it. Does not <i>disarm</i> the trap. May not interact with the trap as part of avoiding it.
2	Tangle	Melee weapon	Slow	Scene may buy 3. Strike a target's leg to <i>slow</i> them.
3	Hardened			Gain 1 each of <i>poison</i> and <i>radiation</i> resist.
3	Scrap Armor			May wear Medium Armor and a Light Helmet across Roles.
4	Jury Rig	Crafting Tools		May buy 3. <i>Repair</i> an item with 1 minute Roleplay. Cost is a percentage of build cost based on Repair Item tier. Tier 1: 30%, tier 2: 25%, tier 3: 20%.
4	Parts			May buy 2. Maintain 1 additional ExT per Chem. Add 1 to the total you may maintain.
5	Evade Trap		Dodge Trap	Twilight may buy 5. If a <i>trap</i> goes off and would affect you, call this to <i>dodge</i> it.
5	Hiding Spot	Stealth	Hiding Spot Stealth	Event may buy 5. Instantly enter an immobile <i>stealth</i> . May stay in stealth up to 10 minutes if in the same spot (within 3 feet).
6	Unlockable			Complete the Scrounger goal.



Scientist

Your memory probably begins when you woke up in the woods wearing a lab coat 1 to 4 weeks before running into this group of people. That time was spent scrambling to survive in an unfamiliar world. You may still wear that same lab coat and if so don't know where it came from, though it feels right and (optionally) somehow resists getting dirty. It's also possible you grew up in the wild and learned about science from another Scientist.



GENERAL REQUIREMENTS

May not wear armor or a helmet. Must have *read/write* and *scavenge*.

ROLE TRAIT

Cautious Disassembly: 1 minute roleplay. When you *scavenge* at least 3 ancient tech from a single use, gain one additional ancient tech. Inform Marshal when using.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Sooper Genius. Event. Spend 5 minutes being taught a level 5 or lower Role or Weapon skill from a role or weapon tree you don't have. May batch. You now have that skill at the same *tier* as your teacher until Twilight. Weapon and Role-based requirements may be ignored, provided it's at least barely physically plausible. *Experimental tech* items may carry a call other than their own as an exception through this skill.

Level	Name	Req	Call	Description
1	Let Me Try			Use any single <i>experimental technology</i> without the requirement or skill to do so. Must choose item and verify with Plot at check-in.
1	Hypothesis			Twilight may buy 3. Ask a Marshal questions as if you have <i>knowledge</i> tier 3 on any subject.
2	Calculated Vector			After a combat in which you fired at least twice and hit at least once with an <i>experimental tech</i> weapon, move 1 round from the ground to your live bag.
2	Scientific Method			Twilight may buy 3. Study an object for 1 minute then ask a Marshal 3 questions about that object.
3	Exposure			Gain 1 each of <i>disease</i> and <i>radiation</i> resist.
3	Fast Learner			Event may buy 3. Spend 5 minutes being taught a level 3 or lower Role skill from a role you don't have. You now have that skill at the same <i>tier</i> as your teacher until Twilight. May not duplicate skills.
3	Infused Lab Coat			May wear Light Armor, may not wear a helmet, across Roles.
4	Accepted Theory	Hypothesis	Accepted Theory, (repeated call)	Twilight may buy 3. On seeing any call used you may use it yourself, provided it's at least barely physically plausible (remove any <i>trait</i> from the call i.e. 'by fire'), within 1 minute. Weapon and Role-based requirements may be ignored. <i>Experimental tech</i> items may carry a call other than their own as an exception through this skill.
4	Breakthrough			Event. Work with an <i>Engineer</i> to create 1 <i>experimental technology schematic</i> OR 3 regular <i>item schematics</i> .
5	Mad Science	Let Me Try	[charging (1-10)], (ability)	Event may buy 5. Overcharge an <i>experimental tech</i> weapon on a 10 count allowing 1 shot using the weapon's <i>overcharge ability</i> . Overcharge may only be cancelled intentionally (if knocked out, it's still firing).
5	Tech Farm			May buy 3. Maintain 1 additional ExT per Chem. Add 1 to the total you may maintain.
6	Field Grant	Breakthrough		May buy 2 at double cost. Grants an additional use of Breakthrough.
6	Safety Third	Dodge	Safety Third (Dodge)	Event may buy 3. Run away! As long as you are moving away from a threat you have unlimited <i>dodge</i> as applies to it for 10 seconds.

Sniper

Hard-hitting firepower. Strike targets from a fixed position, or roam the field and deal high damage with precision.

GENERAL REQUIREMENTS

May wear Light Armor and a Light Helmet. Must have *execute*, and use a *one-shot* or *bolt/any action rifle* with Sniper skills. May never buy *slam fire rifle* or *semi-auto rifle* skills unless *DMR* is purchased. May never buy *auto rifle* skill.

ROLE TRAIT

Sniper Precision Expert: unlocks level 4 of the *precision gun weapon skill tree*.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Head Shot. Event. Call 'Death by Head Shot' and hit a target to kill them. The *head* location on the target is considered *destroyed*. As the target is the head, 'helmet' may be called as a defense.



Level	Name	Req	Call	Description
1	Sniper's Nest		Stealthing {1,2,3} stealth	Twilight may buy 5. Activating this skill does not break <i>stealth</i> . On a 3 count establish a <i>sniper's nest</i> , which persists until you leave that spot (within 3 feet) and also grants <i>stealth</i> for up to the first 5 minutes in position. When in your nest all combat skills with a <i>precision rifle</i> grant 2 shots per use.
1	DMR			Designated Marksman Rifle (DMR). Buy <i>slam-fire</i> or <i>semi-auto rifle skill</i> and use them as if they are a <i>precision rifle</i> . May never benefit from a <i>sniper's nest</i> .
2	Called Shot	Execute	Dispatch	<i>Execute</i> is now instantaneous. Call 'dispatch'.
2	Excellent Position		Dodge	Scene may buy 3. As long as you are behind or adjacent to cover (trees, walls, people), call to <i>dodge</i> a ranged base attack that hit you.
2	Sniper's Field Kit			May wear Medium Armor and a Heavy Helmet across Roles.
3	Camo		Camo (Stealth)	Twilight may buy 2. Instantly re-enter <i>stealth</i> you just broke.
3	Deadly Aim			<i>Aim</i> from the <i>precision gun weapon skill tree</i> now grants a call of 'break'.
3	Precision Mastery			Unlocks level 5 <i>precision gun weapon skill</i> .
4	Expert Marksman			<i>Marksmanship</i> from the <i>precision gun weapon skill tree</i> may be used as normal OR as 'if you fired at least 3 and hit at least 2, you may pick up 2'.
4	Professional			May buy 2. Each tier grants an additional use to a <i>scope</i> or <i>bipod</i> .
5	High Caliber		Wound Stun	Event may buy 5. Hit a target with a high caliber shot, causing a <i>wound</i> on the location struck and <i>stunning</i> them.
5	Savage Shot		Break	Event may buy 5. Fire a shot with the call 'break'.
6	Sniper's Cover	Dodge	Dodge	Twilight may buy 3. When behind cover, or in a <i>sniper's nest</i> , call 'dodge' to avoid any game effect. When called in a <i>sniper's nest</i> gain a free use of <i>head shot</i> which must be used within 10 seconds.
6	Precision		(*) No Defense	Event may buy 3. Add the call 'no defense' to any attack.

Surgeon

The Surgeon is a magician with a blade, able to repair the egregious wounds commonplace in this world.

GENERAL REQUIREMENTS

May not wear armor, may never wear a helmet. Must have *first aid* and use *surgical tools* and a *bladed* weapon with Surgeon skills. May only buy *single shot* gun skills unless another *role* allows otherwise.

The BFG (Bubble Field Generator) can play a part in this role, read more about it in *terms and concepts*.

ROLE TRAIT

Common Surgery: In a calm and controlled environment the surgeon can perform *common surgeries*. All common surgeries require 1 minute of Roleplay. Sometimes a *Field Hospital* is calm and controlled, other times not so much.

Surgeon Diagnose: on a 3 count determine all effects and timers on a target (call '{1,2,3} diagnose').

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Field Hospital. Event. Define a roughly 10' diameter area and call 'Field Hospital'.

Actively attending in the area grants all patients *regeneration*. Surgery in a field hospital takes half as long. If anyone *supports* by attending with another use of Field Hospital, or EMT, regen timers are cut in half in the defined area. May only be supported by one additional skill. Any patient already having *regeneration* has their regen timers cut in half in a base Field Hospital, and cut in half again if supported. If you leave the defined area the Field Hospital ceases, otherwise it lasts up to 30 minutes, even if incapacitated.



Level	Name	Req	Call	Description
1	Advanced First Aid			<i>First aid</i> now takes 3 seconds.
1	Anesthetic		{1,2,3} Sedate (duration)	Permanent. Roleplay 3 seconds and sedate a target for 1 surgery or up to 5 minutes. May not be used in combat. 5 minute cooldown.
1	Clear Status		'{1-3} Clear [specify]'	Scene may buy 5. With 3 second RP, use to remove a known status effect from a target. Does not cure poisons or tonics, or remove any underlying cause.
2	Antiseptic			Once per scene grant 1 target Regen for that scene at the cost of 1 Chem.
2	Incision		Wound	Scene may buy 5. Causes a wound on the location struck.
3	Advanced Surgery			You can now perform <i>advanced surgeries</i> in a calm and controlled environment.
3	Field Scrubs			May wear Light Armor, may not wear a helmet, across Roles.
4	Battlefield Surgery			Perform surgery in any environment, and cannot be <i>interrupted</i> during surgery unless incapacitated. Surgery timers are reduced 50%.
4	From the Brink	BFG	{1,2,3} Revive	Event may buy 3. Use a BFG to revive a target that died no more than 10 minutes before. If cause of death remains they die again on a 10 count unless addressed.
5	Amputate		Sever Limb	Event may buy 5. Strike a target on a <i>limb</i> to <i>sever</i> it..
5	Induce Coma	BFG	{1,2,3} Stasis	Event may buy 5. Place target into / awaken target from <i>stasis</i> using a setting on a BFG. Lasts 1 hour. Target must consent OOG. A dead body may be put into stasis indefinitely.
6	Bubble Field	BFG	Bubble Field	Event may buy 3. Define a circle roughly 10 feet in diameter with rope or string, RP 10 seconds and call Bubble Field. Anything in the bubble (& up to 10' vertically) is immune to all game effects and nothing may enter or exit the bubble unless you actively allow it by stating 'pass'. May not fight through the bubble wall by any means. If you leave the bubble it dissipates. Lasts 10 minutes. A calm environment unless a distraction is inside.
6	End Life		Death	Event may buy 3. Strike a target torso to instantly kill them.

Warrior

The most cost-efficient weapons in the apocalypse don't use ammo at all. They're also up close and personal, risky but effective.

GENERAL REQUIREMENTS

May wear Light Armor and a Light Helmet. Must have *execute* and use a melee weapon with Warrior skills.

ROLE TRAIT

Warrior Melee Expert: Unlocks level 4 of all melee weapon skill trees.

ROLE SPECIAL

For each *Level 5 Role Skill Tier* gain a tier of Pummel, Sever, Whack or

Impale (choose only one), each of which are Event. The weapon type listed is required to use the skill:

- Pummel (blunt): call 'destroy' and strike a target to cause a *destroy* effect to the *location* or *item* hit.
- Sever (blade): call 'sever' and strike a limb to *sever* it.
- Whack (staff): call 'knockout' and strike a target to knock them *unconscious*.
- Impale (thrust): call 'eviscerate'. Must hit the torso. Causes a *destroy effect* to the torso struck.



Level	Name	Req	Call	Description
1	Balance		Balance	Scene may buy 2. Call to ignore effects that would change your position, such as <i>trip</i> , <i>shove</i> , and <i>knockback</i> , or to correct a misstep.
1	Combo Strike		Combo, (), Wound	Scene may buy 5. Hit a target with a basic melee, then follow up with a more precise strike within 10 seconds, causing a <i>wound</i> .
2	Any Armor			May wear any Armor and either Helmet across Roles.
2	Finisher	Execute	Dispatch	<i>Execute</i> is now instantaneous. Call 'dispatch'.
2	Melee Sidestep		Dodge	Scene may buy 3. When struck with a <i>base melee attack</i> call 'dodge to <i>dodge</i> it.
3	Melee Mastery			Unlocks level 5 <i>melee weapon skills</i> .
3	Very Tough			Gain 1 tier of <i>tough</i> .
4	Follow-up	Combo Strike	Break	If your first two <i>combo strike</i> attacks hit, follow them up within 10 seconds with an attack with the call 'break'.
4	Grip		Grip	Twilight may buy 3. When struck with a <i>disarm</i> call 'grip' to resist it.
5	Running with Scissors		Running with Scissors	Event may buy 5. Call 'Running with Scissors' to gain 5 calls of 'break'. Until all are used, any <i>wound</i> you take is also a <i>break</i> . After 1 minute the effect ends and any unused calls are lost.
5	Taunt		By My Gesture Taunt	Event may buy 5. For the next minute you are the target's primary target.
6	Measured Attack		(), (Break), (Break)	Twilight may buy 3. Attack with no call. If the attack hits, you may expend one use of this skill to call 'break'. If that hits, you may call 'break' again.
6	Skilled Parry	Parry	Parry	Twilight may buy 3. When struck with an attack or tangible effect call parry. The attack or effect is resolved on the weapon used. That weapon is immune to all effects for that parry, call 'immune'.

Witch

The origin of their power is unknown at this time, but they do wield it. The Witch does use a form of spells, though their access to their magic is nearly instant, so they do not incant.

GENERAL REQUIREMENTS

May not wear armor or a helmet.

UNLOCK SKILL

Detect Magic: you can sense the presence of magic, call 'detect magic'.

Read Glyphs: you can read common magic glyphs (read / write not required).

STACK UNLOCK

For each *Level 5 Role Skill Tier* gain a tier of Heal. Per event per tier, roleplay 3 seconds and make the call 'Heal' while touching (with baton or similar) the target. They are fully sealed and healed. Does not fix breaks or destroys, or remove poisons, tonics, or status effects. May instead be cast as 'Cure', to remove all toxins and status effects on a target.

Level	Name	Call	Description
1	Demon Hunter		Once per scene you may call '25 feet reveal demon'. 3 times per event 'resist' to infernal.
1	Dreamwalker	Dreamwalker	You have an affinity with Dreams and the Void. Provides benefits to Dark Dreams, Cognition, Intuition, and any skill that works 'behind the veil'; add 'dreamwalker' to the call.
1	Herbalist		You have 3 tonic recipes, chosen from the standard list in the rulebook or a Brewers Schematic of a character who has consented to your using it. You may change recipes at check-in, but may only ever have 3. You may make 3 per twilight, at normal cost, but they must be used immediately. May use 'Witch Herbs'. Grants 'Tonic Bomb' once per event.
2	Garb		You may wear up to light armor and a Light Helmet (skills still required), and any hat you wear grants the benefits of a heavy helmet.
2	Tonic Buff		All tonics affecting you have doubled timers.
3	Glyph User		Scene may buy 3. Draw a glyph of a type you know. Must have a book of glyphs. Start with the 'wound' glyph.
3	Flight		Scene may buy 3. Spell. Instant. Adds one use of the 'flying' call per the 'Wings' advantage per scene per tier. No phys rep required.
4	Invisibility		Event may buy 3. Spell. RP 3 seconds and call. You become invisible for up to 5 minutes. Use a light blue ribbon held per stealth. Cannot be 'revealed' or 'heard' by normal means.
4	Repel	Repel by Witchcraft	Scene may buy 3. Spell. Make the call 'by my gesture repel by witch'. They may not approach closer than 10 feet.
5	Delusion	10 Feet Delusion 10 minutes (x tiers)	May only ever be used once per event, may buy up to 5. Spell. Create a convincing illusion around you, which can alter every aspect of that scene. Call is '10 feet delusion 10 minutes, times (number of tiers you have, requires that many social resists to resist)', and then describe the illusion. Cannot be cast during combat.
5	Puppet	Puppet (commands)	Event may buy 5. Spell. Call 'by my gesture puppet' to take control of a target, who will follow basic commands ('attack them', 'sleep', etc) until the minute expires.
6	Witch Aura		Twilight may buy 3. Spell. Cast and don a 'Witch Aura' sash (medium brown with white letters). While in effect you are immune to base attacks. When hit with a call you <i>must</i> use the call 'shield repel'. Lasts up to 1 hour or 3 shield calls, or until dispelled.
6	Witchual Magic		Event may buy 3. You've focused your arts on Rituals. Must have a ritual book, and begin with the ritual 'protection: scrying'.

ADVANCED ROLES

Characters may only ever have 1 Advanced Role. **Must have Level 5 in two Qualifying Roles, and all listed requirements, to begin an Advanced Role Quest.** These Quests are intended to take a minimum of 3 or 4 games, and may take longer. They differ from Level 5 Quests in that they are story driven as opposed to numbers driven. You can only continue to Quest an Advanced Role if you qualify for it. If you think something makes sense to qualify but isn't listed, ask Plot.

Switching a Role has no effect on an Advanced Role you already have, provided the character still fulfils anything in 'must retain', though it may open up new options. Forsaking an Advanced Role follows the same rules as other Roles, so doing so requires a worthy Story Beat (losing 'must retain' items qualifies). Taking a direction antithetical to an Advanced Role requires timely resolution, through forsaking that Advanced Role or a redemption arc. Advanced Role Skills may be bought in any order.



Assassin

You are become death, in the shadows.

Requires: Any Stealth Combat Role & Any Role

Must retain: the base skill Stealth

	Cost	
Assassinate	50 per	Event may buy 3. Strike from behind or from Stealth with the call 'death no defense'.
Ghost	40 per	Twilight may buy 3. Instantly enter stealth, call 'stealth by ghost'.
Quick Escape	20 per	Event may buy 3. While fleeing in Stealth call to go OOG and continue fleeing for up to 100 steps or up to 2 minutes.
Shadowcraft	30	May move any speed while in stealth. All poison use gains 1 application/swing. Gain 2 Dodge Trap calls per scene.

Apothecary

The right amount of the right substance in the right form can cure. Or harm.

Requires: Any Role with Brewing, Tonic or Poison Creation, and Any Role

Must retain: Any Role with Brewing

	Cost	
Distillation	20	With a 1 minute roleplay distill Poisons and Tonics into their resource components at full value.
Homebrew	50 per	Event may buy 2. Roleplay a few seconds and put 4 Wood into a container. After 10 minutes, expend the Wood as if it were Chem in the creation of Tonics and Poisons.
The Life	40 per	May buy 3. Gain 1 Poison Resist. Gain 1 knowledge each in Brewing, Plants, and Pharmaceuticals. If your Brewing has limited uses, gain 1 use of that skill; if it does not, once per Event at check-in gain 1 Brewing Schematic in your book OR improve a schematic you already have.
Special Reserves	30	You know the good stuff, and choose it when you can. Tonic effects on you have double effect and last twice as long. Poisons gain a second (immediate) use.

Archaeologist

Duh duh-duh duuuuuuh, duh duh-duuuuuuh.

Requires: Any Role with a food, wood, metal, or ancient tech Scavenging Bonus & Any Role with a Trap related skill option (can be same, if so then '& Any Role') & Disarm Trap

Must retain: Disarm Trap

	Cost	
Archaeologist's Luck	50 per	Event may buy 2. May be used any way you deem appropriate, even meta-adjacent: as an Advanced Defense, to redo a Bag Pull, to influence an NPC, et al.
Bad Dates	20 per	Twilight may buy 3. Gain 1 Poison Resist and 2 Dodge Trap.
Hat and Jacket	40	You may never wear more than Light Armor and a Light Helmet across Roles (skill required). While wearing a Hat and Jacket you gain +2 Armor, +1 Dodge, and +2 Dodge Trap. If you are without your hat you gain madness: must get hat back at all costs.
It Belongs in a Museum	30	Add a 10% bonus to all end of mod Loot / Treasure / Scavenge.

Artificer

You are skilled in the creation of Artificed Items, a form of Lesser Magic. Your magic influences and enhances what you make.

Requires: Any Role with Item Crafting Related Skills & Craft Item & Any Magic Role

Must retain: Craft Item & Any Magic Role

	Cost	
Craft Artificed Item	40 per	Event may buy 3. With a 5 minute roleplay craft an Artificed Item, at Standard Item cost plus 1 [redacted]. As part of the creation process, each additional [redacted] added embeds 1 use of a [redacted] spell you or an assistant know. Artificed Items may hold up to 3 spell uses.
Embed Spell	30 per	Event may buy 3. With a 5 minute roleplay and the cost of 1 [redacted], permanently embed a [redacted] spell you or an assistant know into an existing Standard or Artificed item. Standard items may hold 1 spell use, Artificed may hold up to 3. May be used to replace an existing embedded spell.
Harvest Magic	20	With a 1 minute roleplay, harvest the magic components of a lesser magic item, or an item with an embedded causal moment. The item remains, devoid of magic.
Trinket of Fives	50	With a 5 minute roleplay and 1 [redacted] create a Trinket of Fives. When you embed a spell into an item, bits of leftover [redacted] coalesce into it. Embedding spells 5 times allows you to embed 1 use of a [redacted] spell you or an assistant know. A Trinket may hold up to 5 spell uses. Trinkets are considered treasured personal gifts.

Bioturge

Magic powered by life. Life powered by magic.

Requires: Any Medical Role & Any Magic Role

Must retain: Any Medical Role

	Cost	
Benevolent Leech	30	Each time you use a Medical Skill (first aid, surgery, anesthetic, etc) your counter goes up by 1 (Bioturge skills are not medical skills). Any time after it hits 10 you may call 'allies 25 feet grant tough', resetting your counter.
Boneweave	40 per	Scene may buy 3. Roleplay 10 seconds, call 'repair break grant 2 armor by boneweave', and touch (baton) a target.
Cleansing Flame	20 per	Scene may buy 5. Roleplay 3 seconds, call 'remove all toxins and effects by fire', and touch (baton) a target.
Simulacrum	50 per	Event may buy 2. With a 1 minute roleplay and 4 Food, you make a Simulacrum (copy) of someone. The next time that individual dies (that event), their Simulacrum goes to Death instead of them.

Brawler

Much more skilled than some would have you believe. Brawling is a combat style as much as it is an attitude.

Requires: Any Unarmed Combat Role & Unarmed Combat lvl 4 & Any Role

Must retain: Unarmed Combat lvl 4

	Cost	
Cardio	30 per	May buy 3. RP 10 seconds to gain 2 uses of any Offensive Combat Skill you have.
Hoist	20	You gain Strong per the advantage Strength (if you already have it, you are Strong x2). Once per Scene may roleplay 3 seconds and call '10 feet fear by intimidation'.
Thick Skin	40 per	May buy 2. Gain 1 Armor and 1 Savvy.
Unrelenting	50 per	Event may buy 3. Roleplay 3 seconds and call 'unrelenting'. For the next minute you have unlimited calls of Knockout, and cannot be Dropped by anything short of a Destroyed Torso. If you move backwards (ok in 'caution') the effect ends immediately (careful not to press or charge unsafely, you can move forward or stay stationary).

Bullseye

Make it count.

Requires: Any Ranged Role & Any

Must retain: Any Ranged



	Cost	
Determined Focus	20 per	May buy 3. You may continue to fire and use ranged combat skills while Dropped. You may fire unlimited base attacks, and use as many Skills as you have tiers of this skill (skills can lead to more shots). You can reload.
Let It Roll	50 per	May buy 3. Any time you hit with a Skill Call, you may call 'let it roll' and take another shot with that Call without expending another use of that skill. As long as you continue to hit, you can continue chaining the call as many times as you have tiers of this skill (max 3). If, however, you miss one of the free calls (not counting misfires), your gun jams and you must roleplay fixing it for 10 seconds before using it again. For Skills with multiple Calls, or other extra Calls like from a Nest, it is always the final Call that triggers Let It Roll.
Recovered Chem	40	You can recover and reuse chem residue from bullets. Every 6 bullets fired you may move 1 dart from your spent to your live bag. The count persists and cycles throughout the event.
Tools of the Trade	30	Doubles <i>Scope</i> , <i>Bipod</i> , and <i>Iron Sight</i> uses.

Charlatan

'If there's anything more important than my ego around, I want it caught and shot now.' – D. Adams

Requires: Any Role Involving Theft or Deception & Any Role & Any Social Resist

Must retain: Any Social Resist

	Cost	
Counterpoint	20	Any time you use a Social Resist you may call 'resist counterpoint (the same effect you resisted)'.
Distract The Crowd	50 per	Event may buy 3. May call 'by my voice distract' at a reasonable volume for the situation.
Fish Fallop	40 per	Scene may buy 3. Roleplay 3 seconds then call 'stun by words'
Under the Bus	30 per	Scene may buy 3. Call 'by my gesture force taunt' at a target, then point at one of your allies.

Druid

The essence of Nature itself flows through you, granting power and asking nothing, as it trusts you to defend it.

Requires: Hunter or Witch & Any (must forsake Hunter on taking Druid).

Must retain: no requirement

	Cost	
Grove Defender	50	Speak with Plot to choose your Grove Defender, a full size animal companion you can summon at will. You may have one additional Companion provided it is your Grove Defender.
Healing Tree	20 per	Event may buy 3. Place a green rope around a tree and roleplay for 10 seconds. Up to 6 targets may touch the tree. Anyone touching the tree is granted Regen. Lasts as long as you attend it.
Nature Rituals	40 per	Per Event may buy 3. You may now cast Nature Rituals. Your Ritual Book is OOG, as your rituals spring from your connection to Nature. You begin with the ritual Nature's Bounty.
Tree Teleport	30 per	Twilight may buy 3. Touch a tree, call, and go OOG. You may take up to 50 steps over the next minute. Walk to another tree, touch it, call again, and reappear.

Duelist

Single combat is your life (and likely eventual death).

Requires: Any Melee Weapon Combat Role & Any Pistol Ranged Role & Parry

Must retain: Any Pistol and Any Weapon & Parry

	Cost	
Aggravate	20 per	Scene may buy 3. Embed 'aggravate taunt' call in roleplay. Requires target to roleplay more aggressively, and target is Taunted.
Coup de Grace	40 per	Event may buy 3. After a successful pistol shot (with or without call), you may call 'Coup De Grace' (coo de grah). Your next melee attack within 5 seconds against the same target uses the 'pierce death' call.
Line in the Sand	30 per	Event may buy 3. Trace a line on the ground and dare a target to cross it and fight you. If they do, gain 2 Dodge and 2 Parry for that fight with that target.
Riposte	50	When you would call Parry, or after manually parrying, you may call 'riposte', using a Parry. The attack is considered <i>parried</i> and resolved as if it hit your weapon, and you may then immediately swing or fire with the call you just riposted. If you have an Advanced Defense Parry, also gain its benefits.

Investigator

'Everybody has something to conceal.' — S Spade

Requires: Any Role with an Information Gaining Skill (knowledge, tracking, et al) & Any Role & Question & Any Social Resist

Must retain: Question

	Cost	
Detailed Inspection	40 per	Twilight may buy 3. Inspect an item or scene (of a crime or event) for 10 seconds. You may ask any 3 questions to the marshal about it and receive answers as long as it's 'at least barely reasonably plausible' you could discover them (may describe why it is plausible).
Listen and Spot Hidden	30 per	May buy 3. Grants the effect of the Antennae advantage (no phys rep needed), as you can hear them. Per Twilight may call 'everyone 25 feet reveal'.
Persuade	50	Any time you use the skill Question and it is resisted, you may use a Social Resist to call 'persuade (ask the question again)'. May chain up to 3 Persuades with 1 Question.
Certificate of Completion	20	Grants Assess, First Aid, Pistol Use (single or bolt), Small Melee, and Advanced Tracking per the Hunter Skill 'On the Hunt'.

Mad Scientist

Mad, you say?! As you've learned, it wasn't just the Void. The madness was within you all along.

Requires: : Any Science Based Role & Any Role

Must retain: Any Science Based Role

	Cost	
Bayception	30	Any Schematic Creation you meaningfully contribute to involving weaponry, explosives, or high power, gets a reduction in build cost up to 10%, based on your involvement. You gain a use of Breakthrough that may only be used to create schematics for weaponry, explosives, or high power.
Incautious Disassembly	20	Your Cautious Disassembly is replaced with: 15 second roleplay. When you <i>scavenge</i> at least 3 ancient tech from a single use, choose a side and flip a coin/token in front of the Marshal. Any time your side comes up, you gain the AT with an additional +3, and stop flipping. If the other side comes up, the AT is reduced by 1, and you flip the coin again. You must roll until your side comes up, or have rolled 3 of the other side. If this happens the pile has detonated, and you must take a destroy effect to a location or item for each AT that was in the pile. You cannot hand off items before scavenging (that would be cautious).
It goes to 11	40 per	Event may buy 3. If you do not have the Scientist Role Skill 'Mad Science', you may now use it as if it were this skill. Each tier of this skill is an additional use of it, and the text is now, ' <i>Overcharge</i> an <i>experimental tech</i> weapon on an 11 count, allowing 3 shots (within 11 seconds) using the weapon's <i>overcharge ability</i> .'
Stark Raving Mad	50	You may now wear Heavy Armor across Roles (no skill required). When wearing Medium or Heavy Armor gain 1 use of 'flying' per Scene (no phys rep needed), and 2 calls per Scene of 'repel by science'. Once per Event you may remove 1 AT from the cost of the creation of any item that involves weaponry, explosives, or high power.

Monk

Your staff is you, and you are your staff.

Requires: Any Unarmed Combat Role & Advanced Unarmed Level 4 & Any Role

Must retain: Unarmed Combat

	Cost	
Astral Projection	50 per	Event may buy 3. Roleplay 1 minute, call, and choose to enter the void or stay on this plane. If the void, you go OOG, may walk up to 10 minutes with minimal IG sense of surroundings, then reappear. If on this plane, you remain IG but are incorporeal, unable to affect the world (can speak) and immune to all effects (call 'passes through'), for up to 10 minutes. May call 'end astral projection' to exit the skill.
Focus Barrier	30 per	Twilight may buy 3. With two hands, call and hold your staff flat in front of you for up to 1 minute. During this time you may only walk, and any attack passing through the weapon's forward arc you may call 'no effect'. Any weapon striking the staff call 'no effect disarm'.
Harmony	40 per	Event may buy 3. Roleplay 3 seconds, plant your staff in the ground to access the natural healing power of the area, and call 'everyone 25 feet grant regeneration 10 minutes'.
Quarterstaff	20	May use a Staff as if it is Unarmed, including Base and Advanced Skills. May also take Staff skill and related Advanced Weapon Skills. Gain 1 Dodge.

Predator

The creature without, the creature within.

Requires: Any Combat Role & Claws & Any Role

Must retain: Claws

	Cost	
Consume	30	With a 10 second roleplay, consume the body of a dropped or killed target (regardless what it's made of). This will heal 1 location fully (does not repair or replace), or heal 2 points of Natural Armor.
Flurry Fury	40 per	Event may buy 3. May add the call 'flurry' to any attack.
Manicure	20	Your claws are particularly sharp. With a 10 second roleplay you hone them, granting the call 'wound' on your next attack.
Primal	50 per	Event may buy 3. Roleplay 3 seconds and give in to your most primal self. For the next minute your base attacks swing Wound and you can only be Dropped by a Destroyed Torso. During this time you gain the 'Aggressive' disadvantage and may only use Damage and Dodge Skills, and Consume.

Roboticist

You design and make Robots, and are familiar with their operation.

Requires: Any Role with Item Crafting Related Skills & Craft Item & Any

Must retain: Craft Item

	Cost	
Controller	30 per	Scene may buy 3. Call 'by my gesture control robot by science'. For 1 minute it will follow simple commands.
Create Robot – Full Size	50	You may have an additional Companion, it may be Full Size, and it must be a Robot. Per Event, with a 10 minute roleplay and the help of a group, and appropriate resources, you may define and build a Full Size Robot Companion. Requires a Plot Marshal
Create Robot - Small	40 per	May buy 3. You may have an additional Companion, and it must be a Small Robot. Per Event, with a 5 minute roleplay and the help of a group, and appropriate resources, you may build a Small Robot Companion. Requires Plot Marshal.
Null Signature	20 per	Twilight may buy 5. Call 'robots 10 feet distract by science'. The Robots will ignore you for 1 minute.

Runesmith

The power of symbols, fully expressed.

Requires: Any Glyph using Role & Any

Must retain: Any Glyph using Role

	Cost	
Create Glyph	40	Event. Work with a group during a 5 minute roleplay to create a new Glyph (requires plot marshal) and write it in your book.
Nullify Glyph	20	Remove a Glyph with a 1 minute roleplay. If it is your own Glyph the roleplay is 10 seconds. Powerful Glyphs may take longer or exact a cost.
Permanence	50 per	Event may buy 2. A 10 minute roleplay that creates a permanent Glyph. All permanent Glyphs refresh per event. The Glyph cost is x 10, and also costs 1 or more [redacted]. Requires a Marshal.
Power of 2	30 per	Scene may buy 2. You may place a second Glyph on a target. The cost of the Glyph is squared.

Scalpel/Stiletto/Quickblade

Not all have taken the same oath.

Requires: Surgery or Assistant & Any Stealth Based Role

Must retain: Surgery or Assistant & Stealth

	Cost	
Advanced Sleight of Hand	30 per	Event may buy 3. You perform an action in front of others they don't detect – take something off a table, put an implant into a surgical patient, reverse pickpocket, et al. In addition, gain 1 resist to detection per tier.
Cutthroat	50 per	Event may buy 3. If behind a target or in Stealth, gain the call 'silence death stealth'.
Didn't make it	20	Event. You choose for the surgery to fail, and the patient dies. This is undetectable.
Fade Into Shadow	40 per	Twilight may buy 3. Call and go OOG. You may walk up to 30 steps into a nearby shadow, raise your Stealth ribbon, and come back IG.

Scout

Get in, get the intel, get out, and get home.

Requires: : Hunter or Sniper or Scavenger or Rogue & Any & Stealth

Must retain: Stealth

	Cost	
Detect and Flush Out	30 per	May buy 3. Grants the effect of the Antennae advantage (no phys rep needed), as you can hear them. Per Twilight may call 'everyone 25 feet reveal'.
Group Stealth	50 per	Event may buy 3. Call '{1,2,3} 25 feet group stealth'. The Scout's stealth timer is doubled. Any ally who remains within 25 feet and follows stealth rules may remain in <i>stealth</i> as long as the Scout. Anyone without a ribbon must stay near the scout with one hand pointed to them and their weapon held to the scout (may <i>chain</i>). If anyone drops stealth the rest remain in stealth. Scout is responsible for assisting Marshal in ensuring <i>stealth</i> rules are followed by all.
No Tracks	20	You don't leave visible tracks, and take a heroic level of Tracking to detect. Applies to everyone in a Group Stealth you initiate.
Operative	40	Double stealth steps and timer and may move at any pace while in stealth.

Spellblade

The weapon isn't necessarily a blade. You are the blade.

Requires: : Any Magic Role & Any Melee Combat Role

Must retain: Any Magic Role & Any Arcane Melee Weapon

	Cost	
Attune Arcane Weapon	20	With a 1 minute roleplay, attune a weapon to make it your Attuned Arcane Weapon. Can only have one. When wielded by you it now has a 'type' based on a [redacted] spell you can cast, and when swung always adds 'by (type)'. If it already had a 'type', the weapon retains its type. See Plot to verify type if unclear. While in hand you are immune to that weapon's 'type'. May cast spells through your Arcane Weapon.
Blinkstrike	30 per	Twilight may buy 3. Call 'blink' and go OOG. You may walk up to 10 steps in up to 10 seconds in a roughly straight line. Call 'reappear' and go IG. Your next strike with your Arcane Weapon has the call 'break by (type)'.
Seven Steps	50	Each time you cast a spell, your Arcane Weapon charges. You may cash it in at any time for a call, with the call based on the number of charges, all of them with 'by (type)': 1-2 Knockback, 3-4 Wound, 5-6 Break, 7+ Destroy. You may choose a lesser effect from the list, but it always resets your count.
Wave of Magic	40 per	Event may buy 3. With weapon outstretched, make a motion demonstrating a 180 degree arc in front of you and call 'everyone 10 foot arc knockback stun by (type)'.

Spellshot

Magic bullets you say. Please, have a seat, tell me more.

Requires: : Any Magic Role & Any Ranged Combat Role

Must retain: Any Magic Role & Any Arcane Ranged Weapon

	Cost	
Attune Arcane Weapon	20	With a 1 minute roleplay, attune a weapon to make it your Attuned Arcane Weapon. Can only have one. When wielded by you it now has a 'type' based on a [redacted] spell you can cast, and when fired always adds 'by (type)'. If it already had a 'type', the weapon retains its type. See Plot to verify type if unclear. While in hand you are immune to that weapon's 'type'. May cast spells through your Arcane Weapon.
Blinkshield	30	Any time you use an Advanced Defense (dodge, parry, or similar) you may also call 'blink by (type)', go OOG, walk 10 steps, call 'reappear' and come back IG.
Six Bells	50	Each time you cast a spell, your Arcane Weapon charges. You may cash it with a call based on the number of charges, all of them with 'by (type)': 1-2 wound, 3-4 break, 5+ destroy, 6+ with Magic Bullet disintegrate. You may choose a lesser effect from the list, but it always resets your count.
Magic Bullet	40 per	May buy 3. For each tier you get 1 white dart (ammo) at check-in for that event, a missile of pure magic. They may be fired with the call 'knockback slow by (type)', or used to carry a spell you cast or a Six Bells call.

Survivalist

The rules of three are life and death.

Requires: : Any Role with a food, wood, or metal Scavenging Bonus & Any Role & First Aid

Must retain: First Aid

	Cost	
1 Water and Shelter	40	You are immune to effects by Water, Air, and Sun.
2 Fire and Navigation	20 per	Scene may buy 5. You may add 'by fire' to any skill, attack, or call. In any situation may ask a Marshal the direction to anything IG to get a precise response, state you are using the skill.
3 Medical and Food	50	First Aid roleplay is now 3 seconds, and you may use it on yourself. At check-in gain 10 Food, and your companion(s) do not require maintenance.
Get Out of My Gryll	30 per	May buy 2. Per Scene may call 'by my gesture repel'. Per Event eating grilled food (IG) replenishes a single use of a single Twilight Skill.

Tank

As tough as it gets.

Requires: : Any Melee Combat Role with Taunt & Any Role & a Metal Shield

Must retain: Metal Shield & Taunt

	Cost	
Armor Fitment	30 per	May buy 2. Gain 2 calls of 'armor'.
Drang	50 per	Twilight may buy 3. When fighting a target you have Taunted, gain 1 Parry against that opponent.
Depleted Unobtainium	40 per	May buy 2. Your armor or shield gains 1 resist to Wound, Break or Destroy.
Sturm	20	Your weapon and shield are <i>immune</i> when Parrying. Any time you Parry, you may follow up with the call 'by my gesture taunt'.

Zerker

Ferocity has its benefits, and its costs.

Requires:: Any Melee Combat Role with a Weapon & no more than Medium Armor & Lvl 4 Advanced Weapon Skill & Any Role

Must retain: Lvl 4 Advanced Weapon Skill & no more than Medium Armor

	Cost	
Battle Roar	30 per	Twilight may buy 3. May be used to call 'enemies 25 feet fear' or 'allies 5 feet grant tough'.
Frenzy	40	When unwounded you swing normal base attacks. With 1 or 2 <i>wounded locations</i> you swing 'wound'. With 3 or 4 <i>wounded locations</i> you swing 'break'. With 5 <i>wounded locations</i> you swing 'destroy'. You are not <i>slowed</i> by torso damage.
Relentless	50 per	Event may buy 3. For the next minute no amount of damage, short of a <i>destroyed torso</i> , will <i>drop</i> you.
Rub Dirt On It	20	Event may buy 3. Delay the effect of any game effect for 1 minute.

Zookeeper

Collect them all!

Requires: : Any 2 Roles

Must retain: no requirement

	Cost	
Feed	20 per	May buy 5. Reduces total combined Food cost for your and other Companions you maintain by 4.
Moar!	30 per	May buy 2. Keep and benefit from an additional Small Companion.
Moaaar!	40 per	May buy 2. Keep and benefit from an additional Small Companion.
Mooooaar!	50 per	You gain an additional, Full Size Companion. Speak with Plot to choose your full size zoo animal companion you can summon at will.



MAGIC

Can only be used if your Role allows it. The main forms Magic takes in the world are Spells, Glyphs, Rituals, and Artificing.

Spells are the casting of a wide variety of magics, of varying complexity, type, and effect.

Glyphs are the writing of symbols, holding power within.

Rituals are a series of steps culminating in the release of the most powerful magics known.

Artificing is the creation of Minor Magic Items. Artificing itself is not magical, but harnesses the magic within certain resources.

Within these forms can be found the structure of Novice, Adept, and Proficient, delineating the difficulty of casting or performing such magic. Further, magic is found to be split into two halves, Element and Essence; and further split into a number of Schools. Elements include Air, ■■■, ■■■, ■■■, and ■■■, while Essence includes ■■■, ■■■, ■■■, Mind, and ■■■. In addition is the school of Arcana, which binds the two halves.

It is exceptionally rare for any practitioner to know more than three schools: Arcana, and two others. For example, Witch binds Air and Mind with Arcana.

SPELLS

Some Roles have spells embedded within them. Witch, for example, has the Adept Air spell Flight, the Adept Arcana spell Invisibility, and the Proficient Mind spells Delusion and Puppet. It also has a spell unique to it that only shows up in that Role description, Witch's Aura, which would be considered a combination of Air and Arcana if it had to be categorized.

More to come.

GLYPHS

Can only be used if your Role allows it. They're temporary, often invisible unless Detected, and usually have a cost. The magic used to create them embeds the innate power of specific resource(s) into the symbol. Unless otherwise stated, a Glyph takes a 10 second RP to apply. Every Glyph lists where it can be used, the cost to use it, and any requirements. When a Glyph is stacked with another effect (say Wound with Sharpen), the Glyph is used first. Glyphs always last until used, but no longer than a Scene. A target (person / character) may only carry a single Glyph at a time.

A Glyph Book starts with a single Glyph in it, for free. Writing or copying a new Glyph into a book requires understanding of the Glyph, the ability to Read Glyphs, a 1 minute RP, 2 Metal for the ink, and 1 Wood for the quill, which is destroyed in the process.

COMMON GLYPHS

These are commonly (in Glyph circles) known Glyphs.

Wound – weapon, 1 Metal. The next hit with this weapon causes a Wound, call 'wound'.

Protection – worn item, 2 Wood. Grants a single use of Tough.

Resist Poison – worn item, 2 Food. Grants two Poison Resists.

Resist Disease – worn item, 2 Food. Grants two Disease Resists.

Resist Radiation – worn item, 2 Food. Grants two Radiation Resists.

Resist Infernal – worn item, 2 Metal, Demon Hunter only. Grants two Infernal Resists.

RITUALS

Releasing great powers, every Ritual consumes materials and takes 10 minutes of roleplay, unless otherwise stated. If Marshalled a Ritual may be modified by the details of the performance. A ritual must be performed in a Ritual Circle, otherwise the nature of your ritual is up to you (careful of appropriation please). Rituals may only target things within the circle unless otherwise specified. All ritual effects last for that Event or until used, unless stated otherwise. They are at-will and can be used or not in whatever order the user decides relative to other effects.

A Ritual Book starts with a single Ritual in it, for free. Writing or copying a new Ritual into a book requires understanding of the Ritual, a 5 minute RP, 2 Metal for the ink, and 2 Wood for incense. Each Ritual includes the cost and any requirements.

COMMON RITUALS

These are commonly (in Ritualist circles) known rituals.

Protection: Scrying – 2 Wood, Witch only. If used on yourself does not cost a use of Witchual Magic. Target is granted protection from Scrying / any kind of information effect used towards them for the event. If the target is a Witch they are aware if an attempt is made, some limited details of the attempt, and may send the attempter a message of their choosing.

Infernal Hunt – 4 Metal, Demon Hunter only. Target gains 4 Infernal Resists, and may swing, shoot, or throw a packet with the call ‘wound to infernal’ 2 times per minute. Lasts for the Event or until all Infernal Resists are used.

Nature’s Bounty – 4 Wood, Nature Ritual. Creates 30 Food.

Incinerate – 10 Wood, 1 Chem. Can be used to destroy even the most stubborn items.

More to come.

CHARACTER COMPANIONS

Small Companions, such as *Shoulder*, *Pocket*, or *Puppet*, are handled under the rules for *items*, though they are not owned in the same sense and will leave if mistreated. As they have IG effects, they must have a tag to be phys-rep'd. Any character may only have 1 attuned to them unless their role permits otherwise. If you start with one it costs 2 starter bullets and you get to choose everything about it. If found in the wild you will get a pre-made tag. The first time you pay its maintenance at check-in (2 or 4 food depending) it binds to you. Shoulder or Pocket just means it sits there (could be poking out of a bag, on a hat, who knows). Puppet requires use of an arm.



They require food at check-in to represent feeding them between games. If unfed they are off finding food, if repeatedly unfed they'll just leave. Intelligent small companions require 4 food, base is 2. Intelligent may use simple language and speak 1 language related to their type (animals may speak beast for example). Base small companions are akin to animals in the wild, any communication they do is simple and emotive and does not contain complex reasoning or direction. Once determined, a small companion is considered to be either *intelligent* or *base* unless changed by an IG effect. Small companions cannot be targeted during normal gameplay (when with their companion PC), and are generally considered not part of combat, though a random hit could injure them (if that's fun in the moment for you).

Every *shoulder* or *pocket* companion has 1 *Small Companion Trait*. *Puppets* have 3, to compensate for the use of the arm. *Traits* are required to emphasize the nature of the companion. For example a turtle can't grant bonus speed, a rabbit can't grant bonus armor. Types listed are examples, other types may apply. **Robotic** small companions may take any trait, which must be represented in the prop. Your companion must be visible for its trait to have any effect. Traits must be approved by plot, particularly *custom* traits. If you have multiple companions they may not have the same or similar traits.

SMALL COMPANION TRAITS

Armored	+1 to worn or natural <i>armor</i>	Turtle, armadillo, beetle	Look What You Found	Once per Scene pick up a spent bullet into your live bag	Ferret
Aware	Has <i>antennae</i> and can alert you	Ant	Nimble	<i>Stealth</i> +10 steps	Squirrel
Bitey	+1 <i>fangs/tusks</i> use	Walrus, Vampyre Bat	Omnivore	Gain 20% Food Scavenge	Gull, Crow
Clean	+1 <i>disease resist</i>	Cat, rat, mouse	Play Dead	Once per Twilight while dropped may call 'by-my-voice distract enemies'	Opossum
Custom	Talk with Plot	Talk with Plot	Poisonous	Coated weapons +1 use	Spider, Snake
Enhanced Vision	You gain the Hunter skill On The Hunt	Eagle, falcon	Regrowth	<i>Regeneration</i> now 100 seconds	Lizard, newt
Enduring	+1 <i>radiation resist</i>	Cockroach	Resistant	+1 <i>poison resist</i>	Frog, Honey Badger
Fearless	+1 <i>courageous</i> tier	Lion	Shy	<i>Stealth</i> + 10 seconds	Mouse
Fertilizer	Once per Twilight double your Food scavenge	Chicken	Thick Skinned	Refresh tough 1 per Twilight	Badger, rhino
Find a Way	Will to Live gets +30 seconds	Lizard	Tricksy	+1 <i>cunning</i> tier	Mouse
Gills	You can breathe underwater	Fish	Uplifting	<i>Wings</i> and <i>leap</i> +5 steps	Small birds
Headstrong	+1 <i>horns</i> use	Goat, Ram	Wise	All knowledge skills +1 tier	Owl

Companions (full size) can only be obtained through a Role. They are assigned stats by Plot when found/summoned/created. Full size companions can die, like any character. When they do, they go through the normal process of respawning during the mod, and then go to Death. At Death they always have a 1 in 6 chance of Perming. If they Perm they can be replaced with an exact copy through the process/skill that originally brought them here.

CHARACTER CREATION

New characters start with 50 EV. We use LARP Portal (link on our website) for character creation. Here's an example simple character concept: Len was born and raised in Forest Edge. A pack of badgers drove them out, and they made their way to Town.

STEPS TO CREATE A CHARACTER: There are many ways to approach this. Here's a guideline that fits the system well.

1. Consider what you generally want to make as far as *Role(s)*, costume, and backstory.
 - a. What will you do during combat? How do you interact with the world? What kind of stories do you like?
2. Figure out points for *Advantages* and *Disadvantages*. The total is limited and can only be bought at creation.
 - a. Consider a Mutation Pack, it may save you points and add build flexibility.
3. Choose Base, Advanced Weapon, Role, and Between Game Skills. A character with only Base skills can be viable, though they could have any mix of these. Make sure you have the skill to use the weapon(s) and defense(s) you want.

BACKSTORY: Having a backstory gives depth to a character and submitting one on LARP Portal grants EV and adds to the world. Keep it short, and make it a beginning to the story you will then play. Make sure the character has reasons to be here and collaborate, and do the things we do in the game. This doesn't mean you can't be evil, just not evil towards Town. Things in the wild are small scale. A 'large building' is a shed. The Diniael Encyclopedias on the website are a great place to get ideas for how your character is tied to the area. There are some nearby areas your character would likely have come from, or through:

Forest Edge: bordering Plant controlled territory west of Town, sometimes crossing into it, Forest Edge comprises an area with a few dozen lean-tos, spread across several square miles, under an ever-threatening canopy. People here live like mice in the underbrush, foraging what they can, avoiding large threats, always under a watchful eye.

The Gravelands: northeast of Town is a dry grassland with sparse trees and brush. Named for its ceaseless pockets of undead, this is a harsh and uninviting place. Some inhabitants dig small burrows to escape its numerous threats. People of the area spend a good amount of time clearing them from their immediate area, with physical force or by other means.

Sinking Bog: not hard to find as you move southeast from Town, you'll smell it miles before you see it. Finding a suitable dry spot without imminent danger is truly difficult, and not many have. Those that do live here overcome numerous challenges on a daily basis, including particularly twisted plants, brackish and foul water, and dense, disorienting fog.

Cave Dwellers: dotted all around are caves, natural or otherwise, and there are those who have found ways to live at least some of the time in them. These caves can be extremely dangerous, and people aren't the only ones interested in them.

Starting Gear

Any item considered IG (i.e. weapons, armor, crafting kits, et al.) can only be obtained IG or as starting gear. Every player starts with 10 live bullets they may keep or spend at check-in on the following options. These prices are for starting characters only.

Item	Cost in Bullets	Item	Cost in Bullets
1 Hand Melee	2	Magazine (mag) spare 6 round	1
2 Hand Melee	4	Medical Kit	2
Armor, Helmet, Light/Heavy	1/2	Notebook / Paper	Free
Armor, Light/Medium/Heavy	2/4/6	Pistol (one shot/bolt/slam/semi auto/auto)	1/2/3/3/4
Bipod	1	Primitive Ammo (5)	1
Blowgun with 5 darts	2	Rifle (one shot/bolt/slam/semi auto/auto)	1/2/3/4/5
Bow with 5 Arrows/Bolts	2	Scope	1
Brewer's Kit	1	Shield	3
Crafting Tools	2	Staff	2
Flare	1	Surgical Tools	1
Knife / Thrown	1 / 1 for 2	Thief Tools	1

* Starting guns with a magazine (mag) start with one 6 round mag.

Goals

Goals help with character development and can add personal story. They grant EV and a title. **When you complete one alert us in your PEL and we'll unlock it for you on LARP Portal.** The form of the title (murderer, murder, murderous, murdering, etc.) may be altered. Goals may be dropped at check-in, losing all progress. 'Gaming' goals is not allowed. A character may only complete each goal once. Some goals have a / in the goal title. When completed you may choose one of the options listed for that title.

ACTIVE GOALS- Active goals only progress when you track them. May track and progress 1 active goal at a time.

Goal	EV	Description	Goal	EV	Description
Accurate	2	Recover 25 bullets using the <i>marksman</i> skill	Lead Farmer	4	Recover (for yourself or others) 100 spent bullets
Analyst	2	Assess 20 non-standard items.	Lethal	3	<i>Drop</i> 6 targets with a single melee hit each
Armorsmith	2	<i>Craft</i> a total of 6 sets of <i>armor</i>	Mangler	2	<i>Break</i> 12 limbs
Artful Dodger / Evasive	3	<i>Dodge</i> 5 called skills or effects	Mender	1	<i>Repair</i> 30 points of armor
Artisan / Crafty	2	<i>Craft</i> 10 standard items (not bullets)	Monger	2	Profit 20 bullets selling your services to other players
Bird of Prey	2	<i>Drop</i> 5 targets affected by <i>mark</i>	Murderer	2	<i>Drop</i> 30 enemies
Blood Soaked / Doc	3	Perform 15 <i>surgeries</i>	Negotiator	3	Avoid certain combat through talk 5 times.
Bomb Squad / Disarming	2	Disarm 15 <i>traps</i>	Occupational Hazard	2	Be dropped 10 times as a Combat Role
Breaker	1	Use <i>skills</i> to <i>break</i> 15 <i>armor</i>	Of the Circle	3	Perform 5 Rituals
Cauldron	3	<i>Unlock</i> 3 <i>tonics</i> or <i>poisons</i>	Party Fiend	1	Take <i>Rave Juice</i> and or <i>Touch the Void</i> 10 times
Chain Fire	2	<i>Drop</i> 20 targets with <i>wombo combo</i>	Peltast	2	<i>Drop</i> 25 targets with <i>thrown</i> weapons
Charged Up	2	<i>Overcharge</i> weapons 15 times	Planner	4	Create 5 Building Schematics
Codebreaker	4	Decode 10 ciphers	Prepared	1	Have 101 food (not borrowed)
Deadeye	3	<i>Drop</i> 3 targets at least 25' (10 paces) away with a single shot each	Reclaimer	2	<i>Drop</i> 10 undead
Deadly	2	<i>Drop</i> 30 enemies with your bare hands or claws	Reviver / Shocker	2	<i>Revive</i> 10 targets
Empty Hand	1	Perform 25 <i>executions</i> unarmed	Scrounger	1	<i>Scavenge</i> 180 resources
Enlightened	2	<i>Meditate</i> (skill) 60 minutes total	Shifty	2	Enter <i>stealth</i> 25 times
Exterminator / Carnivore	2	<i>Drop</i> 15 beast-based mutants	Slacker	1	Do not <i>loot</i> or <i>scavenge</i> for 2 games
Firing Squad	4	Perform 10 Executions from more than 10 feet away.	Sly	2	<i>Pick Pockets</i> 5 times (declined counts)
Fletcher	1	<i>Craft</i> 30 arrows/bolts/darts	Stone Cold	3	Put 10 targets into <i>stasis</i>
Handy	2	<i>Repair</i> 15 items	Symbologist	3	Create 10 Glyphs
Homebrewer	3	<i>Craft</i> 30 <i>chem</i> of <i>tonics</i> or <i>poisons</i>	Teatotaler	2	Deliver 10 agreed-to Teas to players.
Hydrator	4	Deliver 20 agreed-to water bottles to players.	The Kid / *	3	Win 3 traditional 10 pace duels vs legitimate opponents. Title may vary with plot approval
Impatient	3	Take <i>lesser regen</i> 10 times	Tolerant / Pick Me Up	3	Take liquid fortitude 10 times
Inventor	3	Create 3 <i>Experimental Schematics</i>	Toxic / Venomous	2	Defeat 10 victims with <i>poison</i>
Investigator	2	<i>Question</i> a total of 15 minutes	Tracker	2	Interact with 50 Tracking Tags.
Kind	2	<i>Seal</i> wounds on others 60 times	Vegetarian	2	<i>Drop</i> 20 plant-based mutants
Kite / Kite Flyer	2	<i>Wound</i> 20 targets that have been <i>slowed</i>	Wall	2	Block 25 attacks with a shield
Lockpick	2	<i>Pick locks</i> successfully 10 times	Warder	3	<i>Parry</i> 5 calls

PASSIVE GOALS-these are always available, do not need to be pre-chosen and do not require tracking.

Goal	EV	Description	Goal	EV	Description
Armory	2	Have 10 or more weapons on you, that you own.	Hoarder	3	Have 301 <i>resources</i> (not borrowed)
Arms / of Arms	4	Have <i>Lethal</i> , and two of, <i>Deadly</i> , <i>Mangler</i> , <i>Exterminator</i> , <i>Reclaimer</i> or <i>Vegetarian</i>	Hobo	4	Have <i>Lead Farmer</i> , <i>Scrounger</i> and <i>Slacker</i> , cannot have <i>Hoarder</i> , <i>Monger</i> or <i>Wealthy</i>
Arrow Splitter	4	Have <i>Kite</i> , <i>Murderer</i> , and <i>Deadeye</i>	Inspiring	7	Earn <i>green cards</i> 5 times
Apothecary / Pharmacist	5	Have <i>Cauldron</i> , <i>Homebrewer</i> , and either <i>Party Fiend</i> or <i>Toxic</i>	Linguist	2	Speak 3 IG <i>languages</i> other than Common
Bulwark	4	Have <i>Wall</i> and <i>Warder</i>	Musketeer	2	Have <i>Deadeye</i> , and two of <i>Accurate</i> , <i>Bird of Prey</i> , <i>Chain Fire</i> , <i>Exterminator</i> , <i>Reclaimer</i> or <i>Vegetarian</i>
Butcher	7	Have <i>Exterminator</i> , <i>Vegetarian</i> , <i>Murderer</i> , and either <i>Deadeye</i> or <i>Lethal</i> .	Mutant	0	Anyone with 15 or more points in <i>visible mutations</i> may use this title
Craftsperson	4	Have <i>Artisan</i> , <i>Handy</i> and <i>Mender</i>	Mystic	5	Have <i>Enlightened</i> , <i>Party Fiend</i> and <i>Kind</i>
Cyborg	2	Have a <i>mechanical surgical enhancement</i>	Omnivore	3	Have both <i>vegetarian</i> and <i>exterminator</i>
Death Itself	10	Die 10 times.	Professor	5	Have <i>Educated</i> , <i>Linguist</i> and <i>Inspiring</i> or <i>Inventor</i>
Defender	1	Have at least 6 Armor	Renaissance Being	4	Have an Active and Passive Combat Goal, and an Active and Passive Non-Combat Goal.
Detective	5	Have <i>Investigator</i> and two from: <i>Bomb Squad</i> , <i>Dead Eye</i> , <i>Lethal</i> , <i>The Kid</i> or <i>Lead Farmer</i>	Role Title	4	Have a 1 stack in any <i>Role</i> to use the Role name title
Driven	4	Have 4 completed <i>goals</i>	Role With It	2	Switch a Role you had a Role Special in.
Dungeon Technician	3	Have <i>Bomb Squad</i> , <i>Lockpick</i> , and <i>Shifty</i>	Skilled	5	Have a 2 stack in any <i>Role</i>
Educated	2	Have 10 combined levels of <i>knowledge</i>	Slayer of *	2	When a raid boss is defeated all participants achieve this goal. EV is granted only for the first.
Grillmaster #	1	Grill food for Town, # of times in title.	Variety is the Spice	3	Respawn each of the 3 different ways.
Healthy	1	Survive a <i>destroy</i> to the <i>torso</i>	Wealthy	5	Have 50 <i>chem</i> and 10 <i>ancient tech</i> (not borrowed)
Human (mostly)	0	Anyone with 10 or fewer points in <i>visible mutations</i> may use this title.	Wise	5	Have <i>Blood Soaked</i> , <i>Kind</i> or <i>Monger</i> , and <i>Mender</i> , <i>Lead Farmer</i> or <i>Slacker</i>

All Goal Titles are a symbol of expertise in something, and as such may be used to affect the results of relevant roleplay, skill use, skill tests, Between Game Skills, social interaction, or other ways not mentioned here.



CRAFTING

Standard Items (anything made of Wood, Metal, Food, sometimes Chem, (but not Brewed) require a skill to make. Given the right skills, knowledge, and resources, truly anything can be crafted. All crafting may be *batched* with the exceptions of *experimental technology* (ExT) and *buildings*. An *Engineer* working with a *Scientist* at advanced skill levels can create groundbreaking schematics for experimental tech.

You may notice that some item resource types don't immediately make sense. Leather, plastic, or even wood armor being made with metal for example. We assure you there's a reasonable explanation. A leather vest can't stop a bullet! It's the metal weave embedded in it. You may also notice that the volume of a resource isn't always consistent – there's 1 metal for each bullet, but only 10 in a sword, and weapon categories cost the same though they vary in size. Materials give a rough translation of the manufacturing process, which involves factors such as wastage, quality, and type.

Bullets are a crafting exception. They are always 2 bullets for 2 metal and 1 chem, and this can never be modified.

Standard Items

Commonly known resource costs for standard items which may be crafted with the right knowledge. Crafting abbreviations: ExT=Experimental Technology, AT=Ancient Tech, C=Chemicals, M=Metal, W=Wood, F=Food.

Item	Resources	Item	Resources
1 Hand Melee 18"+	10M or 10W or a combination	Magazine (mag) 6 rd.	4M
2 Hand Melee	18M or 18W or a combination	Medical Kit	3M, 2W, 1C
Armor, Helmet, Light/Heavy	4M/8M	Notebook / Paper Stack	2W
Armor, Light/Medium/Heavy	10M/20M/30M	Pistol (one shot/bolt)	6/10M
Armor Plate Insert	15M	Pistol (slam/semi-auto)	14/16M
Arrow/Bolt/Dart	1W	Pistol (auto)	20M
Bipod	6M	Rifle (one shot/bolt)	8M/12M
Blowgun	4W	Rifle (slam/semi-auto)	16M/20M
Bow	8W	Rifle (auto)	24M
Brewer's Kit	6M	Scope	6M
Bullets (2)	2M 1C	Shield	14M or 14W
Crafting Tools	4M 4W 1C	Staff	10W
Flare	2M 1C	Surgical Tools	6M
Knife / Small <18"	4M or 4W	Thief Tools	6M

SCHEMATICS

Schematics are blueprints for making an item, and a schematics book is like a recipe book for crafting. They are item specific ('long sword', 'Poison, Nausea') and must include the costs of making the item. Discovering or creating schematics opens unlimited possibilities. All crafters must have a book of schematics approved by plot. On purchasing a crafting skill a character chooses 2 schematics and proposes them at check-in for approval by plot. Every schematic must be stamped at check-in before it may be used. Schematics may be created, shared and copied by someone with the appropriate skills. To create any schematic you must have the skill to do so. Then, find items and examples related to what you want to create and research it IG or Between Game. Discuss your research with Plot, who may give you further requirements. When embedding skills or advantages, someone with the tiers of the effect must consult as part of the schematic creation.



Experimental Technology (ExT)

There is no limit to what can be built with enough resources, and much more is possible using the ExT system than can be listed here. Item skills ('pistol' et al) still apply for the user. ExT may carry a max of 3 embedded functions.

ExT must be maintained at check-in to be used. Maintenance is 1 Chem per 3 ExT items you maintain. A character may maintain up to 10 items. ExT is also very damage resistant. It only escalates past broken if hit by 3 consecutive destroy effects, or a disintegration type effect. When repairing broken ExT the AT cost is ignored – the AT itself is undamaged.

All ExT requires an appropriate *experimental schematic* to make. All costs (including maintenance) round up or down as appropriate unless otherwise specified. ExT items may be modified through use of a schematic of the desired outcome. The original item may be used for its resources when building the new item. Skills without tiers are considered tier 5.

Item	Cost	Effect
Function	Varies per Plot approval	The main function (i.e. 'robot arm', 'power sword', 'magic disco ball', 'jovian probe'). This cost varies but always includes AT. Per Plot ruling.
Advantages	2AT per 3 EV cost	
Base Skill	1AT per 3 EV cost	
Role Skills up to Lvl 5	1AT per level x tier	
Skill level 6 or Special	2AT per level x tier	Items with embedded level 6 Role skills and Specials have the trait 'restricted: (specify role the skill is from)' and can only be used by that Role. Special is considered Level 5 as far as calculating cost.
Other	Variable	Requires Plot.
Dependency		The item has a requirement to function such as a Role or specific skill, so is cheaper to make. Reduces total AT cost by a % per Plot ruling.

Example 1: Bubble Field Generator (BFG). The BFG creates a field of force that has no function without skills. The base unit (4AT 12M per Plot ruling) then adds 'dependency (specific medic or surgeon skills required, -50%)': totaling 2AT 12M to make.

Example 2: Slinger's Gun. Bolt pistol with 5 tiers of Gut Shot. Base is the pistol for 1AT 10M, then 5 tiers of Gut Shot at 50AT, dependency (gunslinger) -50%, and the trait 'restricted: gunslinger'; taking up all 3 function slots; for a total cost of 26AT 10M.

SURGICAL ENHANCEMENTS

A subset of Experimental Tech, they require *advanced surgery* to install / embed. They do not have maintenance. All require costuming unless *hidden enhancement* is added. Physical locations may have 1 enhancement each: head, torso, each arm, each leg, for a potential total of 6 enhancements max per character. The following chart shows some sample surgical enhancements.

Use the ExT chart above for embedded function costs, and the following chart adds some common options.

Name	Cost	Effect
Hidden Enhancement	4F 2C 1AT	Add this cost to any surgical enhancement to make it look like a natural part of the character.
Prosthetic Head	6AT 6M 6C	It takes a fantastic amount of skill to recreate someone's entire mental state, but it can be done. Sort of. Results will vary.
Synthetic limb	4AT 12M	Replaces a <i>destroyed</i> limb. Heals normally or can be <i>repaired</i> for 2M per <i>location</i> with any <i>repair</i> skill.
Synthetic torso	8AT 24M	Replaces a <i>destroyed</i> torso. Heals normally or can be <i>repaired</i> for 2M per <i>location</i> with any <i>repair</i> skill.

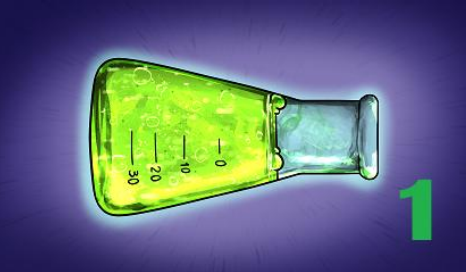


Poisons and Tonics

Poisons require 'Poison Use' skill to use or identify. Tonics may be used and identified by anyone. Default call is '(effect) by poison/tonic'. All types of delivery take 3 seconds to *apply*. A poison coated weapon allows the next swing to use the poison call. If the swing hits anything (including another weapon) 1 use of that coating is spent. Poisons or tonics with lasting effects do not stack with themselves. *Poisons* and *tonics* persist in a system for 10 minutes. Unlocking a poison or tonic takes a group effort and can be exceptionally dangerous to the testers.

Type	Name	Cost	Delivery	Description
Common Poison	Nausea	2F	Ingest, coat	Uncontrolled illness for 1 minute. May still fight and use skills but must Roleplay nausea. 'Nausea by Poison'.
Common Poison	Slow	2W	Ingest, coat	The target is <i>slowed</i> for 1 minute. 'Slow by Poison'.
Common Tonic	Aspirin	2F	Ingest	Ignore the crawl component of <i>dropped</i> for 1 minute and move at any pace (injuries still apply), but then fall <i>unconscious</i> . 'Aspirin'.
Common Tonic	Rave Juice	2M	Ingest	The party drug of choice in the apocalypse. 10 minutes of party.
Common Tonic	Smelling Salts	2M	Smell	Target is no longer <i>unconscious</i> . 'Smelling salts (cure unconscious)'.
Common Tonic	Strength	2W	Ingest	Doubles your <i>strength</i> and <i>carrying capacity</i> for 10 minutes.
Rare Poison	Acid	1C	Pour	Causes a <i>disintegrate</i> effect. 'Disintegrate by Acid'.
Rare Poison	Forget Me Now	4W	Ingest	Forget the last hour. 'Forget (last hour)'.
Rare Poison	Unlockable - Stun	1C 2W	Ingest, coat	Target is <i>stunned</i> . 'Stun by Poison'.
Rare Tonic	Antidote	3F 1M	Ingest, Spray	Removes all poisons and tonics from the target. 'Clear All Tonics and Poisons'.
Rare Tonic	Coagulant	2F 2W	Spray, Ingest	<i>Seals</i> all <i>wounds</i> instantly. 'Seal Wounds'.
Rare Tonic	Liquid Fortitude	3M 1F	Ingest	Allows you to ignore the crawl component of <i>dropped</i> for 1 minute and move at any pace with no negative effects. 'Liquid fortitude'.
Rare Tonic	Lesser Regen	1C 2F	Ingest	Gain <i>regeneration</i> for 10 minutes.
Rare Tonic	Unlockable - Liquid Tough	1C 2M	Ingest	Grants 2 uses of <i>tough</i> that last 1 hour or until used. May only take once per Scene.
Exceptional Poison	Death	4C	Ingest, coat	Kills the target or, in the case of exceptionally resilient creatures, greatly damages the target. 'Death by Poison'.
Exceptional Poison	Madness	1C	Ingest, coat	For 1 minute the target cannot put two words together never mind a sentence and cannot attack or defend, but may run around. 'Madness by Poison'.
Exceptional Poison	Unlockable - Paralyze	2C	Ingest, coat	<i>Paralyze</i> the target for 1 minute. 'Paralyze by Poison'.
Exceptional Tonic	Unlockable - Genetic Reboot	4C	Surgical	A Surgeon skilled in <i>advanced surgery</i> uses this tonic to help someone reset and re-spend all character points. Some of the chem cost is used to correct undesirable results during the procedure.
Exceptional Tonic	Growth-B-Gone	1C	Surgical	Used in <i>advanced surgery</i> to permanently remove a mutation.
Exceptional Tonic	Morphine	2C	Ingest	For 1 minute only a <i>destroyed torso</i> will drop the character, though damage does accrue and broken limbs inhibit them.
Exceptional Tonic	Unlockable - Regen	2C 4F	Ingest	Grants the target <i>regeneration</i> for 1 hour.
Exceptional Tonic	Unlockable - Smoke Bomb	1C	Throw down to ground	Immediately enter <i>stealth</i> (if no skill, use defaults). 'Smokebomb'.
Exceptional Tonic	Unlockable - Touch the Void	2C	Ingest	The party drug for the rich and famous in the apocalypse. 10 minutes experiencing things not meant for sentient creatures.

RESOURCES

The green number in the corner tells you how many of the resource a given card represents.

<i>FOOD</i>		A common resource and easy to find if you're more willing than the next creature. It's assumed your character generally eats and whatever food resource cards you carry around are spare.
<i>WOOD</i>		A common resource, many things are made of wood.
<i>METAL</i>		A common resource and handy material for making things. The least common of the common resources.
<i>CHEMICALS, OR CHEM</i>		An uncommon and diverse resource.
<i>ANCIENT TECH</i>		The ultimate rare resource. There was once an advanced civilization in the area and their trash is now our treasure!
<i>GEMS</i>		Little is currently known about these gems.

TERMS AND CONCEPTS

10 PACE DUEL

First to drop unless agreed otherwise. Each participant takes 5 paces (10 combined), turns, stares, talks smack, draws, and fires. The crowd may call for action if necessary. Once turned the moving of feet (like with *sidestep* or *dodge*) is considered disgraceful.

ANYTHING AND EVERYTHING RULE

To perform an action not in the rules, verify with a Marshal. Example: 'My character wants to climb that tree and check the road'. Marshal: '10 count and point up in the tree while up there'. 'Climbing tree {1-10}, do I see anything?'

ARMOR PLATE INSERT

An *armor mod* that may be added to armor. When hit with any 'physical' call you **may** call 'resist', taking that call onto the plate and also *depleting* it. Once depleted it has no effect until *restored*. A depleted plate may be restored with any *repair* skill at the cost of 3M. Armor may only ever hold 1 plate. A 'physical call' means something affecting your body, not your mind or something else.

ARROWS, BOLTS AND DARTS

Primitive (Prim) Ranged Weapons have low cost and can carry *poison*. When fired, Prim Ammo is spent. Two spent Prim Ammo is worth 1 Wood. It must be fletched back into Prim Ammo at the standard cost of 1 Wood per Ammo before it may be used again.

BANDAGE (PHYS REP)

Worn on any *limb* to show that your character currently has *sealed wounds*. Make sure it's easy to apply and remove!

BEAM WEAPONS

This Experimental Technology uses disc ammo (or lime green darts). Cost is 1 chem per shot when loading. Beam weapons have the base call 'wound slow'. With the overcharge skill may use the call '[charging] {1-10 } pierce stun' after which the weapon requires a 1 minute cooldown to be used again. **May never carry a skill call other than its own.**

BIPOD – WHILE BEING USED

Twice per scene when firing using a *bipod* you may recall a missed skill as if the skill were not used. Call 'bipod'. Stacks with *scope*.

BLEEDING OUT, BLEEDOUT, BLEEDING

If you are *dropped* you are *bleeding*. After 1 minute you go *unconscious*, then die in 1 minute. This is considered *obvious*, anyone within 25 feet may ask if someone is bleeding out and they may answer OOG.

BLIND

May not attack and must roleplay a lack of visual awareness.

BLOWGUNS

A blowgun user may split any attack skill call, stating part of the call, then firing the dart, then completing the call.

BREAK OUT / BREAK FREE / CUT OUT (OF AN EFFECT)

When restricted, for example by a web, you may attempt to break out or cut out of that restriction on a 10 count.

BUBBLE FIELD GENERATOR (BFG)

Used by medical roles, this *experimental technology* generates a powerful field that can be used to great effect by those experienced with it. See how to craft one in the *crafting* section under *experimental technology*.

CALL DELIVERY TYPES – DOES NOT INCLUDE ALL POSSIBLE TYPES

In reverse order of range. A call may be delivered as specified or by appropriate means to the right of that. Types: By My Voice, Everyone Within X Feet, Everyone Within X feet of This Arc, By My Gaze, By My Gesture, Packet/Ranged, Melee.

CARRY (A BODY)

Call 'I pick you up', touch the target on the shoulder with a baton, pommel, or packet, and Roleplay picking up the target with one hand. You may carry 1 body, and it *Slows* you. If you have *Strength* you are not *Slowed*, or you may carry 2 while *Slowed*.

CARRY LIMIT

May carry up to 100 resources without hinderance. Above 100 can only walk, and beyond 300 cannot move under the weight. Bullets count for this total. May carry 1 body at a time. May carry up to 10 items that have tags but are not phys-repped.

CHARGE

When a player pushes into the physical space of another. The defending player calls 'charge' and both move back 3 steps.

CIRCLE/BARRIER (DRAWN/STRING/ROPE)

A drawn, string, or rope circle, line, or shape represents something in the world, from the edges of a Field Hospital to an impassable barrier, to a wall of fire, it could be anything. Anything like this is run and clarified by the Marshal or PC who placed it.

CLARIFY

Put a hand on your head, point towards the person you need to clarify with, state 'clarify', and ask your question. They will return the gesture and answer. People in a clarify are out of game but **may** be affected by calls (such as an aoe) **if situationally appropriate**.

COVER

Could be a tree, a wall, another person, anything that provides protection you can duck behind.

DEFENSES (NPC)

NPC defenses can have any call, for flavor, but are always one of two type – base (like armor) or advanced (like dodge).

DESTROY(ED)

A *destroy* affects weapons, armor, shields, limbs, creatures. If the destroy hits armor or a shield, the *armor* or *shield* take the effect. Something destroyed cannot be repaired. A *sever* is a *destroy* that only affects *limbs*. *Eviscerate* only affects *torso*.

DISENGAGE

Combat ceases and both players take 3 deliberate steps back.

DISINTEGRATE

Vaporizes whatever is hit, by *location*. Can be fast or slow for effect. On a *limb* this is a *destroy* effect with an attached roleplay and result. On a *torso* this is instant death as your body is vaporized. Interacts with *armor* as per *destroy*.

DISTRACT

When hit with a *distract* call by a target you must ignore it.

DODGE

When you *dodge* something you take no effect from it and it's considered to have never touched you.

FAKE IT 'TIL YOU MAKE IT

The game runs smoothly if you understand your own sheet and play along with the calls as you hear them. If you get hit with a call and don't have a defense that works against *calls*, act based on what you heard and use clarify when needed.

FLARE (GUN)

A flare is a single use item which allows the call '{1,2,3} reveal 25 feet by flare'.

FLUB

Anomaly does not punish flubs/mis-stated calls. If intent was clear, use it. Otherwise use *clarify* to verify correct intent and call. Then, at an appropriate time after the encounter, inform the person of the flub so they may correct it in the future.

FLURRY

Any effect with the flurry call hits every location on the target with a base attack or another attached call.

GEL

The individual who prepared a gel *poison* or *tonic* may hold it in hand for any amount of time.

GREEN CARD / GOLD STAR

Green Cards are rewarded for positive contributions to the game, often exceptional roleplay. They can be turned in at check-in for a draw from the Green Card Bag, which can grant resources, bullets, schematics, and EV.

GROUP LOOT

All *scavenging*, *loot*, and *treasure* is considered *group loot*. 'Group' is defined as those on that adventure or storyline.

HELPLESS

A helpless target has no *defenses* and cannot even attempt to wriggle around to try and slow the seemingly inevitable.

HOLD

Call 'hold', then kneel as possible, to allow staff or the marshal to see the reason for the hold. Everyone in the area is required to do the same, and echo the call so everyone around knows. This is used for any safety reason, from lost glasses to an injury. It can also

be used as a larger ‘caution’, to then move a scene to safety. Anyone who sees the need is encouraged to make the call if they think it is warranted.

HOOK / CONTESTS OF LEVERAGE OR STRENGTH (CONTEST)

A ‘hook’ or ‘contest’ is using a weapon to push or pull a target’s weapon or shield and is not allowed under *Contest of Strength* rules. Call ‘contest’ and both combatants *disengage*. Any strikes enabled by the *contest* are not counted.

INJURED

Anything *injured* is barely usable (must limp if a leg, may not use an injured limb to fight) until the status changes. Injured locations can still be used for minor tasks, including loading or priming a gun. Two handed weapons may be wielded with one of your two hands being injured. An injured torso causes the target to be *slowed*. Crafting timer is doubled if the limb is injured.

INTERRUPT

While using any *skill* or performing any action, including combat, taking damage or an effect that would disrupt you (stun for example) interrupts any action, including combat and stealth. Interrupted skills are not used. *Simultaneous* rules still apply.

ITEM LOCATIONS

Item Locations are used for any wearable item which generates an in-game effect, other than armor. Any given item location may only have one effect-generating item. The locations are head, torso, each arm/hand, and each leg/foot.

ITEM TAGS

An item tag is not a usable item except at the moment it’s looted, while crafting, or with a Marshal exception.

KNOWLEDGE BASE SKILL

May have a general first tier (‘Bread’) and specific tiers after (‘Rye’, ‘Wheat’). Each tier may be used as a wildcard for the others.

LANGUAGES

To speak a language other than common place two fingers to your chin and state the language you are speaking.

LEG WOUNDS AND MOVEMENT

As with any location, a leg with any *wound* is considered *injured*. The victim may walk and fight with a limp but may not run or put full weight on it. With two *injured* legs a character must either fall to the ground or hunch and stagger, barely able to walk. Even with two *injured* legs a character can fight, though they’ll be quite hobbled.

LEGACY ITEM

An item created with points from a retired character above a threshold (ask Plot). The *legacy item* can add more points with further retirement. Legacy items are tied to a character’s backstory and develop with that character, growing in power and unlocking new features until eventually reaching full potential. If a legacy item is lost or *destroyed* it may require a *quest* to reacquire.

LIGHTS

Carried lights must be diffused, there are many ways to do this, such as putting a semi-opaque cloth over it. Never shine a light at another player. Do your best not to ruin the night vision of others.

LINE OF SIGHT

Must be able to see 50% of an exposed target *location*. An example is ‘an arm’, in which case 50% of the arm must be exposed.

LOCATIONS

The following are the only locations recognized for game mechanics: head, torso, each arm, each leg.

MAINTENANCE

Any item with maintenance listed requires that cost be paid at check-in for the item to be usable for that event.

MALAISE CALL

This is a call to signify that you have an OOG thing and need to step out, or continue on (like heading to a bathroom).

NATURAL ARMOR

Broken natural armor requires *common surgery*, *destroyed* natural armor requires *advanced surgery*, to begin to heal.

NO DEFENSE

No game defense (*armor*, *dodge*, *parry*, *et al*) will work against this call. It can still be physically blocked with a weapon or shield.

NOPE

If at **any time for any OOG reason** you need to exit a scene, you may call 'nope' and if able use an open hand across the chest, to exit that scene. May not be used to avoid a game effect or reasonably predictable IG consequence.

OOG

Three ways to go out of game: white headband, hand or weapon on head, and hand in front of you sort of like half-praying.

PERSONAL HOLD

At **any time and for any OOG reason** a player may take a personal hold and go out of game. This is not intended to be used to avoid a game effect or reasonably predictable IG consequence.

PHYS REP

Physical Representation, any object (such as a boffer sword) that represents an item in the game world.

PISTOL

Any dart gun with a barrel length under 10" from chamber to barrel end and no stock. A 1 handed foam dart weapon.

QUESTIONING

Questioning is intelligent use of conversation with the purpose of gleaning information. It does not need to involve coercion or roleplayed violence, though it may with **consent**. It can be used subtly in casual conversation. For any Roleplay beyond casual conversation, the questioner must explicitly ask for consent. A questioning may be part of any conversation, but the question asked must be related to the conversation. A given question may only be asked one time per use of the skill, and cannot be rephrased.

RANGE TEST

Make the call and fire a shot near a target to show you have the range. The dart must land within 10 feet (~4 paces) of the target. Shotguns may fire two darts. If no dart lands within 10 feet for any reason, the skill fails.

REGENERATION

All *wounds* instantly *seal* and your *sealed wound heal timers* are 2 minutes. Natural Armor *restores* on same timer. Does not seal a destroyed torso. *Breaks* still require surgery as otherwise they heal in non-functional ways. A *destroyed* limb will regrow fully in 10 minutes, *destroyed torso* requires advanced surgery. You can still be *dropped*, and still take 5 seconds to get up from it.

REPEL

The target may not approach closer than 10 feet, but they do not need to retreat from you if you approach them.

RETCON

Retroactive Continuity. This is a way to change an action or result that already occurred in order to correct a mistake. It's something all LARPs try to avoid but can happen from time to time even at the best of them.

RESPAWN TYPE(S) AND

Every time you *respawn*, except your first, record how you returned or increase the number for that type by 1.

REVIVE

Provided all conditions are met, brings the target back from death. If the cause of death remains they die again on a 10 count.

RIFLE

Barrel length over 10" from chamber to barrel end, with a stock. Must be fired with two hands, though one arm may be injured.

ROLE ADVANCED DEFENSE

All Role Advanced Defenses are level 6, which requires an unlock.

SASH EFFECTS (SHROUDS)

A sash with a trait written on it shows that the character wearing it is shrouded or surrounded by that thing, which is likely to have some sort of effect. This could be anything, for example Fire might burn those who come in contact with it.

SCOPE

Twice per Scene while aiming recall a missed *skill* as if the skill were not used. Call 'scope'. Stacks with *bipod*.

SEALED WOUNDS

A character whose wounds are sealed is no longer *dropped* or *bleeding out*, and wears a *bandage phys rep* on a visible *location* to show their wound status. They heal after 10 minutes. Damage on a sealed location reopens it and escalates.

SEDATED

May only walk slowly and speak confusedly, and do not feel pain. May answer basic questions but not give direction or instruction.

SHORT AND LONG CALLS

Any call with 'short' at the start lasts 10 seconds. 'Long' calls last 5 minutes.

SHOTGUN

Shotguns are considered *precision guns* but must be unlocked through a *Role skill* to be used. They may fire 2 darts at a time maximum. When a *skill* is used with a shotgun both darts carry and apply the skill. A breech-loading double barrel is considered a 'one shot'. Shotguns always call 'by shotgun', to alert the target two darts are coming their way and both carry the rest of the call. This stacks with other by calls – for example, 'wound by electric shotgun'. A base attack would just be 'by shotgun'.

STASIS

A target in stasis is *unconscious* and *helpless* (or dead) and all timers on that target stop for the duration. *Surgery* and other effects may be applied to the target and take effect when awakened.

STEALTH

Hold an orange ribbon chest high or higher to signify you can't be seen. Default duration is up to 1 minute and 30 steps. You may carry objects. Taking an action other than walking at normal speed, or physical contact, breaks stealth. The moment your ribbon becomes inactive you are revealed. If a target is observed while activating stealth, or heard while in it, anyone within 25 feet may call 'spotted' or 'heard' respectively and point to cancel the stealth. If you enter stealth within 10 feet (4 paces) of an ally, they can see you for the duration of that stealth. May tie one end of your ribbon to an object (like a weapon pommel), or use a *stealth flag*.

STUFF HAPPENS

The 'stuff happens' rule means that we all do our best and sometimes mistakes occur, we fix them when they do and move on.

SURGERY, ADVANCED – TAKES 5 MINUTES OF ROLEPLAY

Surgical Enhancements, *Growth-B-Gone*, *Genetic Reboot*, *destroyed torso* (with regen) and other major repairs. Any surgery leaves a *sealed wound*. Advanced surgery stops the target's bleedout and death timers, up to 10 minutes max per patient. May never batch.

SURGERY, COMMON – TAKES 1 MINUTE OF ROLEPLAY

Repair a *break*, minor cosmetic surgery, basic autopsies, and other common surgeries. Any surgery leaves a *sealed wound*. May batch same effects on a single target (all the breaks at once).

TRAINING AND QUESTS

Must be trained or quested by a professional (a Cast Member, or a PC with at least one tier of their Role Special). May perform Training or grant the Quest you completed, or get approval for a new one from Plot. May complete one training or quest per game.

UNCONSCIOUS

When unconscious your character has no awareness. OOG as a player, stay aware of your surroundings.

WEAPON AND ARMOR MODS

Any weapon or piece of armor may have up to 2 mods, but only one of any given type unless specified in the mod description. Mods are considered basic items as far as crafting. Weapon or armor mods may be added to ExT during the creation of an ExT item, but never afterwards without a new schematic including it.

CAST AND PLOT

Do you enjoy creating unique and often personalized stories, entertaining groups of people, or helping with logistics? Apply to join Plot! Do you enjoy LARP combat or playing a variety of characters? Sign up to Cast! For either join on Discord and let us know.



Cast and the Plot Team are asked to wear neutral colors (black, grey, white, brown) as possible on game days to work with provided costuming. EV earned for playing may be applied to Anomaly or to any other game currently point-sharing with us. Goal, Unlock, and other bonus EV rewards may only apply to Anomaly.

CHECK-IN AND CHECK-OUT

If you miss Check-In, or have to Check-Out early, find a Marshal / Staff Member. We will do our best to take care of you asap.

CHECK IN

- **Head to the Check-In Desk.**
 - Pick up your **player bag**, or make one if you don't have one.
 - You start with **1 sticker**, and can earn more.
 - Hand the Marshal your **receipt from last game** (if applicable). You'll be given ammo and resources you checked out last game, or **starter bullets**.
 - Pay **maintenance** for **ExT** and **Companion(s)** you intend to use this game.
- **Move to the Tags -n- Sign-In Station.**
 - Buy **starter items** if you're playing a new character.
 - Get **tags** as needed for every IG item you have.
 - Sign and fill out your line on the **sign-in sheet**.
 - Sign the **waiver** if you haven't already.
- **Move to the Free Stuff.**
 - You may turn in **Green Cards**
 - We have **free stuff**, if you need something we have you can just have it.
- **Move to the Learning Discussion.**
 - Discuss **Goals**.
 - Get **weapons checked**.
 - Review your **character sheet** with a Marshal.
 - Go over **game basics**.



CHECK OUT

- **Head to the Check-Out Desk.**
 - Take a **blank receipt**.
 - Count your **ammo and resources**, and fill in the receipt. **Spent ammo is converted into resources**.
 - Hand your new **receipt, ammo, and resources** to the Marshal. We'll double check it.
 - **Take your receipt back**.
- **Grab your player bag.**
 - Put **item tags, receipt, and small flat game items** (NOT resources) into it.
 - **Turn in** your player bag.
- **Clean your sleeping area and if possible load your vehicle.**
- **Help with cleanup as able. This is critical to a continuing game.**

CALLS

You do **not** need to memorize all the calls or defenses listed here, just the ones **you** use. All calls and effects last 1 minute unless stated otherwise. This is not a complete list and calls not on this list can occur (do the call for 1 minute as always).

Call	Effect
Blind	You cannot attack and lack visual awareness
Break	Breaks an item struck or causes a <i>break</i> .
Death	The target dies
Destroy	Destroys an item or location struck
Disarm	Item struck or specified must be dropped, may be picked up
Distract	Target is <i>distracted</i> and ignores you
Dispatch	Execute a target instantly/without a count
Execute	Kill a helpless target
Fear	Move away from whatever caused the fear, up to 25 feet
Flurry	Deliver the effect (usually a base attack) to every location
Grab	When grabbed a target cannot move and becomes vulnerable to calls by the grabber.
Knockback	Target must move back 10 feet (4 steps)
Knockout / Subdue	Renders the target <i>unconscious</i>
Mark	Enables the caller to succeed with certain skills
No Defense	No defense may be called to stop this effect
Numb	Cannot use the limb affected, does not affect torso
Paralyze	Target may not move for the duration
Permanent	Denotes an effect that lasts until removed / cured
Pierce	Ignores shields and armor
Pin	Target must plant one foot for the duration. May pivot.
Poison (type)	All poisons add another call which determines effect, call '(effect) by poison'
Repel	Target may not approach closer than 10 feet.
Reveal	Anyone within the affected area under stealth or concealment is revealed
Sever	Causes a <i>destroy</i> effect on a <i>limb</i> .
Silence	Target may not speak IG
Slow	Target may only walk at a normal pace or slower
Spotted/Heard	Spotted interrupts a stealth being called, Heard breaks stealth
Stun	Target is dazed, may only walk, defend and mumble
Suppress	If target moves from their spot, caller gets bonuses
Taunt	The target may only attack the caller
Trip	Target falls to the ground (or staggers for two seconds), then may immediately stand
Unblockable	Weapons and shields do not stop this attack
Unconscious	The target is helpless and unconscious
Web	Binds all limbs, cannot move, can speak. Can be cut out on a 10 count.
Wound	Cause a wound

DEFENSES

Automatic **must** be called, Smart **may**. Base defenses stop base attacks. Advanced Defenses stop any attack or call. 'Listed' stop things listed in the skill.

Type	Defense	Effect
Automatic, Base	Armor	See rules Armor section
Automatic, Listed	Helmet	See rules Helmet section
Automatic, Listed	Shield	See rules Shield section
Automatic, Listed	Tough	Expend to ignore a wound
Smart, Listed	Balance	Ignore skills and effects that would change your position
Smart, Advanced	Dodge	Avoid being hit at all by the attack or effect
Smart, Listed	Grip	Call to negate the effect of <i>disarm</i>
Smart, Advanced	Parry	Take an attack or effect on your weapon or shield
Smart, Advanced	Reduce	Changes any effect to a single wound
Smart, Listed	Resist	Any resist stops the specified call from affecting you
Smart, Base	Sidestep	A lesser form of Dodge. Avoid a base attack as if it never hit you
Automatic, Listed	Immune	Denotes that an effect cannot affect you

FAQ

Welcome to the FAQ. Anything not addressed here please feel free to reach us on discord. Finding and reporting something broken that must be addressed may be rewarded with EV depending on the severity of the issue.

Can I use this body part to fight in this condition?

If a location has an open wound, is broken, or is destroyed, it cannot be used to fight. The exception is that unless it is destroyed it may be used as a second hand on a two handed weapon, or to load or prime a gun.

Am I dropped?

If you have an open wounded torso, or an open break or destroy on any location, you drop.

Do I need surgery?

If you have a break on any location it is unusable until you get surgery, even if it healed. If you have a destroyed torso not only can it not be sealed, but it can only be repaired through surgery. If you have a destroyed limb you can have a mechanical one surgically installed, or it can be regrown with Regeneration.

Can I be fixed at all right now?

In the game world, yes, in *almost* every instance where you haven't yet died, and sometimes even when you have. If your body has been vaporized, perhaps by a giant blender or disintegration, or if your head is gone and you don't have a backup, you cannot be fixed.

If I get hit with something I don't know, what do I do?

Roleplay what you think the call means for 1 minute. If you have an advanced defense like *dodge* or *parry* it'll very likely avoid what hit you if you choose to use it. At any point you can *clarify* to get more info.

It seems like it's easy to get dropped?

It is. Defenses help a LOT, but you have to choose to have them. Don't expect to wade into fights like a video game knight and get hit 40 times while mindlessly hacking at targets. This is a different style of fighting. Bad things are **bad** here. Be cautious but decisive.

Defenses – how good are they?

Defenses can turn a battle. Each serves a different purpose. *Advanced defenses* are as good as defenses get, generally obtained at Role level 6.

Crafting – should I do it?

Powerful and flexible. Crafting is an integral part of the game, and easy to do with the skill and resources. If you like crafting, yes!

My character is poorly designed, what do I do?

Until you have 150 EV you can change your character any way you like, but even after that every aspect of a character may be changed through things like the 'No Regret Build' rules, or through in-game actions. Starting as 'Mostly Human' is also great if you are unsure what direction you will go, as it simplifies change.

Shields seem overpowered / underpowered?

You won't be unkillable but you'll have the potential to turn a battle. Shields can be *broken*, *destroyed*, *pierced*, and *depleted*, and shield users have skills available to stop their shields from taking these effects. Incautious shield use gets expensive fast.

Stealth – it can be meta'd, isn't that an issue?

Many aspects of any LARP can be meta'd. Doing so with stealth is both very obvious and cheating.

Stealth – it seems overpowered / underpowered?

Stealth in Anomaly is a web of interaction. You can be detected and revealed, avoid being detected and revealed and once revealed it's difficult to re-stealth, unless you have something that helps you do it.

Swords vs guns seems unbalanced, is it?

They fill different roles. Extensive testing has confirmed their effectiveness is situational. A solid group has both and works together.

What is the default duration of game effects?

1 minute. Any effect with 'short' is 10 seconds, 'long' is 5 minutes.

Why the what? Where? When and how?

Reasonable questions. Probably answerable in game. If you want to talk game design contact us on discord.