# OFFICIAL RULEBOOK

Version 2.1.5

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# 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 in Season 1 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 Cottington 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*, a*dvanced 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. 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.

## 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 are personal and shameful, and not brought out in the company of others. We ask they not be used during game. 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

Can only happen outside of combat. If looking for 'reason beyond the meta', it takes longer than 15 seconds to loot a body, never mind cut it into usable bits, and never mind a whole pile of them. Also, it's madness to loot during a real fight while something is actively trying to kill you. The intention is: fight until the fight is done (including all respawns), collect things together (multiple piles if you think it prudent), and scavenge in batch (this also loots all items, and you may choose to scavenge those as well, or not). If you lose the battlefield you don't get to loot it. When a creature dies it may leave a mask or object to represent the bodies of the fallen. Scavenge or loot with a 15 second RP. You may also loot a helpless target within reach by calling 'looting {1-15} looted'. You may freely pick up visible items you may legally handle (example: spent bullets are legal, an un-consenting person's boffer is not).

## 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.

When players unlock something everyone who participated meaningfully (per Plot ruling (there for the final encounter or contributed through multiple events)) gets an amount of EV based on what it is (1-3 EV is typical). This only applies to content that is not publicly visible until it is unlocked, so does not include training, quests, goals, brewing schematics, or weapon skill levels.

# 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. 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 and your Training and Quest credits. You **may** NPC 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) Unlockable. Science has this answer.
   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. If you do not have the points for the disadvantage before check-in of your next game you gain an additional respawn of a type you choose.
       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. This means no harder than necessary. 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 quick swings or shots, and switch locations. 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.

For calls, start any call as the strike begins. 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.

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

## Wounds

A hit causes a *wound*, unless it had a *call* stating a different effect. When any damage is taken it *interrupts* any action, including fighting, and you are expected to react, roleplay the impact. Wounds, sealed or not, escalate when hit again. If a location with a *wound* takes another wound, the location is now *broken*. *Broken* becomes *destroyed*. A hit on a destroyed limb passes through to the torso. A location with an *Unsealed Wound*, or a *Break* or *Destroy* whether sealed or not, can't be used. *Breaks* may be sealed and heal but remain *injured* unless *surgically repaired*. A *destroyed limb* may be sealed, but the location requires either *regeneration,* or *replacement,* to fix. A *destroyed torso* cannot be *sealed* by any means, as the damage is too great. It requires *advanced surgery* and either *regeneration* or *replacement* to repair. *Stasis* stops all timers and can be used to buy time. 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 would fall 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, using peach darts to represent wooden projectiles. All primitive ranged weapons must be used as 'one-shot', requiring 'readying an arrow'.



Boffers are approved.
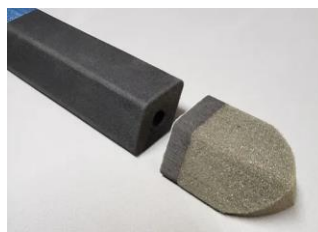


B3 Elite are approved

## 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; 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.

## 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 anomalylarp.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* or *repair item* 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 a *knockout* or *subdue* effect, 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*. 2 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 3 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 5 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.

## Shields

The main requirement for shield use is that it must be safe. No one is allowed to prop their head on a shield, or to push it into the space of another player. Turtling is fine, but be fully aware that it makes your shield a damage magnet and you'll be repairing it a lot. If your shield is getting pounded regularly in combat it's a result of your fighting style. *Peek Rule* does not apply to shields.

Shields stop base attacks. When your shield is hit with a *call* you may call 'shield' to negate it, unless it targets the shield: knockback, break, pierce, and destroy/disintegrate all target shields. A call with a location requirement ('Sever (limb)' or 'Trip' (must hit leg)) takes effect unless negated. 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. A 'disarm' call on a shield is treated like a regular call and can be defended with a 'shield' call. Shields may be no taller than your knee to your shoulder or wider than 6" greater than your shoulders. 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, and must be dropped. If not dropped it becomes an extension of the limb if hit. Shield calls may be *restored* with *restore armor* or *repair item* at the cost of 2 wood or 3 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. We also enthusiastically support **individual** Play to Lose choices. This style of play enables Play to Lift in deeper, more meaningful directions.

*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. If someone gives the signal, you may respond with a similar thumbs up for ok, or open hand for not ok.

*CRIME:* IG best of luck. OOG just no. Any OOG criminal activity merits an immediate ban and report to authorities.

*INCLUSION:* Ensure everyone has a voice, a chance to speak their piece. We make an effort to be OOG accepting of other players and other player groups, even 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*: Some characters may act elitist IG. Use the check-in hand signal when RP'd elitism infringes on others, to ensure consent. Bullying may occur between **groups** with **prior consent** or as part of a storyline run by Plot. **It may never target an individual**. That consenting group controls the scene, use the check-in hand signal to reassure observers. Harassment 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.

*NO REGRET BUILD:* Characters can't be locked out of a requirement by prior choice. The choice can be remade, with the exception of a *role*. Changes can be made when a new role is unlocked to switch to that role, and there are IG ways to change any part of any character. Characters under 150 EV are always allowed to make any changes they want. Because characters can change so easily, LARP Portal does not lock. We will do our best to alert players, please make fair effort to abide by these game mechanics as aware.

# 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 are granting consent to roleplaying within a challenging environment, including but not limited to villainy, violence, threats, substances, all things described or inferred in this rulebook and on the anomaly.com website, experience of loss, death, the unknown, difficult ethical choices, and potential threat of all of the above.

*REPORTING:* Speak with the Plot person for that game 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.

*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:* 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:* By playing injured you risk further injury and endanger 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.

*KNOW YOUR LIMITS:* Do you often get hurt, either physically or emotionally? We encourage players to be mindful and self-regulate. We will not police your choices. We also cannot 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 to signify this and may choose to be announced as such prior to game start. Non-combatants may not be struck by anything IG or OOG, may not participate in combat or PVP instigation, 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. Do what you want elsewhere but not here, it leads to unsafe play, and don't bring it on site.

*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:* LARP can get loud sometimes. We advocate at every pregame to control volume, especially in smaller spaces, and try to provide in game reminders as well. Anyone at any time may call for a lowering of volume through hand gestures. Take 1 or 2 hands and raise them with palms down. Alternatively, take a weapon and hold it above you horizontally. You are considered OOG while making this gesture. Please do not yell over the noise to reduce the noise unless absolutely necessary.

*YES, AND:* This is a 'Yes, and' game. Players drive story though 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 it will be assumed to be cheating and handled accordingly. There is an easy way to avoid this: DON'T CHEAT! Accidentally moving spent bullets to your live bullet bag without making them is not cheating. Purposely doing so is. Mistakes happen and we expect players to be honest and correct any issue. If a player is caught cheating, whatever was gained and all resources owned by that character must be turned in. Second offense, that character is forfeit and the player is immediately banned from the game.

*PVP (PLAYER VS PLAYER):* Anyone engaging in PVP is held to the highest standards. Best case, talk OOG to the player you want to PVP to gain prior consent. Other than consenting participants, anyone may call 'decline' to back out of a PVP situation for any reason (even if it requires a retcon from death) and someone doing so may not instigate or accept PVP for the remainder of the event. Antagonistic actions, like pick pocketing, are considered instigating a PVP request for consent. Heated arguments and other social PVP count as PVP. Anyone instigating PVP that is accepted loses their right to decline, and grants blanket explicit consent for PVP, for that event. Intentionally timing PVP at end of game is considered gaming the system.

*REPERCUSSIONS:* Personal repercussions are fun in a game. Shared repercussions can be fun too, but sometimes feel unfair. When Town votes on an action, your vote matters. If you lose a vote, and the repercussions come back the other way, you may have shared or even personal repercussions. Removing this possibility would make the game much less interesting. 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, OOG friendly and IG serious disagreements and consequences. Use the PVP rules to have it out with friends, and laugh about it after.

*DISPUTES:* Disputes are arbitrated by the Game Administrator, adhering to the policies as defined in this rulebook. Key considerations are fairness to all parties and safety for all players.

# 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 only buy something once unless it states more may be bought. **May not buy any Advantage or Disadvantage that is counter to, or providing the same effect so as to grant free or devalued points for, another item you have.** When buying anything with *tiers* multiply base cost by the tier being purchased. Example: if buying the *courageous* advantage, the first one purchased is tier 1 and costs 3. The second is tier 2 and costs 6. The third is tier 3 and costs 9. This is noted as 'Courageous 3' on your character sheet and costs 18 total EV. Because Courageous says 'may buy 3', only three tiers of it may ever be purchased.

# MUTATIONS AND TRAITS

## Advantages

Advantages are beneficial mutations and traits bought at character creation. 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, spending or returning points in the process.

| Advantage | EV | Description |
|---|---|---|
| Antennae | 4 | Detect *stealth* 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 *stealth* 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 *unarmed combat* skill. Does not need to be actual claws, for example a plant mutant might have log hands. |
| Clotter | 8 | All wounds instantly *seal*. Can still be *dropped*. 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 *crafting* time in half. Includes repairs and restoring armor and shields. |
| Courageous | 3 | Twilight, may buy 3. You may call 'resist' against *fear* effects. |
| 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. |
| Custom | * | *Discuss with plot to create something not listed here. |
| Disease Resist | 2 | Twilight, may buy 3. You may call 'resist' when exposed to *disease*. |
| 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 *Light Helmet* (cost 2) or *Heavy Helmet* (cost 4) but must phys rep hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be *repaired.*. Role requirements still apply. |
| Natural Armor - Light | 12 | Acts as per *Light Armor* but must phys rep hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Armor - Medium | 18 | Acts as per *Medium Armor* and but must phys rep medium hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Armor - Heavy | 25 | Acts as per *Heavy Armor* but must phys rep heavy hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Camouflage | 6 | Per Scene. Must choose urban or rural. In that environment call 'camouflage (stealth)' to instantly begin to *stealth* as per the skill. |
| Natural Flare | 6 | 2 per Scene. Some part of you acts as a *flare* or light, revealing *stealth*. Call 'reveal 25 feet by flare'. |
| Natural Poison — (source) (type) | * | 2 per Scene. You secrete *poison*. 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 *poison* or *tonic*. |
| 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 *radiation*. |
| Regeneration | 22 | All *wounds* instantly *seal*, and your *sealed wound heal timer* is 2 minutes. Does not seal a destroyed torso. Can still be *dropped*. See *regeneration* in *terms and concepts* for further rules. |
| Sneaky | 12 | Double the number of steps and time allowed when in *stealth*. |
| Strong | 4 | Doubles your *carry limit* and provides benefit whenever *strength* 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 *tough*, resisting a *wound*. |
| Undaunted | 16 | *Immune* to all *fear* 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 *immune* to melee. |

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# 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, in which case the points must be exchanged.

| 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 *unconscious* 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 *bleedout* timers are cut in half. Cannot take with *regeneration* or *clotter*. |
| Brittle | -18 | When you would normally take a *wound* instead take a *break*. |
| Clueless | -5 | Cannot buy *read/write* or additional *languages* and must Roleplay general ignorance. |
| Code of Honor | -2 | You will never attack a defenseless or unarmed target. 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 *disease* that marks you and may have other roleplay effects which may earn more points, talk to plot. |
| Feeble | -8 | *Carry limit* (for resources) reduced by 50%, cannot use two handed weapons, bows, anything requiring *strength*, or help with any strength test. May not wear more than *light armor*. Cannot use *break out*. |
| Frail | -14 | Any wound *drops* you. |
| Illiterate | -2 | Cannot buy *read/write*. Cannot stack with *meathead*. |
| Inefficient | -3 | All *crafting* 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 *nausea poison* 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.
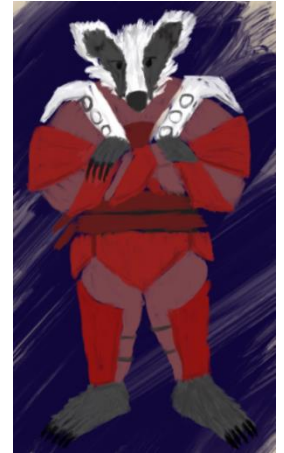
## BEAST

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 *stealth* 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 *stealth* as per the skill. |
| Claws | 6 | Allows hand-to-hand combat with claw boffers (10"-18" red or costume matched). May use to block as if a weapon. Do not need the *unarmed combat* skill. Does not need to be actual claws, for example a plant might have log hands. Treated as 'weapons' as far as skills, but require surgery to *repair* if broken. |
| Disease Resist | 1 | Twilight may buy 3. You may call 'resist' when exposed to disease.. |
| 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 *Light Helmet* (cost 1) or *Heavy Helmet* (cost 3) but must phys rep hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Armor - Light | 10 | Acts as per *Light Armor* and may include a *Light Helmet* but must phys rep hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Armor - Medium | 15 | Acts as per *Medium Armor* and may include a *Heavy Helmet* but must phys rep medium hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Armor - Heavy | 20 | Acts as per *Heavy Armor* and may include a *Heavy Helmet* but must phys rep heavy hide, fur, scales, an exoskeleton or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Camouflage | 4 | Scene. Must choose rural. In that environment call 'camouflage' to instantly begin to *stealth* as per the skill. |
| Natural Flare | 5 | 2 per Scene. Some part of you acts as a *flare*, revealing *stealth*. Call 'reveal 25 feet by flare'. |
| Natural Poison – (source) (type) | * | 2 per Scene. You secrete *poison*. 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 *stealth*. |
| Strong | 3 | Doubles your *carry limit* and provides benefit whenever *strength* 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 up with a hand or weapon and walk up to 30 steps while *immune* to melee. |

# 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 *seal*. Can still be *dropped*. Does not seal a destroyed torso. |
| Crafty | 8 | Cuts all *crafting* time in half. |
| Courageous | 2 | Twilight may buy 3. You may call 'resist' against *fear* effects. |
| 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. |
| 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. |
| Strong | 3 | Doubles your *carry limit* and provides benefit whenever *strength* comes into play. |
| Tough | 4 | Scene. Allows the defense *tough*, resisting a *wound*. |
| 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

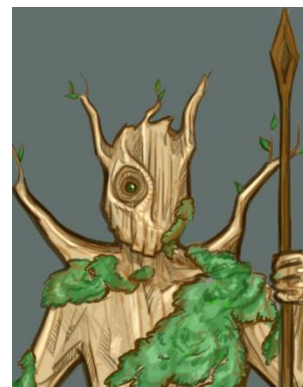From leafy greens to trees and all things in between. Fungi and lichen count though not technically a plant.

## 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 *stealth* 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 *Light Helmet* (cost 1) or *Heavy Helmet* (cost 3) but must phys rep bark, husk, vines, or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Armor - Light | 10 | Acts as per *Light Armor* and may include a *Light Helmet* but must phys rep bark, husk, vines, or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Armor - Medium | 15 | Acts as per *Medium Armor* and may include a *Heavy Helmet* but must phys rep medium bark, husk, vines, or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Armor - Heavy | 20 | Acts as per *Heavy Armor* and may include a *Heavy Helmet* but must phys rep heavy bark, husk, vines, or similar. Heals itself on a 10 minute timer, cannot be *repaired*. Role requirements still apply. |
| Natural Camouflage | 4 | Scene may buy 2. Must choose rural. In that environment call 'camouflage' to instantly begin to *stealth* as per the skill. |
| Natural Flare | 5 | 2 per Scene. Some part of you acts as a *flare*, revealing *stealth*. Call 'reveal 25 feet by flare'. |
| Natural Poison – (source) (type) | * | 2 per Scene. You secrete *poison*. 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 *tail (vine)*. This may then be used to perform skills as per *prehensile* in *base skills*. |
| Radiation Resist | 1 | Twilight may buy 3. You may call 'resist' when exposed to *radiation*. |
| Regeneration | 18 | All *wounds* instantly *seal*, and your *sealed wound heal timer* is 2 minutes. Does not seal a destroyed torso. Can still be *dropped*. See *regeneration* in *terms and concepts* 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. |

# SKILLS

*Skills* are permanent or have unlimited use unless they are listed as *scene*, *twilight*, or *event*. Scene, twilight, and event skills may be used as many times as you have *tiers*. 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.

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.** No character may ever have more skills within a given level than the level prior.

### 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 *experimental tech,* and its value |
| Blowgun | 1 | | Quiet and ammo efficient. Uses *primitive ammo.* |
| Comeback | 10 | | Event may buy 3. RP 10 seconds to remove an *effect*, even if unable to function (example: paralyzed) Call '{1-10} comeback'. |
| Craft Item | 10 | Read / Write | Craft *standard items* you have *schematics* for with a 1 minute RP. |
| Disarm Trap | 4 | Thief Tools | Allows interaction with *traps*. Still must actually be manually disarmed. |
| Dodge | 15 | | Twilight. Call to avoid an attack or call. If a *Role Advanced Defense Dodge* is purchased, this skill becomes 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 *seal* all *wounds* on the target. Must have a free hand within reach. *Bleedout* timer stops the moment *medical kit* (med kit) RP begins but will restart if the call is not completed. Make sure the player applies their *bandage phys rep*. |
| Fletching | 2 | | Make any primitive ammo with a 1 minute roleplay. |
| Intuition | 10 | | Event. If you're stuck, ask a Marshal 1 question to help unstick. |
| Knowledge (specify) | 2* | | Ask 1 question to a Marshal 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 *crafting* 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 *Role Advanced Defense Parry* is purchased this skill becomes 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 *lock*. 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. Attach a small *clip* to any part of a target or container then alert a Marshal. The Marshal will approach the owner OOG, randomly take something from the container in their presence, and deliver it to you. May carry and use 1 clip. |
| 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 *poisons*. 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 *crossfire* with the exception 'may only load 1 dart at a time'. Does not include *thrown weapons*. |
| Question | 5 | | May *question* 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 *terms and concepts* must be followed. |
| Read / Write | 4 | | Allows you to read and write in any *language* you know. Is not required to work on symbolic puzzles and similar. |
| Restore Armor | 4 | Crafting Tools | Restore *armor* and *shields* with a 1 minute roleplay. Cost on Page 8. |
| 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 *dual wield*. |
| Small Melee | 1 | | Knife, small club, climbing axe, etc. Small but still deadly. |
| Stealth | 6 | | Call 'stealth {1,2,3}' to begin to *stealth* for up to 1 minute and 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 (examples: bolt action rifle, semi auto pistol, 2 handed sword, 1 hand club). May only ever use that weapon. Gain 3 uses per Scene of any one Scene *weapon skill* (blade, thrust, et al) you know utilizing that weapon. Reselect skill 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. Any skills you have may be combined in this request, including other BGS. May work with other characters using their BGS. Combining skills in interesting ways always gives better results. You may buy as many between game skills as you have requirements for. Keep in mind you are only one character, so 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, where you can describe what you are doing. The request may detail where you are going, what you are looking for, how you are avoiding detection, what you're looking up and what you already know about it, your approach, et al., as applicable. Include relevant skills that may aid in your task, for example Morning Run combined with Tracking, Hawkeye with Stealth, Hit the Books with relevant Knowledge, et al.

| Name | Required | Description |
|---|---|---|
| Assistant | Any | Use this to aid another character with any between game skill. This is a catch-all BGS to boost other people's BGS without flavoring the results with your own. Describe how you work with the other person, what tasks you are helping 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, durability (wounds per location), natural armor and other information based on the description in your request. 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 take the time to carefully pick through the detritus of that individual or group. You seek whatever there is to be found, and in your request you can add types of things you are looking for. |
| 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 personal information. |
| Hit the Books | Brewer, Engineer, Medic, Scientist or Surgeon | You put together 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. The research can be regarding quests, schematics, research items, or other info. |
| 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, Martial Artist or Warrior | Fitness is important to you. So is finding out what's going on. You choose your route carefully and go for a jog each morning, observing as you go, noting how things change over time. 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. |
| 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 *wound* on the *location* 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 *break* 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 *slow* them for 1 minute. |
| 2 | Crush | Wound | Scene my buy 5. May swing with the call 'wound'. |
| 3 | Slam | Stun | Twilight may buy 3. Hit a target, *stunning* 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. *Break* 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 *trip.* |
| 2 | Overpower | Knockback | Twilight may buy 3. Knock a target back 10 feet. |
| 3 | Batter | Wound | Scene my buy 5. Swing with the call 'wound'. |
| 4 | Grip | Grip | Twilight may buy 3. On being struck with *disarm*, call 'grip' to resist it. |
| 5 | Cleave | Break | Event may buy 5. Cause a *break.* |

## 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 *wound* to the leg specified, target chooses if unspecified. |
| 3 | Marksman | Marksman | After a combat in which you missed at least one shot, move 1 round from the ground to your live bag. This is a shot you didn't actually take because you knew you'd miss. |
| 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 *shields* and *armor*. |

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

| Level | Name | Call | Description |
|---|---|---|---|
| 1 | Combo Shot | Combo, ( ), Wound | Scene may buy 5. Hit with a *base attack* 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 | After any combat where you fired at least 2 shots AND missed at least 1 of them, pick up 1 expended bullet directly to your live bag. |
| 3 | Wombo Combo | Wound, Wound | If you hit all your *combo shot* 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 *slowed*. |
| 2 | Let Fly | Wound | Scene may buy 5. Cause a *wound* on the *location* 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 *disarm*. 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 *shields* and *armor*. |

## 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 *base attack* 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. *Stun* 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 *numb* 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 *wound* 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 *slowed*. |
| 2 | Precise | Wound | Scene may buy 5. Cause a *wound* 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 *disarm*. 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 *armor* and *shields*. |

## THRUST (SPEAR)

| Level | Name | Call | Description |
|---|---|---|---|
| 1 | Lame | Slow | Scene may buy 3. Strike a leg to *slow* 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 *wound* on the *location* 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 *shields* and *armor*. |

## UNARMED / CLAWS

| Level | Name | Call | Description |
|---|---|---|---|
| 1 | Shove | Knockback | Scene may buy 3. Knock a target back 10 feet. |
| 2 | Throat Strike | Silence | Twilight may buy 3. Call and strike the *torso*. Target may not speak IG for 1 minute. May still make calls for skills and effects. |
| 3 | Catch | Block | Scene may buy 5. For *unarmed* only. Block a weapon with your bare hands (hand to hand baton) and call 'block'. Acts as if your hands were weapons that cannot be disarmed. |
| 3 | Rake | Wound | Scene may buy 5. For *claws* only. Rake a target with your claws, causing a wound. |
| 4 | Judoka | 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. |
| 5 | Hammer Fist | Stun | Twilight may buy 5. Call and strike a target to *stun* them. |

# 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 completing a *stacked tier*. The first *stacked tier* is tier 1 of level 1, 2, 3, 4, and 5. The maximum tier for Specials is 5. If no more tiers may be purchased within Role skills the Special is automatically granted max tiers.

Cost per level and tier, and Stacks:

| | 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 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.

# 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 *stacked 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 *slowed*. 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 *primitive ranged weapon* 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 | *Execute* is now instantaneous, call 'dispatch'. |
| 2 | Evasive | | Dodge | Scene may buy 2. Call to *dodge* a **ranged base attack**. |
| 3 | Barbed Arrow | Let Fly | | *Let Fly* now has the call 'break'. |
| 3 | Pin | | Pin [(right or left) foot] | Scene may buy 3. *Pins* that foot to the ground for 1 minute. |
| 3 | Primitive Ranged Mastery | | | Unlocks level 5 of *primitive ranged weapon skills*. |
| 4 | Easy Target | | Break | Twilight may buy 5. When a target is hit by a *slow* 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 *wound* on the specified arm. |
| 5 | Ranged Disarm | | Disarm (item) | Twilight may buy 3. Hit the target and name the item you want to *disarm*. 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.

**Copy Brewing Schematic**: 3 times per Event may copy a *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 *stacked tier* gain a tier of Mixologist. Per tier reduce the chem 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 | Unlockable | | | Complete the goal Party Fiend, Toxic or Cauldron. |

# 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 amor 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 *standard item* schematic with a 1 minute roleplay.

## ROLE SPECIAL

For each *stacked 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*).
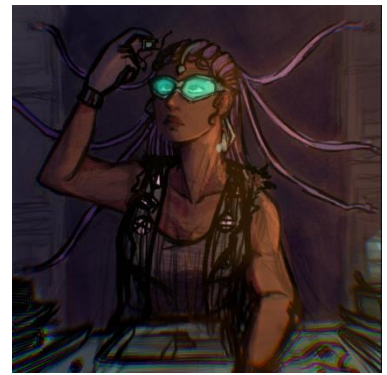
| Level | Name | Req | Description |
|---|---|---|---|
| 1 | Quick Solutions | | RP 10 seconds and spend 3 Metal to quickly repair any Standard item. That item functions for the rest of the scene, then is broken again. This is an obvious effect. Also, unlocks shotgun as per rules in Terms and Concepts. |
| 1 | Material Scavenger | | Improves *scavenge* results involving *metal* or *wood* 20%. Notify Marshal when using. |
| 2 | Architect | | Twilight may buy 3. Roleplay inspecting a *building* or *structure* for 1 minute, then ask any 3 questions about it. |
| 2 | Handyperson | | Twilight may buy 3. Roleplay inspecting a *standard item* for 1 minute, then ask any 3 questions about it. |
| 2 | Techie | | Twilight may buy 3. Roleplay inspecting technology including *experimental tech* 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. *Repair* 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 *precision gun weapon skill tree* for use with a *shotgun*. |
| 4 | Create Schematic | | Event. Work with a *scientist* during a 5 minute roleplay to research 1 *experimental technology schematic* OR 3 *standard item* schematics. |
| 4 | Restore Armor Efficiency | | *Restoring armor* now takes half the resource cost and half the time, round up. |
| 5 | Adaptable Architect | Architect | May buy 5. Once per event when building or repairing a *structure* 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 *standard items* 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. ExT maintenance cost reduced 10% per tier within bounds of ExT minimum maintenance. Stacks. |
| 6 | Build ExT | | Event may buy 3. Craft ExT (Experimental Tech) as per their schematic. |
| 6 | Maintenance Tech | | May buy 2. ExT maintenance cost reduced 10% per tier within bounds of ExT minimum maintenance. Stacks. |

# 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 tree* level 4.

## ROLE SPECIAL

For each *stacked 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 *drums, belt fed weapons,* and mags over 12 darts. |
| 1 | Recoil Mastery | Recoil Control | Recoil Mastery | *Recoil control* from the *rapid fire guns weapon skill* tree may now be used as normal OR as 'fired 4 shots AND missed at least 2, may pick up 2', 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 *dodge* 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 *combo shot* have the call 'wound'. |
| 3 | Weapon Mastery | | | Unlocks level 5 *rapid fire gun weapon skill*. |
| 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 *skill* or *component* of a skill as if it were not used. Not compatible with a *scope*. |
| 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 *drop* targets (not including single shot or hit goals). |

# Gunslinger

The classic wild west archetype.

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 *stacked 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 *courageous*, added after your paid tiers. |
| 1 | Hip-Fire | Aim | | The *aim skill* from the *precision gun weapon skill* tree is now instant as long as you are not aiming down sight. |
| 1 | Scattergun | | | Unlocks *shotgun* as per rules in *Terms and Concepts* for gunslinger. |
| 2 | Frontier Justice | Execute | Dispatch | *Execute* 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 **ranged base attack**, *dodge* it. |
| 3 | Healing Swig | | {1-10} Healing Swig | Twilight may buy 3. May use while *dropped* with a non-injured arm. Roleplay 10 seconds, spend 1 *chem* and drink to grant yourself *regeneration* for 2 minutes. |
| 3 | Precision Mastery | | | Unlocks level 5 *precision gun weapon skill*. |
| 4 | Challenge | | Challenge No Defense (duel me or I get a buff) | Event may buy 3. Point to a target and call 'challenge no defense'. They must duel you uninterrupted (10 pace or melee per their weapon in hand) OR you gain 3 uses of *gut shot* 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 *disarm*. 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 *break* on the location struck. |
| 5 | Slug | | Wound Knockback | Event may buy 5. Cause a *wound* 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* or *primitive ranged 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 *stacked 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. A Marked target takes increased damage from all sources.

| Level | Name | Req | Call | Description |
|---|---|---|---|---|
| 1 | Mercy | Execute | Dispatch | *Execute* is now instantaneous. |
| 1 | Loaded for Fowl | | | Unlocks *shotguns* as per shotgun rules in *Terms and Concepts*. |
| 2 | Hunting Gear | | | May wear Light Armor and a Light Helmet across Roles. |
| 2 | On the Hunt | Tracking | On the Hunt, Tracking | *Tracking* 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 *slow* them. |
| 3 | Weapon Expert | | | Unlocks level 4 of all *ranged weapon skill trees*. |
| 4 | Prowl | | Stealthing {1,2,3} Stealth | May only ever be used 1 time per Scene, may buy 3. Enter an extended *stealth* with no step limit. Lasts 5 minutes per tier. |
| 4 | Torso Strike | | Wound Torso | Twilight may buy 5. Causes a *wound* on the *torso*. |
| 5 | Flush Out | | {1-3} Reveal 25 feet | Twilight may buy 5. If there is IG reason to suspect there may be something in *stealth* nearby, may be used to break stealth within 25 feet. |
| 5 | Lung Shot | | Break Torso | Event may buy 5. Causes a *break* to the *torso*. |
| 6 | Duck Blind | | Re-Stealth | Twilight may buy 3. If in cover and in stealth, after firing an attack may call 're-stealth' to re-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.

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.

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

For each *stacked 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 *trip*, *shove*, and *knockback*, or to correct a misstep. |
| 1 | Fearless | | | You gain 2 additional tiers of *courageous*, 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 **base attack** call 'dodge to *dodge* 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 *unarmed weapon skill tree*. |
| 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 | Iron Fist | | Break | Event may buy 5. Call and strike a target with the call 'break'. |
| 5 | Meditation | | | Twilight may buy 5. Meditate 1 minute to *heal* all *sealed wounds*. |
| 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 *stacked 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 | | | *First Aid* 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 *stealth*. May *use* Medic skills and First Aid without breaking stealth. |
| 2 | Surgical Assistant | | Assisting | May now assist during *surgery*, cutting that surgery timer in half. Must actively assist during the entire surgery. |
| 3 | Combat Medic | | | You gain 2 additional tiers of *courageous*, added after your paid tiers, and may use *bolt action pistols* and *rifles* across roles. |
| 3 | Neutralize Toxins | | {1,2,3} Neutralize Toxins | Twilight may buy 5. RP 3 seconds to instantly remove all *poisons* and *tonics* 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 *first aid* on yourself while *dropped*. |
| 5 | BFG Stasis | BFG | {1-10} Stasis (or 'awaken') | Event may buy 3. Place target into / awaken target from *stasis* 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 *seal* all *wounds* on a target. |
| 6 | Unlockable | | | Compete the goal Kind. |

# 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 s*tealth.*

## ROLE SPECIAL

For each *stacked 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 *slow* them. |
| 1 | Improved Poison | Poison Use | | When coating a *melee weapon* with poison gain an additional swing. |
| 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 | *Execute* 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 **base attack** call 'dodge to *dodge* it. |
| 3 | Avoid Trap | | Avoid Trap | Twilight may buy 3. Having spotted a *trap*, pass beyond it. Does not *disarm* 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 *stealth*. |
| 3 | Rogue Melee Expert | | | Unlocks level 4 of the *blade melee weapon skill tree*. |
| 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 *dodge* it. |
| 4 | Lurk | | Stealthing {1,2,3} Stealth | May only ever be used 1 time per Scene, may buy 3. Enter an extended *stealth* 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 | | Subdue | Twilight may buy 3. Tap a target in the back (represents the head) with a one handed weapon to knock them *unconscious* for 1 minute. |
| 6 | Rogue's Dodge | Dodge | Dodge | Twilight may buy 3. Avoid any game effect and grants a free use of *disarm* 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 *Avoid Trap* 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 *stacked 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.
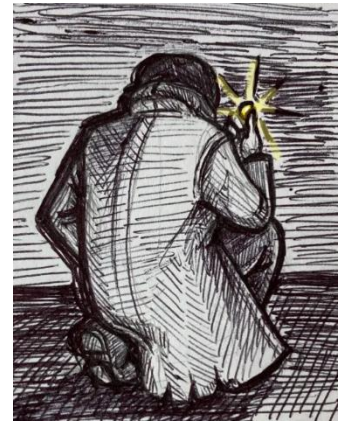
| Level | Name | Req | Call | Description |
|---|---|---|---|---|
| 1 | Look What I Found | | Found | After any combat in which you participated, pick up a single expended bullet and place it in your live bag as if you just found a live bullet on the ground. |
| 1 | Shifty Scavenging | Stealth | | Double *stealth* steps, and may walk quickly while in stealth. |
| 1 | Streetwise | | | You gain 2 additional tiers of *cunning*, added after your paid tiers. |
| 2 | Bypass Trap | | Avoid Trap | Twilight may buy 3. Having spotted a *trap*, pass beyond it. Does not *disarm* 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 *slow* them. |
| 3 | Hardened | | | Gain 1 each of *poison* and *radiation* resist. |
| 3 | Scrap Armor | | | May wear Medium Armor and a Light Helmet across Roles. |
| 4 | Jury Rig | Crafting Tools | | May buy 3. *Repair* 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. ExT maintenance costs 10% less per tier. |
| 5 | Evade Trap | | Dodge Trap | Twilight may buy 5. If a *trap* goes off and would affect you, call this to *dodge* it. |
| 5 | Hiding Spot | Stealth | Hiding Spot Stealth | Event may buy 5. Instantly enter an immobile *stealth*. 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 *stacked 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.

| Level | Name | Req | Call | Description |
|---|---|---|---|---|
| 1 | Let Me Try | | | Use any single *experimental technology* 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 *knowledge* tier 3 on any subject. |
| 2 | Calculated Vector | | | After a combat in which you missed at least one shot from an *experimental tech* weapon, move 1 round from the ground to your live bag. This is a shot you didn't actually take because you knew you'd miss. |
| 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 *disease* and *radiation* 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 *tier* 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 *trait* from the call i.e. 'by fire'), within 1 minute. Weapon and Role-based requirements may be ignored. *Experimental tech* items may carry a call other than their own as an exception through this skill. |
| 4 | Breakthrough | | | Event. Work with an *Engineer* to create 1 *experimental technology schematic* OR 3 regular *item schematics*. |
| 5 | Mad Science | Let Me Try | [charging (1-10)], (ability) | Event may buy 5. Overcharge an *experimental tech* weapon on a 10 count allowing 1 shot using the weapon's *overcharge ability*. Overcharge may only be cancelled intentionally (if knocked out, it's still firing). |
| 5 | Tech Farm | | | May buy 3. ExT maintenance costs 10% less per tier. |
| 6 | Unlockable | | | Complete Charged Up or Educated goal. |

# 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 *stacked 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 *stealth*. On a 3 count establish a *sniper's nest,* which persists until you leave that spot (within 3 feet) and also grants *stealth* for up to the first 5 minutes in position. When in your nest all combat skills with a *precision rifle* grant 2 shots per use. |
| 1 | DMR | | | Designated Marksman Rifle (DMR). Buy *slam-fire* or *semi-auto rifle skill* and use them as if they are a *precision rifle*. May never benefit from a *sniper's nest*. |
| 2 | Called Shot | Execute | Dispatch | *Execute* 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 *dodge* 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 *stealth* **you** just broke. |
| 3 | Deadly Aim | | | *Aim* from the *precision gun weapon skill* tree now grants a call of 'break'. |
| 3 | Precision Mastery | | | Unlocks level 5 *precision gun weapon skill*. |
| 4 | Expert Marksman | | | May buy 2. *Marksman* from the *precision gun weapon skill* tree may now recover as many missed shots as you have tiers of this skill +1. |
| 4 | Professional | | | May buy 2. Each tier grants an additional use to a *scope* or *bipod*. |
| 5 | High Caliber | | Wound Stun | Event may buy 5. Hit a target with a high caliber shot, causing a *wound* on the location struck and *stunning* them. |
| 5 | Savage Shot | | Break | Event may buy 5. Fire a shot with the call 'break'. |
| 6 | Unlockable | | | Win 'The Big Prize' at the faire. |

# 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 *stacked 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 | | | *First aid* now takes 3 seconds. |
| 1 | Anesthetic | | {1,2,3} Sedate (duration) | Roleplay 3 seconds, expend 1 *chem*, and *sedate* a target for 1 surgery or up to 5 minutes. May not be used in combat. |
| 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 | | | Expend 1 *chem* and roleplay 10 seconds to reduce all of a target's *heal timers* by 50%. Lasts 1 Scene. |
| 2 | Incision | | Wound | Scene may buy 5. Causes a wound on the location struck. |
| 3 | Advanced Surgery | | | You can now perform *advanced surgeries* 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 *interrupted* 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 *limb* to *sever* it.. |
| 5 | Induce Coma | BFG | {1,2,3} Stasis | Event may buy 5. Place target into / awaken target from *stasis* 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 *stacked 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 *trip*, *shove*, and *knockback*, 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 *wound*. |
| 2 | Any Armor | | | May wear any Armor and either Helmet across Roles. |
| 2 | Finisher | Execute | Dispatch | *Execute* is now instantaneous. Call 'dispatch'. |
| 2 | Melee Sidestep | | Dodge | Scene may buy 3. When struck with a **base melee attack** call 'dodge to *dodge* it. |
| 3 | Melee Mastery | | | Unlocks level 5 *melee weapon skill*s. |
| 3 | Very Tough | | | Gain 1 tier of *tough*. |
| 4 | Follow-up | Combo Strike | Break | If your first two *combo strike* 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 *disarm* 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 *wound* you take is also a *break*. 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'. |

# 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, while base is 2. Intelligent may use simple broken 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.

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.

## SMALL COMPANION TRAITS

| Armored | +1 to worn or natural *armor* | Turtle, armadillo, beetle | Look What You Found | Once per Scene pick up a spent bullet into your live bag | Ferret |
| --- | --- | --- | --- | --- | --- |
| Aware | Has *antennae* and can alert you | Ant | Nimble | *Stealth* +10 steps | Squirrel |
| Bitey | +1 *fangs/tusks* use | Walrus, Vampyre Bat | Omnivore | Gain 20% Food Scavenge | Gull, Crow |
| Clean | +1 *disease resist* | 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 | *Regeneration* now 100 seconds | Lizard, newt |
| Enduring | +1 *radiation resist* | Cockroach | Resistant | +1 *poison resist* | Frog, Honey Badger |
| Fearless | +1 *courageous* tier | Lion | Shy | *Stealth* + 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 *cunning* tier | Mouse |
| Gills | You can breathe underwater | Fish | Uplifting | *Wings* and *leap* +5 steps | Small birds |
| Headstrong | +1 *horns* use | Goat, Ram | Wise | All knowledge skills +1 tier | Owl |

**Companions (full size)** can only be obtained through a Role. When they become available within the game this section will be updated.

# 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 the scale reasonable. Things in the wild, where characters come from, are small in scale. A 'large building' in the wild is a shed. Make sure the character has reasons to be here, be near these people and collaborate with them, and do the things we do in the game. This doesn't mean you can't be evil, just not evil towards Town. The Diniael Encyclopedias 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 *marksman* skill | Lockpick | 2 | *Pick locks* successfully 10 times |
| Armorsmith | 2 | *Craft* a total of 6 sets of *armor* | Lead Farmer | 2 | Recover (for yourself or others) 200 spent bullets |
| Artful Dodger / Evasive | 3 | *Dodge* 5 called skills or effects | Lethal | 3 | *Drop* 6 targets with a single melee hit each |
| Artisan / Crafty | 2 | *Craft* 10 standard items (not bullets) | Mangler | 2 | *Break* 12 limbs |
| Bird of Prey | 2 | *Drop* 20 targets affected by *mark* | Mender | 1 | *Repair* 30 points of armor |
| Blood Soaked / Doc | 3 | Perform 15 *surgeries* | Monger | 2 | Profit 20 bullets selling your services to other players |
| Bomb Squad / Disarming | 2 | Disarm 15 *traps* | Murderer | 2 | *Drop* 30 enemies |
| Breaker | 1 | Use *skills* to *break* 15 *armor* | Negotiator | 3 | Avoid certain combat through talk 20 times. |
| Cauldron | 3 | *Unlock* 3 *tonics* or *poisons* | Party Fiend | 1 | Take *Rave Juice* and or *Touch the Void* 10 times |
| Chain Fire | 2 | *Drop* 20 targets with *wombo combo* | Peltast | 2 | *Drop* 25 targets with *thrown* weapons |
| Charged Up | 2 | *Overcharge* weapons 15 times | Planner | 4 | Create 3 Building Schematics |
| Codebreaker | 4 | Decode 10 ciphers | Prepared | 1 | Have 101 food (not borrowed) |
| Deadeye | 3 | *Drop* 3 targets at least 25' (10 paces) away with a single shot each | Reclaimer | 2 | *Drop* 10 undead |
| Deadly | 2 | *Drop* 30 enemies with your bare hands or claws | Reviver / Shocker | 2 | *Revive* 10 targets |
| Empty Hand | 1 | Perform 25 *executions* unarmed | Scrounger | 1 | *Scavenge* 180 resources |
| Enlightened | 2 | *Meditate* (skill) 60 minutes total | Shifty | 2 | Enter *stealth* 25 times |
| Exterminator / Carnivore | 2 | *Drop* 15 beast-based mutants | Slacker | 1 | Do not *loot* or *scavenge* for 2 games |
| Fletcher | 1 | *Craft* 30 arrows/bolts/darts | Sly | 2 | *Pick Pockets* 5 times (declined counts) |
| Handy | 2 | *Repair* 15 items | Stone Cold | 3 | Put 10 targets into *stasis* |
| Homebrewer | 3 | *Craft* 30 *chem* of *tonics* or *poisons* | Teatotaler | 2 | Deliver 10 agreed-to Teas to players. |
| Hydrator | 4 | Deliver 200 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 *lesser regen* 10 times | Tolerant / Pick Me Up | 3 | Take liquid fortitude 10 times |
| Inventor | 3 | Create 3 *Experimental Schematics* | Toxic / Venomous | 2 | Defeat 10 victims with *poison* |
| Investigator | 2 | *Question* a total of 15 minutes | Vegetarian | 2 | *Drop* 20 plant-based mutants |
| Kind | 2 | *Seal* wounds on others 60 times | Wall | 2 | Block 25 attacks with a shield |
| Kite / Kite Flyer | 2 | *Wound* 20 targets that have been *slowed* | Warder | 3 | *Parry* 5 calls |

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

# 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. All requirements still apply for the user (specifically 'must use' and 'must have' text within the effect) unless altered.

All ExT requires an appropriate *experimental schematic* to make, and *maintenance* paid at check-in. A character may maintain up to 10 items. All costs (including maintenance) round up or down as appropriate unless otherwise specified. ExT items may be modified through use of another schematic of the same item type, with the original used as a resource based on the original crafting cost with no resource loss. Effects such as *skills* without *tiers* embedded into ExT are considered tier 5. Maintenance equals 1 C for each 3 AT used to create the item. 1-3 equals 1C, 4-6 equals 2C, etc., minimum maintenance 1C per item.

| Item | Slots | 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. Does not include any initial open slots. |
| Open Slots | | 4M per | An ExT item can have up to three slots total. |
| Dependency | | | The item has a requirement to function such as a Role or specific skill, so is cheaper to make. Reduces total build cost from 20% to 66% per Plot ruling. |
| Low Maintenance | 1 slot | 1AT4M per | Reduces maintenance by 1C per use, minimum 1C. |
| Base Skill | 1 slot | 1AT per 3 points | |
| Skill level 1-3 | 1 slot | 1AT per tier | |
| Skill level 4-5 | 2 slots | 2AT per tier | |
| Skill level 6 or Special | 3 slots | 3AT per 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. |

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 6M to make with 1C *maintenance*.

Example 2: Slinger's Gun. Bolt pistol with 5 tiers of Gut Shot. Base is the pistol for 1AT 10M, add 3 Additional Slots for 12M, then 5 tiers of Gut Shot at 15AT for a total of 16AT 22M, with a maintenance of 6C, and the trait 'restricted: gunslinger'.

## 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.

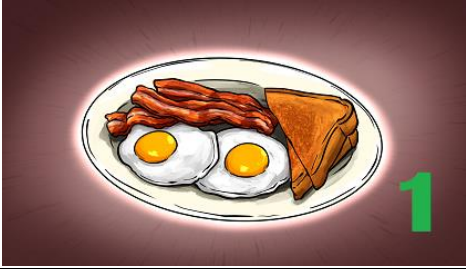| Name | Location | Cost | Effect |
|---|---|---|---|
| Advantage Simulator | Head or Torso | 2AT for every 5 points | Tech installed simulates an *advantage*. There is no character point cost for the simulated advantage. 2AT minimum. |
| Hidden Enhancement | | 4F 2C | Add this cost to any surgical enhancement to make it look like a natural part of the character. |
| Synthetic limb/torso | Limb or Torso | 4AT 12M | Replaces a *destroyed* limb or torso. Heals normally or can be *repaired* for 2M per *location* with any *repair* skill. |
| Prosthetic Head | 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. |

# 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. 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 | 1C | Ingest, coat | Uncontrolled illness for 1 minute. May still fight and use skills but must Roleplay nausea. 'Nausea by Poison'. |
| Common Poison | Slow | 1C | Ingest, coat | The target is *slowed* for 1 minute. 'Slow by Poison'. |
| Common Tonic | Aspirin | 1C | Ingest | Ignore the crawl component of *dropped* for 1 minute and move at any pace (injuries still apply), but then fall *unconscious*. |
| Common Tonic | Rave Juice | 1C | Ingest | The party drug of choice in the apocalypse. 10 minutes of party. |
| Common Tonic | Smelling Salts | 1C | Smell | Target is no longer *unconscious*. |
| Common Tonic | Strength | 1C | Ingest | Doubles your *strength* and *carrying capacity* for 10 minutes. |
| Rare Poison | Acid | 2C | Pour | Causes a *break* effect. 'Break by Acid'. |
| Rare Poison | Forget Me Now | 2C | Ingest | Forget the last hour. |
| Rare Poison | Unlockable - Stun | 2C | Ingest, coat | Target is *stunned*. 'Stun by Poison'. |
| Rare Tonic | Antidote | 1C | Ingest, Spray | Removes all poisons and tonics from the target. 'Clear All Tonics and Poisons'. |
| Rare Tonic | Coagulant | 2C | Spray | *Seals* all *wounds* instantly. 'Seal Wounds'. |
| Rare Tonic | Unlockable - Liquid Fortitude | 2C | Ingest | Allows you to ignore the crawl component of *dropped* for 1 minute and move at any pace with no negative effects. |
| Rare Tonic | Lesser Regen | 3C | Ingest | Gain *regeneration* for 10 minutes. |
| Rare Tonic | Unlockable - Liquid Tough | 2C | Ingest | Grants 2 uses of *tough* that last 1 hour or until used. May only take once per Scene. |
| Exceptional Poison | Death | 6C | Ingest, coat | Kills the target or, in the case of exceptionally resilient creatures, greatly damages the target. 'Death by Poison'. |
| Exceptional Poison | Madness | 3C | 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 | 4C | Ingest, coat | *Paralyze* the target for 1 minute. 'Paralyze by Poison'. |
| Exceptional Tonic | Unlockable - Genetic Reboot | 20C | Surgical | A Surgeon skilled in *advanced surgery* 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 | 6C | Surgical | Used in *advanced surgery* to permanently remove a mutation. |
| Exceptional Tonic | Morphine | 4C | Ingest | For 1 minute only a *destroyed location* will drop the character, though damage does accrue and broken limbs inhibit them. |
| Exceptional Tonic | Unlockable - Regen | 4C | Ingest | Grants the target *regeneration* for 1 hour. |
| Exceptional Tonic | Unlockable - Smoke Bomb | 2C | Throw down to ground | Immediately enter *stealth* (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.

| | | |
|---|---|---|
| *FOOD* |  **1** | 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. |
| *WOOD* |  **1** | A common resource, many things are made of wood. |
| *METAL* |  **1** | A common resource and handy material for making things. The least common of the common resources. |
| *CHEMICALS, OR CHEM* |  **1** | An uncommon and diverse resource. |
| *ANCIENT TECH* |  **1** | The ultimate rare resource. There was once an advanced civilization in the area and their trash is now our treasure! |

# 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?'

### AOE

A 25 foot (10 paces) radius effect. When someone originates an AOE they are in the radius and so also affected unless specified in the skill.

### 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 ranged weapons have low cost and can carry *poison*. They are NOT expended when used. One primitive ammo is 'lost' for every 3 recovered, collectively. A lost primitive ammo is not a resource and requires 1 Wood to fletch back into being ammo 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 (DRAWN/STRING VS PLACED)

A drawn or string circle may be crossed. A placed rope or other circle represents an uncrossable barrier. Actual shape varies.

### 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.

### 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 / STORY HOLD

Call 'hold' then kneel as possible and place a hand on top of your head to signify you are OOG. Everyone in the area is required to do the same. This is used for safety reasons – if you see someone backing up towards a cliff for example, or if someone is hurt. The call 'Story Hold' means game stops in a more casual way to allow a Marshal to describe a scene or effect.

### 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 a *status effect* interrupts that skill or action. Using a defense while taking an action interrupts that action. 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.

### 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.

### NON-COMBAT SKILLS

Include but are not limited to: any crafting and repair skill, execute, first aid, fletching, questioning, make bullets, pick lock, pick pocket, read/write, stealth, sharpen (to sharpen, not swing), poison use (to coat something), tracking, scavenge, look what I found, recoil control, marksman, any knowledge-based or learning / 'being taught' skill, all BFG skills, all trap skills, surgery.

### 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. Does not seal a destroyed torso. *Breaks* still require surgery as otherwise they heal at odd angles and 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. Does not affect *natural armor*.

### 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, but a target hit by both darts may use a single defense to stop them. This does not apply to base attacks, or Tough (because tough negates a wound, it doesn't stop it from happening). A breech-loading double barrel is considered a 'one shot'.

### 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 with two hands to signify you can't be seen. A two handed ranged weapon may use a Stealth Flag on the weapon (straw, orange flag, foam pin to hold it). Default duration is up to 1 minute and 30 steps. You may carry objects. Taking an action other than walking, or physical contact, breaks stealth. The moment your ribbon becomes inactive you are revealed. If a target is observed activating stealth or heard while in it anyone within 25 feet may call 'spotted' or 'heard' respectively and point to cancel the stealth. A two handed ranged weapon may use a Stealth Flag on the weapon.

### 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*. Starting any surgery stops the target's bleedout and death timers. 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.* Starting any surgery stops the target's bleedout and death timers. May batch same effects on a single target (all the breaks at once).

### TRAINING AND QUESTS

Must be trained or quested by a professional (an NPC, or a PC with a *stack,* who works with Plot to develop training and quests). 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.

# NPCS 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 NPC! For either contact a plot person on Discord.

NPCs and the Plot Team are asked to wear neutral colors (black, grey, white) as possible on game days to work with provided costuming. EV/CP earned for playing may be applied to Anomaly or to any other game currently point-

# CHECK-IN AND CHECK-OUT

If you miss Check-In, or have to Check-Out early, head to Logistics to be helped as a Logistics Staff Member is available. We will do our best to make someone available should it be necessary.

## *CHECK IN*

- **Head to the Check-In Desk.**
  - **Sign in** and fill out your line on the sign-in sheet.
    - **Sign the waiver** if you haven't already.
  - **Pick up your player bag** at the desk, or make one if you don't have one.
  - **Hand in 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- Items Station.**
  - **Buy starter items** if you are playing a new character.
  - **Get tags** as needed for every IG item you have.
  - **Get weapons checked.**
- **Move to the Marshal Station.**
  - Manage *Goals*.
  - **Review your character sheet** with a Marshal.
  - **Review game basics** if you need or want to.
  - **Fill out a cheat card** you can use while playing, if desired.
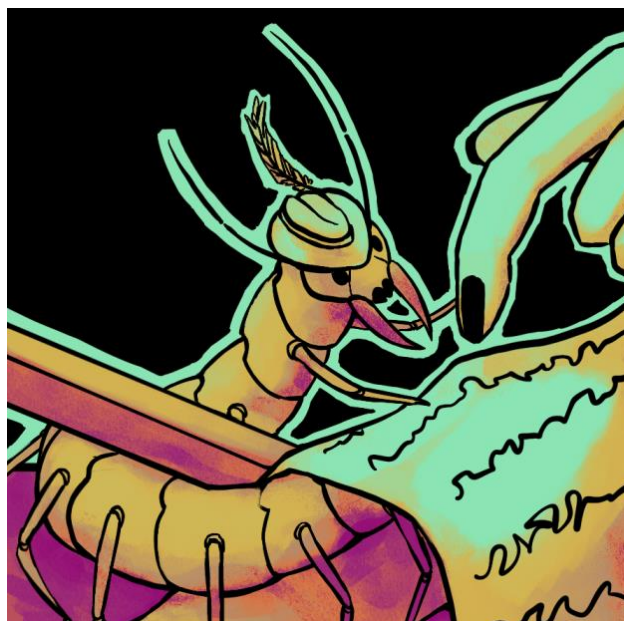


## *CHECK OUT*

- **Head to the Check-Out Desk**
  - **Turn in ammo and resources**. It helps if you pre-count them, and we'll double check. Spent ammo is converted into resources automatically.
  - **Take your receipt**.
    - **A copy of your receipt** will be made when you receive it.
- **Grab your player bag**
  - Put item tags, receipt, and small game items (NOT resources) into it.
- **Turn in your player bag.**
- **Clean your sleeping area** and if possible load your vehicle.
- **Help with cleanup.** This is critical to a continuing game. Please help with cleanup as able.

# 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 *break*. |
| 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 *distracted* 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 *unconscious* |
| 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 *destroy* effect on a *limb*. |
| 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 *disarm* |
| 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.

## How easy is the game to learn?

We encourage learning the How to Play doc, and your own character card; these are enough to contribute and enjoy the game. We take the time to teach more of the game to players at each game and practice.

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

If you are unsure, roleplay the call 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?

Sort of. 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. *Tough* will let you shrug off a *wound*. *Armor* is an efficient warhorse and will do consistent work if you have it, highly efficient and an excellent defense but at a cost. *Sidestep* serves a similar function to armor but is a *skill* so only works for short bursts per scene. *Shields* block base attacks, and skills at a cost, but are magnets for anti-shield skills. *Parry* is a deflection off a weapon or shield in hand, which then takes the effect, an excellent defense. *Dodge* is a well-timed movement out of harm's way, the most effective defense in the game. *Advanced defenses* are on daily timers and so are often saved for the most serious attacks.

## Long melee weapons seem overpowered?

Testing has consistently shown they're balanced and effective in their role.

## Crafting – should I do it?

Powerful and flexible. Crafting is an integral part of the game and its stories, and easy to do with the skill and resources.

## 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 'overlap, wasted or redundant skills' rules in the skills section, 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 for anything unless otherwise specified. Some calls may specify a different duration. Many skills have different Roleplay times as part of their call, but you'll know that when you choose the skill. Any effect with 'short' added 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.