

Lost Colonies Rules

All of the things you need to know before you start playing

How to use this Document

This rulebook is intended to provide the essential information you will need to participate in a Lost Colonies event.

Getting Started contains the Lost Colonies safety and community standards; this is all the information you need *before* you start play. We expect that all players will have read this material, and every player should expect that every other participant (player, staff, etc.) will conduct their behavior according to these standards.

- **Safety and Community Standards:** these explain the fundamentals of our gameplay philosophy and the culture that we aspire to achieve and maintain here at Lost Colonies.
- **Character Creation:** this is a step-by-step guide to creating your unique character. This section explains the mechanical and roleplay components that go into your character, starting with Region, Ancestry, Background, and Guild. You will also select your character's starting Attributes. These traits help define your character and their role in the colony. Once you have created your character, you will be ready to explore sections that describe the elements of gameplay.

Rulebook contains the core rules. These are the rules you are most likely to consult during the game. Players are expected to be familiar with the rules that are relevant to their character.

- **Combat:** this section includes information about Wounds, Injuries, Scars, and Death, and explains our unique way of handling the bad stuff that can happen to a character.

References contains

- **Reference:** this is where we list many of the details that flesh out the world of Lost Colonies. This includes sample recipes for crafting and rituals, how to make mundane and magical items or effects, and a list of effects and skills which define all the things that characters can do or the effects they may be subject to.
- **Out of Game Errata:** This section explains NPC shift, camp cleanup, service points, and other rules and expectations that come with being part of the Lost Colonies player community.

This rulebook does **not** include:

- A comprehensive guide to roleplay or character acting, and gives only a brief overview of larping as a hobby, if you are interested in further resources or tips, there are many excellent resources available online
- We do not attempt to address all possible rules conflicts. While we have tried to create a simple, cooperative system, we cannot foresee all eventualities. If conflicts or confusion should arise, Marshals will determine an appropriate course of action, and will have final say in all decision-making.

These rules will continue to evolve; our rules system is designed to give players the freedom to invent new recipes, use skills in innovative ways, and even develop new skills through roleplay and storytelling. As such, players should expect that the list of available skills and their limitations will grow over time. We will publish updates to the rules as needed.

Combat

Combat can be one of the most exciting and rewarding parts of an event. But there are some rules to follow so that everyone can have a safe and enjoyable time.

Base Weapon Damage

- All melee weapons deal 1 point of damage
- All guns deal 2 points of damage

The verbal calling of base weapon damage is optional. Any attacks that do something other than base weapon damage requires a verbal call along with it. What you need to say will be specified by the skill you are using.

Special Damage

Sometimes an effect will deliver damage of a certain type, such as Fire damage from an exploding bomb or Water damage from a Ritualist's wand. When delivering such an effect, you must call the amount of damage along with the type of damage delivered, such as "2 Fire" or "3 Water".

Basic Combat Training

Every character understands how to defend themselves. In addition to using weapons and armor, every character has access to the Combat Familiarity skill for free.

Combat Familiarity

Reqs: Untrained

All characters have access to this skill

Combat Grit: [Always] You may spend 1 Grit to call a Combat Maneuver that you have access to.

Oomph: You gain access to the +1 Damage Combat Maneuver

Out of my Way: You gain access to the Shove Combat Maneuver

Combat Maneuvers

During Combat, characters may use Combat Maneuvers through a combination of their weapons and skills. When delivering a Combat Maneuver, you replace the normal effect of your weapon with the effect of the Combat Maneuver. Call out the effect of the Maneuver as you strike your opponent. If your attack misses or is blocked, the Maneuver and its effect is expended.

Combat includes combat maneuvers (things that combatants can do) and combat effects (the results of those actions). Combat maneuvers deliver damage and effects. Combat Maneuvers require the expenditure of Grit to activate or fulfilling the requirements of a Combat Form.

Combat Maneuvers

Power/oomph/overcharge: [all] Spend one grit to increase the power of the attack by one.

Shove/Out of my way: [all] Spend one grit to move into the space previously occupied by the opponent. Forces the opponent to move out of the space.

Basic Combat Effects

NOTE:: All of the effects below assume that the participants are acting in good faith. A player or NPC who is actively engaged in adjudicating a combat effect cannot be affected by another affect until the first call is completed.

Safety trumps all effects; if rigorous adherence to the rules given for any effect is reasonably likely to cause harm, players are expected to adjust for safety. If necessary call Hold and reset.

Auto-Hit

Several skills in the game allow the target to be struck automatically just via voice-call. When doing so,

Call "Auto-Hit, Cunin, 1" or "Auto-hit, Tall Mamac, 1" (the effect, the target and the damage) This is so the target is aware there is a skill being used on them. Then you follow this with the effect being delivered. This is a larp; there are many players calling effects at times and sometimes the target is distracted. Choose targets carefully and understand that accidents can happen.

Area Effects

A wave or explosion that hits anything and everything in the area.

The Area Effect modifier automatically hit the body of all targets within hearing. The length of this modifier is intentional to allows players and other staff alike to recognize it and ready themselves to react to the effect.

Call, "All within the sound of my voice," followed by the effect and any other modifier added.

Disarm {X}

You must drop the item held by the limb struck or the limb nearest to the point you were struck immediately and safely. If the attacker specifies an item, that item must instead be dropped.

Fear When you are targeted by a Fear effect you gain the condition Intimidated. If you have been under the effects of Intimidated for at least 15 seconds, a second Fear effect will cause you to become Panicked.

Parry

A physical save that may only be used against **melee** attacks if and if you (a) have a melee weapon in hand and (b) are aware of the attack

Repel

Attack with such force that the victim is forced to retreat; the attacker does not move.

Call "Repel 1"; the recipient of this attack must take seven steps back away from combat (the recipient of the attack should wind up out of weapon range)

Root

Root binds a character to a location and prevents movement

Rooted players should pick one foot as the anchor point; that foot should not move for the duration of the root.

Call "Root 1"

Shove

You must move back two steps back or outside the attacker's weapon range, whichever is farther.

Sicken

You may not be affected by Heal calls. This effect lasts until removed, when you perform a Rest, or is removed by spending a Grit.

Slow

The recipient of the Slow effect moves at a 1 second count. This means you take at least one second between steps. This lasts until healed or until you spend 15 seconds recovering from the effect."

Smash

One handheld item you are using gains the broken condition. The holder of the object may not save against this effect except by saves granted specifically to protect objects. If you do not have a handheld item that is not already broken then instead a limb of your choice gains the smashed limb condition. If all of your limbs are already smashed then you are dropped to zero hit points and are incapacitated.

Stun

You are unable to move or speak for 15 seconds. You must RP as though you are dazed. If anyone strikes or touches you while you are Stunned the effect immediately ends.

Trip

You must immediately make contact with the ground with three limbs, ie two arms and one leg, two legs and one arm, etc. Do so in a safe manner. If you are unable to do this, simply take a knee to meet the requirements.

Unstoppable Effect

The unstoppable modifier represents attacks against which there is no defense. Call "Unstoppable" and an effect, for example, "Unstoppable Smash,"; if the attack hits there is no defense and the effect goes through.

Combat Skills Reference

Reminder: you may only gain the benefits of one Combat Form skill at a time.

Combat Familiarity

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| *Reqs: Untrained*

All characters have access to this skill

| *Combat Grit: [Always] You may spend 1 Grit to call a Combat Maneuver that you have access to.*

| *Oomph: You gain access to the +1 Damage Combat Maneuver*

| *Out of my Way: You gain access to the Shove Combat Maneuver*

Combat Forms

You may only gain the benefits of one Combat Form skill at a time.

Duelist

Reqs: Strength 3

Basic Training: You gain 1 grit that may be used for Combat Maneuvers only

Balance: You gain access to the Combat Maneuver Trip / Stand

En Garde: You gain access to the Combat Maneuver Disarm / Retain

Duelist Master

Reqs: Strength 7, Agility 3, and Duelist

Flourish: [Combat Form] After spinning your weapon(s) for 5 seconds, within the next 3 seconds, you may call one Combat Maneuver without spending Grit.

Skirmisher

Reqs: Strength 3

Basic Training: You gain 1 grit that may be used for Combat Maneuvers only

Forceful Strike: You gain access to the Stun Combat Maneuver

Can't slow me down: [Combat Form] After taking 5 steps forward (no running), you gain one physical save against Shove, Repel, or Bind effects. You may only have one free save from this ability at a time. If unused, this free save expires when combat ends.

Skirmisher Master

Reqs: Strength 7, Focus 3, and Skirmisher

Mobility: After taking 5 steps forward (no running), within the next 3 seconds, you may call one Combat Maneuver without spending Grit.

Tactician

Reqs: Strength 3

Basic Training: You gain 1 grit that may be used for Combat Maneuvers only

Stay the Line: You gain access to the Bind Combat Maneuver

Push them Back: You gain access to the Repel Combat Maneuver

Tactician Master

Reqs: Strength 7, Wits 3, Tactician

Stand: [Combat Form] After planting your feet and not moving for 5 seconds, within the next 3 seconds, you may call one Combat Maneuver without spending Grit

Defender

Reqs: Strength 3

Basic Training: You gain 1 grit that may be used for Combat Maneuvers only

Essential Block: You gain access to the Parry Combat Maneuver

Bodyguard: You gain access to the Intercept Combat Maneuver

Defender Master

Reqs: Strength 7, Resolve 3, Defender

Counter: [Combat Form] After blocking 3 attacks with your weapons, within the next 3 seconds, you may call one Combat Maneuver without spending Grit.

Skills and Knowledge

Your character possesses a number of skills that govern different disciplines, fields of study, and abilities. Regardless of the source of a skill, you may freely assume that you possess an intellectual or academic understanding of any skill you possess, in addition to any knowledge the skill explicitly grants. For example, the Banner Bearer skill would include some knowledge of military parade and procedure, or Gunsmithing with the basic understanding of how gunpowder weapons operate, or past designs. In short, you know intellectually what you know how to do, and can ask the Storytellers based on these skills for additional information based on the skills you possess.

Skill Tags

- ***Always***: A skill with this tag is either a passive effect that is always active, or describes an action that you can take as many times as you wish.
- ***Once Per Rest***: A skill with this tag may be used once, and afterward cannot be used until your character completes a Rest. You may also spend a point of Grit to gain an additional use of any Once Per Rest skill.
- ***Once Per Event***: A skill with this tag can only be used Once Per Event, and may not be restored except by specific means.
- ***NPC Shift***: This is a benefit gained whenever your character completes an NPC shift. This includes the required NPC shift each event, as well as any voluntary shifts.
- ***Quest***: This is a skill that allows you and a number of others to complete a new kind of Quest. The skill will detail the most basic form of the Quest, and more valuable Quests of the same type may be available as the story continues.
- ***Gathering***: This skill is usable to gain a benefit when Gathering resources.

- **Crafting:** This skill allows you to complete Crafts or enhance the Crafts you currently know how to complete.
- **Experimentation:** This skill's benefits apply when performing Experimentation on an existing Craft.

A

Advanced Treatment

Reqs: Focus 7, First Aid

Tend Extremities [Always] You may use your First Aid Roleplay time to remove the Smashed Limb and Slow effects by calling, "Remove X" where X is the the effect.

Bone Adjustment [Once per Rest] You may finish a First Aid Roleplay in 5 seconds that heals one damage and removes the Smashed Limb effect from a single target.

Alchemy

Apprentice Alchemist I

Reqs: Focus 3

First Principles [Always, Crafting] You can complete rank one Alchemical recipes.

Apprentice Duties [Always, Gathering] You may gather Mineral and Binder Components.

Apprentice Alchemist II

Reqs: Focus 7

Advanced Principles [Always, Crafting] You can complete rank two Alchemical recipes.

Resource Management [Once Per Event] You may contact the Quartermaster or Guildmaster to gain a random Mineral or Binder Component.

Apprentice Alchemist III

Reqs: Focus 11

Final Theorems [Always, Crafting] You can complete rank three Alchemical recipes.

Distiller's Eye [Always, Gathering] When drawing cards to determine Mineral or Binder component gathering results, you may discard one of the cards and draw again to replace it. You must take the second result.

Alchemical Expert

Reqs: Focus 13, Wits 3, Apprentice Alchemist II

Fancy Retort [Always, Gathering] You may gain a +2 bonus when making a Destiny Deck draw for gathering Mineral or Binder materials.

Advanced Alembic [Once Per Rest, Crafting] You may replace one uncommon component in an alchemical recipe with a common component of the same class.

Reclaim Residue [NPC Shift] At the completion of an NPC Shift you may contact the Quartermaster or Guildmaster to gain a random Mineral or Binder Component.

Master Alchemist

Reqs: Focus 15, Wits 11, Alchemical Expert

Master's Crucible [Always, Crafting] You may perform an alchemical Recipe twice at the same time, expending twice the materials for twice the output.

Clever Substitution [Once Per Rest, Crafting] You may replace one rare component in an alchemical Recipe with a common or uncommon component of the same type.

Leftover Alchemy [Once Per Rest, Crafting] You may roleplay searching among your possessions for five seconds to "find in your pocket" any Rank 1 alchemical Recipe you know and have the materials for. If you spend a point of Grit, you may instead "find" one of any Rank 2 alchemy Recipe you know. The item must be used within 1 minute or it is lost.

Alchemical Experimenter

Reqs: Focus 17, Wits 9, Apprentice Alchemist III

Alchemical Method [Experimentation] You may choose to discard and redraw one card when making Destiny Deck draws for Alchemical Experimentation.

Critical Safeguard [Experimentation] You may choose to gain an Injury point in exchange for preventing the negative consequences of an Experimentation for one other person involved.

Alchemical Innovator

Reqs: Focus 20, Wits 12, Alchemical Experimenter

Improve and Refine [Experimentation] You gain a +2 bonus when making a Destiny Deck draw for Alchemical Experimentation.

Enhanced Safeguards [Experimentation] You may use the talent Critical Safeguard up to three times in one Experimentation.

Path to Discovery (Alchemy) [Quest] You may begin a quest to establish a new Alchemical recipe. The nature of the recipe must be approved by the Directors, and you may not have more than one unique recipe in progress at a time. If the Directors accept your proposal they will set out for you the conditions of the quest, which will

require a significant investment in roleplay time and materials. Unique recipes are subject to change per Directors' discretion.

Apothecary

Reqs: Essence 7, First Aid

Practiced Medicine [Always] Your roleplay for First Aid is reduced to 40 seconds.

Emergency Aid [Once Per Rest] You may finish the First Aid Roleplay immediately by calling "Aid".

Battlefield Carry [Always] You no longer have to move at a walking pace when moving an Incapacitated character.

Archaeology

Reqs: Wits 11, either Specimen Collection or Research

[Quest] You may perform Archaeological Dig Quests, available from the Quartermaster. A standard dig takes 120 minutes of effort that can be divided up among multiple characters to a minimum of 20 minutes per character. At least half of the characters involved (rounding up) must have the skill Archeology. Everyone who participates will be considered to have completed the Quest.

Assembly Line

Reqs: Harmony 11, Advanced Production

By The Numbers [Always, Crafting] By gathering at least 3 people with a common *Crafting* skill together in a location, and having them all craft the same item, you can decrease the time it takes for all of them to produce those items. Cut crafting time in half for each participant. The character managing the *Assembly Line* may not craft anything.

Maximum Output [Once Per Event] You may gain the benefits of *Personal Supply* and *Advanced Supply* an additional time this event, at any time during the Event.

B

Banner Bearer

Reqs: Resolve 11, Sergeant, Approve Banner Prop

[Once Per Rest] The user of this skill may raise a banner that instills confidence in all who see it. While the banner is upright and visible, if a character would progress to the second stage of a Mental Effect they may call "Immune." Players must be sure they can see the banner before calling, "Immune." If the Banner Bearer is reduced to

Incapacitated, they must remove the banner from the field and it may not return except through Staff permission. Only the bearer can move the banner and they must remain within 10 feet of it at all times or the effect ends. It is recommended that the Banner Bearer remind players of this ability before a Scene begins.

C

Captain

Reqs: Focus 13, Resolve 7, Sergeant

Captain Formations [Always, Crafting] You can organize up to 5 chosen allies into a special formation. You may organize any formation listed below that you also possess the required skill for. You may later call the formation and you and the chosen allies gain the benefits listed. A character can only benefit from one formation at a time, and you must be in the scene to activate the formation.

- *Aegis Formation - Inspire Courage:* Choose one Mental Effect. Once during the next Scene, the members of the formation may call a Mental Save against the chosen effect. This ability is lost at the end of the next Scene if not used.
Roleplay: Practice planning defenses and camaraderie.
- *Vanguard Formation - Advanced Melee Style:* Gain 1 Grit Point which can only be spent to deliver any Advanced Strike with a melee weapon even if the character does not have an Advanced Strike skill. The Grit Point is lost at the end of the next Scene if not used. Roleplay: Practice breaking through lines as a group.
- *Medic Formation - Clinic:* All members of the formation may assist other characters with First Aid to reduce the Roleplay as if they had the First Aid skill. This ability is lost at the end of the next Scene. Roleplay: Practice bandaging, lecturing on triage, anatomy and care of injuries in combat.

Cartography

Reqs: Resolve 3

Cartography [Quest] You may perform Mapping Quests, available from the Quartermaster. A standard mapping takes 120 minutes of effort that can be divided up among multiple characters to a minimum of 20 minutes per character. At least half of the characters involved (rounding up) must have the skill Cartography. Everyone who participates will be considered to have completed the Quest.

Research Basics [Always] You can determine the relative Research value of items.

Commerce

Reqs: Wits 3

Quartermaster's Connection [Always, Quest] You gain access to the ability to obtain and complete Commerce Quests from the Quartermaster. Commerce Quests reward you financially for completing them, and also reward build to a number of participants including yourself, as listed on the card. You must complete your current Commerce quest to obtain a new one.

Market Watch [Once Per Event] You will gain rumors and insight into supply and demand of the resources of the Colony on your rumors sheet at Check-in.

Cooking

Reqs: Agility 3

Cook [Always, Crafting] You may complete Cooking Recipes.

Foraging [Gathering] You may gather Food and Herbal components.

Master Chef

Reqs: Agility 11, Harmony 7

Fine Cuisine [Always, Crafting] You may complete Master Chef Recipes.

Iron Stomach [Always] You can spend a Physical Save to prevent yourself from being poisoned or harmed by items you consume.

Clinic

Reqs: Wits 11, one of Advanced Treatment, Medicinal Remedies, or Remove Poison

[Once Per Rest] You may spend 1 minute preparing a small area, roughly 10 feet by 10 feet, 10'x10', as a field Clinic. Props are encouraged but not required. All uses of the First Aid skill in this area heal two hit points per use instead of one. This area remains active as long as the props remain set up or a person with the Triage skill remains in the area, and active combat does not occur within the area of the Clinic.

Ciphers

Reqs: Wits 11

[Always] You may write secret messages. To accomplish this, you must write out a note on paper. Fold this paper so that the written message is not visible. On the outside of this note you must write the following statement: "OOG: Requires Ciphers to Decode" along with your card number and your signature.

Creature Handling

Reqs: Agility 3

Animal Insight [Always] You may determine the status of an animal or creature including:

- Its current health level (healthy, wounded, dying, dead)
- Its mood (Friendly, Neutral, Aggressive)
- Its nature (natural or not)

You may call this skill by studying the creature for 30 seconds and then calling "Insight", and asking the creature the relevant question.

Influence Mood [Once Per Rest] You may attempt to sway the mood of up to 4 creatures by one step. Aggressive or Frightened creatures can become Neutral and Neutral creatures can become either Frightened or Friendly depending on the nature of the roleplay. The creature(s) will react to the closest player; to use this skill, the player should step between the creature and any other players, spread their hands wide with open palms. To make the creature more friendly use words like "calm", "understand" and "help". To make the creature less friendly use "angry", "threat", or "danger". Note that there may be environmental or situational modifiers that complicate this skill.

D

Devices

Reqs: Agility 7

Device Manipulation [Always] When you encounter a lock or other device that can be opened or defeated, there will be a difficulty number listed. In order defeat the device you must spend one minute of roleplay time, then draw one card from the Destiny Deck. Add the value of this card to your Agility score. If the total exceeds the difficulty then the device is defeated. If not you may spend another minute roleplaying to draw a second card adding it to the first and check again. If you need to keep going you have one more attempt after yet another minute to draw a third card. If after three minutes, and three card draws, the device is not defeated then you must suffer the listed consequence on the lock or device card.

Quick Crack [Once Per Rest] You may draw all three cards at once after completing one minute of role play.

Doctor

Reqs: Essence 11, Apothecary

Advanced Care [Always] Your roleplay for First Aid is reduced to 20 seconds. You may spend a Grit Point when treating someone to raise their Injury Limit in the Scene to 5 and removing the Exhausted condition if they have already gained it.

Urgent Healing [Once Per Rest] You may finish the First Aid Roleplay immediately. This usage stacks with Apothecary.

Improved Battlefield Carry [Always] You may carry two Incapacitated targets simultaneously when using Battlefield Carry.

Dissect

Reqs: Focus 7, Expert Application

[Always] Roleplay the dissection of a plant, a dead animal, or a dead person. After 30 seconds of roleplay you gain one or more Components or Item Cards depending on the situation and the Narrator running the scene. Some NPCs will be carrying cards to give out upon being dissected, others may not.

Dowsing

Reqs: Essence 7, Orienteering

[Once Per Rest] Locate a Ley Line to grant a bonus to Rituals or Crafting that occurs in that location. A total of 12 minutes of roleplay by characters with the Dowsing skill is required to find a single Ley Line. When the above roleplay is done, you may establish circle no larger than six feet in diameter. Rituals and Crafting that occur within that circle gain the following benefit: "Choose one of the least rare Components used in the recipe. It is not expended." This effect lasts for one hour.

E

Expert Application

Reqs: Focus 3

Quick Application [Always] When you are applying a Healing Poultice to another character, double the rate of healing.

Leftover Poultice [Once per Rest] You may produce a Healing Poultice without requiring Components. Quick Poultices are never written on Item Cards and expire at the end of the scene in which they are made if unused.

F

Fiber Arts

Reqs: Focus 3

Weave and Sew [Always, Crafting] You can complete Fiber Arts Recipes.

Wool Gathering [Gathering] You can gather Herbal and Fiber components.

Master Weaver

Reqs: Focus 11, Resolve 7

Made to Fit [Always, Crafting] You can complete Master Weaver Recipes.

Measure Twice, Cut Once [Once per Rest] when using a Fiber Arts Recipe Item you may use it twice within a scene while only consuming one of the item's uses.

First Aid

Reqs: Essence 3

Diagnose [Always] You may perform 5 seconds of roleplay examining a body and declare, "Diagnose." Once done, you may ask what the target's current and maximum Hit Points are and what other negative effects they are under.

First Aid [Always] You may perform a 1 minute roleplay to restore 1 Hit Point on a single target within arms reach. This will also remove the Incapacitated condition if it exists. If another player with First Aid assists you, you may reduce the roleplay by 5 seconds, to a minimum of 10 seconds.

G

Games

Reqs: Focus 3

[Always] While Resting, you may play a game with 1 to 5 other characters. All characters in the game cut the time required for their Rest in half. All players who participate in the game also regain 1 grit point when the rest time is completed. To qualify as a game there must be at least one prop used by all involved and the level of physical exertion must be low.

H

Herbalism

Apprentice Herbalist I

Reqs: Harmony 3

Basic Botanicals [Always, Crafting] You can complete rank one Herbalism recipes.

Harvestry [Gathering] You may gather Herb and Fiber Components.

Apprentice Herbalist II

Reqs: Harmony 7, Apprentice Herbalist I

Improved Botanicals [Always, Crafting] You can complete rank two herbal recipes.
Herbal Stockpile [Once Per Event] you may contact the Quartermaster or Guildmaster to gain a random Herb or Fiber Component.

Apprentice Herbalist III

Reqs: Harmony 11, Apprentice Herbalist II

Mortar Mastery [Always, Crafting] You can complete rank three herbal recipes.
Sickle Skills [Gathering] When drawing cards to determine Herb or Fiber gathering results you may discard one of the cards and draw again to replace it. You must take the second result.

Herbalism Expert

Reqs: Harmony 13, Essence 3, Apprentice Herbalist II

Nature's Bounty [Gathering] You may gain a +2 bonus when making a Destiny Deck draw for Herbal or Fiber Components.

Pharmacology [Once per Rest] You may replace one uncommon component in an Herbalism recipe with a common component of the same class.

Reclaim Roots [NPC Shift] At the completion of an NPC Shift you may contact the Quartermaster or Guildmaster to gain a random Herb or Fiber Component

Master Herbalist

Reqs: Harmony 15, Essence, Herbalism Expert

Perfect Pestle [Always, Crafting] You may perform an Herbalism Recipe twice at the same time, expending twice the materials for twice the output.

Secret Spices [Once per Rest] You may replace one rare component in an Herbalism Recipe with a common or uncommon component of the same type.

Leftover Herbs [Once per Rest] You may roleplay searching among your possessions for five seconds to "find in your pocket" any Rank 1 herbal Recipe you know and have the materials for. If you spend a point of Grit, you may instead "find" one of any Rank 2 Herbalism Recipe you know. The item must be used within 1 minute or it is lost.

Herbalism Experimenter

Reqs: Harmony 17, Essence 9, Apprentice Herbalist III

Botanical Method: [Experimentation] You may redraw one card when making Destiny Deck draws for Herbalism Experimentation

Critical Safeguard [Experimentation] You may choose to gain an Injury point in exchange for preventing the negative consequences of an Experimentation for one

other person involved.

Herbalism Innovator

Reqs: Harmony 20, Essence 12, Herbalism Experimenter

Materia Medica [Experimentation] You gain a +2 bonus when making a Destiny Deck draw for Herbalism Experimentation.

Enhanced Safeguards [Experimentation] You may use the talent Critical Safeguard up to three times in one Experimentation.

Path to Discovery (Herbalism) [Quest] You may begin a quest to establish a new Herbalism recipe. The nature of the recipe must be approved by the Directors, and you may not have more than one unique recipe in progress at a time. If the Directors accept your proposal they will set out for you the conditions of the quest, which will require a significant investment in roleplay time and materials. Unique recipes are subject to change per Directors' discretion.

I

Import / Export

Reqs: Resolve 3

Port Connections [Always] You gain access to a special Goods selection, of large purchase of commodities and other items that are independent of the normal Quartermaster Supply. See the Quartermaster to see what is for sale.

Trading Partners [One Per Event, Quest] You may return an Unfinished Commerce Quest to the Quartermaster and select a new Quest instead.

Inspire Courage

Reqs: Essence 3

[Once per Rest] you may use this skill to grant up to five people an Extra Mental Save. You can roleplay this skill by any of the following means:

- A rousing speech of at least 30 seconds duration
- An inspiring song of at least 30 seconds duration
- A heroic deed appropriate for the scene at marshals discretion

Inventory

Reqs: Wits 7, Appraise

Safe Storage [Always] Player may keep any amount of item cards in a separate pocket on their person for the purpose of trade. This can be any number of cards of

any number, size, or value. Their knowledge of what they have in storage allows them to conduct trade with the goods. As the goods are not actually on your person, they cannot be affected by anything happening to you personally. You may only move goods out of this pocket in relative safety or by spending one Grit per item you wish to suddenly produce.

Strike a Deal [Once Per Rest] you may convert 5 Component item cards of the same value or rarity into any one item of the next value or rarity up. Excludes Premium and Unique. Basic Logistics and Advanced Logistics may not be used for this purpose.

Merchant's Insight [Always] You can determine the relative research value of items.

L

Basic Logistics

Reqs: Strength 3

[Once per Rest] You may use this skill in place of a single common Component to represent having been prepared enough to have brought that Component along with you. This Component will never be written on a card and it expires at the end of the scene. No more than one use of Basic Logistics can be applied to a single action.

Advanced Logistics

Reqs: Strength 7, Basic Logistics

[Once per Rest] You may use this skill in place of a single common or uncommon Component to represent having been prepared enough to have brought that Component along with you. This Component will never be written on a card and it expires at the end of the scene. No more than one use of Advanced Logistics can be applied to a single action.

Lore

Reqs: Wits 3

Narrator: You are versed in the study of books. You may ask questions of a scene Narrator to determine if some fact available in the books you have studied may be pertinent to the current scene.

Item: You can determine the relative Research value of items.

M

Medicinal Remedies

Reqs: Focus 7, First Aid

Purifying Treatment [Always] You may use your First Aid roleplay time to remove the Sickened effect or one Mental Effect by calling, "Remove X" where X is the effect.

Rapid Soothe [Once Per Rest] You may finish a First Aid Roleplay in 5 seconds that heals one damage and either removes the Sickened effect or removes one Mental Effect, from a single target.

Mining

Reqs: Strength 3

Rock Farmer [Gathering] You may gather Metals and Minerals. Add +2 to the results of the Destiny Deck draw when gathering Metals or Minerals.

Rock Tumbler [Crafting] You may use the Metal Trade Goods and Mineral Trade Goods recipes from the Smithing Recipes list

O

Orienteering

Reqs: Resolve 3

[Always] You are skilled enough at navigating in the wilderness that when you have a map, your time walking somewhere counts as Rest time for you and up to 3 other characters.

P

Basic Production

Reqs: Harmony 3

Trade Goods [Always, Crafting] You may complete basic Production recipes for crafting Trade goods out of matching materials.

Busy Hands [NPC Shift, Crafting] Choose one basic production recipe or Rank 1 recipe your character knows. Your character will accomplish the crafting of it during your NPC shift. You must have all necessary materials.

Personal Supply [Once Per Event] You may create for free one use of a Rank 1 consumable item you know. You must choose the item within your first hour of play.

Advanced Production

Reqs: Harmony 7, Basic Production

Advanced Trade Goods [Always, Crafting] You may complete Advanced Production recipes for crafting more valuable Trade goods out of matching materials.

With My Eyes Closed [NPC Shift, Crafting] Choose one basic or advanced production recipe, or Rank 1 recipe your character knows. Your character will accomplish the crafting of it during your NPC shift. You must have all necessary materials. Stacks with Busy Hands.

Advanced Supply [Once Per Event] You may create for free one use of a Rank 1 or 2 consumable item you know. You must choose the item within your first hour of play. Stacks with Personal Supply.

== R

Remove Poison

Reqs: Essence 7, First Aid

Toxin Care [Always] You are able to recognize that someone has the Poisoned Condition. While you are tending to a Poisoned character their Poison will not progress to more severe levels.

Antidote [Always, Crafting] You may request the instructions on a remedy for a particular Poison. Each Remedy's instructions can be different. By following the necessary recipe you can cure the target of the poison.

Research

Reqs: Wits 7, Lore

Artifact Research [Once Per Rest] You may exchange a number of Items with Research values (excluding "Known" items) with the head of the Explorers Guild to gain a piece of knowledge. The quality of the knowledge you gain is based on the total Research value of the Items that you turn in.

- Known = 0
- Notable = 1
- Significant = 3
- Revelatory = 7

Interview [Always] You may spend 10 minutes discussing the basics of a Skill a target knows. For the next four hours, you may act as if you possessed that skill for purposes of knowledge (I'm not a Blacksmith, however I spoke to...). You may possess a maximum of 3 skills in this way at a time.

Rituals

Initiate Binding Rituals

Reqs: Essence 3

Initiate Binding [Always, Crafting] You gain access to Rank 1 Binding Rituals.
Wardworthy Gathering [Gathering] You may gather Binders and Minerals.

Adept Binding Rituals

Reqs: Essence 7, Resolve 3, Initiate Binding Rituals
[Always, Crafting] You gain access to Rank 2 Binding Rituals.

Master Binding Rituals

Reqs: Essence 11, Resolve 7, Adept Binding Rituals
[Always, Crafting] You gain access to Rank 3 Binding Rituals.

Initiate Forces Rituals

Reqs: Essence 3
Initiate Forces [Always, Crafting] You gain access to Rank 1 forces Rituals.
Ritual Gathering [Gathering] You may gather Binders and Minerals

Adept Forces Rituals

Reqs: Essence 7, Resolve 3, Initiate Forces Rituals
[Always, Crafting] You gain access to Rank 2 Forces Rituals.

Master Forces Rituals

Reqs: Essence 11, Resolve 7, Adept Forces Rituals
[Always, Crafting] You gain access to Rank 3 Forces Rituals.

Initiate Spirit Rituals

Reqs: Essence 3
Initiate Spirits [Always, Crafting] You gain access to Rank 1 Spirit Rituals
Ritual Gathering [Gathering] You may gather Binders and Minerals

Adept Spirit Rituals

Reqs: Essence 7, Resolve 3, Initiate Spirit Rituals
[Always, Crafting] You gain access to Rank 2 Spirit Rituals

Master Spirit Rituals

Reqs: Essence 11, Resolve 7, Adept spirit Rituals
[Always, Crafting] You gain access to Rank 3 Spirit Rituals

Ritual Linking

Reqs: Essence 13, Harmony 11, Any Adept Rituals

[Once Per Rest, Crafting] You may increase the casting time of a ritual that gives a Blessing by one minute and expend one additional Component to include additional people based on the rarity of the Component. If you expend a Common, add one person. If you expend an Uncommon, add two people. If you expend a Rare, add 3 people. If you expend a Unique, add 10 people. This cannot be used on Self-Only Blessings.

Ritual Quickening

Reqs: Essence 13, Focus 11, Any Adept Rituals

[Always, Crafting] You may have other ritualists assist in performing a ritual you are conducting to reduce the casting time so long as they are capable of performing the same type of ritual, ie assisting in a Forces ritual requires people who can perform Forces rituals. For each person assisting the time required is reduced by one minute, minimum of one minute.

Ritual Empowerment

Reqs: Essence 13, Strength 11, Any Adept Rituals

[Always, Crafting] When you perform a ritual that has a numeric effect you may double the casting time of the ritual to increase a numerical value by one.

Initiate Thaumaturgist

Reqs: Essence 15, Wits 6

Ritual Reminders [NPC Shift] At the end of your NPC Shift you may contact the Quartermaster or Guildmaster to gain a random Mineral or Binder Component

Ritual Efficiency [Always, Crafting] When performing a ritual you know, you may increase the casting time by one minute and spend a point of grit to lower the rarity of one required component by one level, to a minimum of Common.

Adept Thaumaturgist

Reqs: Essence 17, Wits 9, Initiate Thaumaturgist

Gain the corresponding bonus if you have the following skills:

with Adept Binding Rituals

You may spend 10 minutes expanding your spiritual self to an item. So long as the chosen item is visible on your person you may have two Blessings upon you at once. If the item is Sundered you lose access to the second Blessing until it is repaired.

with Adept Forces Rituals

When you finish a Forces ritual that has an immediate effect, you may store the effect upon you as a Blessing, and release the effect later with ten seconds of Roleplay.

with Adept Spirit Rituals

Whenever you perform a ritual that requires the expenditure of a Spirit Token, Make a Destiny Draw. If the drawn total is 4 or higher you do not lose the Spirit Token.

Master Thaumaturgist

Reqs: Essence 20, Wits 12, Adept Thaumaturgist

Gain the corresponding bonus if you have the following skills:

with Master Binding Rituals

[Crafting] You may craft an object using the craft wand ritual. This object now counts as the prop for all Binding rituals you cast.

[Once Per Event] When you would gain an Injury point to as the cost for a skill you may destroy your imbued object instead of gaining the Injury Point.

with Master Forces Rituals

[Once Per Rest, Crafting] When you are doing a Forces Ritual, if you are struck by a physical effect or damage, you can add 1 minute to the ritual casting time to gain a Free Physical Save to use immediately. If you stop the ritual before completing it after using this ability you become Exhausted.

[Once Per Rest] If you are struck by an undefended elemental effect while performing a Forces Ritual you may gain an Injury to complete the ritual immediately. This only works with known, non-experimentation rituals.

with Master Spirit Rituals

[Always] Whenever you expend a Blessing, you may choose an additional target within arms reach to gain the effect.

[Once per Event] When you expend a Blessing, you may gain an Injury Point to grant the effect of the expended Blessing to all targets within arms reach.

Sergeant

Reqs: Focus 7, Resolve 3

Sergeant Formations [Always, Crafting] You can organize up to 5 chosen allies into a special formation. You may organize any formation listed below for which you possess the required prerequisite skill. You may later call the formation and you and the chosen allies gain the benefits listed. A character can only benefit from one formation at a time, and you must be in the scene to activate the formation.

- *Infiltration Formation - Sneak*: All members of the formation may perform a 1 min RP within cover to become Hidden once. This ability is lost at the end of the next Scene if not used.
 - Roleplay: Practice sneaking through brush or from cover to cover.
- *Militia Formation - Basic Combat Trick*: Formation members gain a single use of a Basic Strike that the Sergeant knows. All members gain the same Basic Strike. This Basic Strike is lost if it is not used by the end of the scene.
 - Roleplay: Practice sparring.
- *Rescue Formation - First Aid*: All members of the formation may carry Incapacitated characters while moving at full speed. This ability is lost at the end of the Scene.
 - Roleplay: Practice bandaging, lecturing on triage, anatomy and care of injuries in combat.

Semaphores

Reqs: Agility 7

[Always] Either you, or a designated player volunteer, may put on a White Headband to go out of game and deliver a message to a location within line of sight. A character with the skill Semaphore must be available on the receiving end. Special Note: Because the process of sending messages by flags is not quick, time does not stop during this process. Return messages may be sent. If you go yourself you *MUST* return to your starting location before removing your White Headband and going back in game.

Sleight of Hand

Reqs: Agility 3

[Always] You may interact with NPCs sent out with clearly marked pickpocket targets hanging off of them in the form of colored clothespins. If you choose, you may attempt to remove these targets for a chance at a reward.

Smithing

Blacksmith

Reqs: Strength 3

Smithy Basics [Always, Crafting] You can complete Blacksmithing recipes.

Panning and Smelting [Gathering] You may gather Metals and Minerals.

Weapon Smith

Reqs: Strength 7, Blacksmith

Weapons of War [Always, Crafting] You can complete Weaponsmithing recipes.

Safe Hands [Once Per Rest] If your weapon would be Sundered you may call "Weapon Smith" to continue using it at full functionality. It retains the Broken condition, you merely ignore it for the duration of this scene. Should it be Sundered again, it will be permanently lost or require Experimentation to repair.

Armorer

Reqs: Resolve 7, Blacksmith

Suits of Steel [Always, Crafting] You can complete Armorer recipes.

Safety First [Once Per Rest] If you are wearing armor or a smithing apron, You gain a free Physical Save against an environmental damage effect.

Gunsmith

Reqs: Agility 7, Blacksmith

Powder and Lead [Always, Crafting] You can complete Gunsmith recipes.

Spare Rounds [Once Per Rest] You may spend a point of Grit to instantly apply any Gunsmith procedure you know to one of your own weapons. The effects of this procedure expire at the end of the scene or when the weapon leaves your possession.

Brightsmith

Reqs: Focus 7, Blacksmith

Precision Work [Always, Crafting] You can complete Brightsmith recipes.

Crafter's Eye [Experimentation] You may redraw one card when making a Destiny Deck draw while experimenting on any Smithing Recipe.

Artisan Smith

Reqs: Focus 11, Harmony 7, one of Weaponsmith, Armorer, Gunsmith, Brightsmith

Prototype Design [Experimentation] You may gain a +2 bonus when making a Destiny Deck draw for experimenting on Smithing Recipes.

Upkeep Armory [Once Per Rest] Pick a single Smithing recipe you can perform. You may expend double the normal materials and triple the time to perform the procedure on up to five armaments at once. All of the target armaments must be present at the same time.

Heavy Engineering

Reqs: Strength 11, Resolve 7, one of Weaponsmith, Armorer, Gunsmith, Brightsmith
The Big Guns [Always, Crafting] You can complete Engineering recipes, which include large scale projects and field weaponry.

Spot Weld [Once Per Rest] You may substitute an uncommon metal for a common ingredient in any Smithing recipe.

Master Smith

Reqs: Strength 11, Harmony 11, Blacksmith and one of Heavy Engineering or Artisan Smith

Refine Ore [Always] You may combine four metals of the same type and quality into a single "refined" material, which counts as one rarity higher. A material created by this talent cannot be used again with this talent.

Mineralogy [Once Per Rest] You can treat a single non-Metal component as one level higher for smithing recipes.

Path to Discovery (Smithing) [Quest] You may begin a quest to develop a new Smithing recipe. The nature of the recipe must be approved by the Directors, and you may not have more than one unique recipe in progress at a time. If the Directors accept your proposal they will set out for you the conditions of the quest, which will require a significant investment in roleplay time and materials. Unique recipes are subject to change per Directors' discretion.

Smuggle

Reqs: Resolve 7, Import Export

Black Market [Always] You gain access to a limited Goods selection of rare items, finished goods, and other rarities for a very high price. See the Quartermaster for the list of available items.

Perfectly Legitimate Business [Always, Quest] You gain access to the ability to obtain and complete Smuggling Commerce Quests. These will require strange, rare, and unusual items to complete, and will reward you with build now, and a reward at next Event you attend. The form of your reward is unknown but you are guaranteed to receive a payment. You may only have one of these Quests at a time, and it counts as a Commerce Quest.

Sneak

Reqs: Agility 7

Hide: You may gain the Hidden condition.

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Specimen Collection

Reqs: Resolve 7, Cartography

Quest: You can visit the Quartermaster and collect a Specimen Collection Quest from those available. According to the Quest card's requirements, gather a team to go out collecting the resource. You may require the use of skills such as Tracking and Alertness or Dissect to complete the quest.

Surgery

Reqs: Focus 11, Dissect

[Always, Crafting] You may follow a Surgery Plan to perform surgeries on living animals and people. Anesthesia is highly recommended.

T

Tracking and Alertness

Reqs: Wits 7, Trapping and Foraging

Tracking [Once Per Rest] You may ask a single question of the Narrator or Marshal of the given scene about any beings who may have left tracks in an area you are about to enter.

Spot Hidden [Once Per Rest] You may see people who are Hidden (Yellow Headband or arm in front of face).

Quick Reflexes [Always] You may spend a point of Grit to negate the effects of a Sneak Attack. You still take the normal damage of the strike.

Trapping and Foraging

Reqs: Wits 3

Live Off the Land [Gathering] You may gather Food, Fiber and Herbal Components using a special gathering table.

Always Searching [NPC Shift] At the end of your NPC shift you may request a random Food, Fiber or Herbal Component from the Quartermaster or your Guildmaster.

Trapper [Once Per Rest] This skill may be used to affect an area to alter the circumstances of a scenario by preparing traps, snares, or other ambushes. You must have arrived at the location first, or hidden long enough to prepare the traps. A Marshal may require a Destiny Draw to determine the outcome, and the intended effect may not be the actual outcome.

Tycoon

Reqs: Focus 11, Inventory

Special Order [Once Per Rest] You may contact supplies through the Quartermaster to obtain an Item Card called "Bundle for X" where X is the name of a single Ritual or Recipe. The Item Card counts as all of the required Components to complete that single Ritual or Recipe once. The price for this item will be at a significant premium. Within the next 15 minutes, you will gain the item.

Credit Line [Always, Quest] You may have two Commerce Quests active at the same time.

Armor Training

Reqs: Resolve 3

[Always] While wearing Armor, you gain an extra Physical Save and increase your Injury Limit to 4.

Wilderness Survival

Reqs: Agility 7, Animal Handling

[Once Per Rest] You get one Save that may be applied against any Natural Environmental effect in a scene. You may spend a point of Grit to grant a save against the effect for everyone within 5 feet of you.

More Rules

Wounds

The world is full of dangers, and even the heartiest person can only endure so much. Every character has a certain number of Hit Points. When a character is reduced to 0 Hit Points they sustain an Injury, and become Incapacitated. At this point, the character is injured and the player must lie upon the ground until the Incapacitated condition is removed by the restoration of Hit Points through healing skills or items.

If you are Incapacitated and you have sustained 3 or more Injuries since your last Rest, you become Exhausted as you are overwhelmed by the volume of your wounds and injuries. An Exhausted character may not receive any beneficial effects except for those that remove the

Exhausted Condition. An Exhausted character may not gain any more injuries or take any other actions.

Once the scene has ended an Exhausted character may get up and move at a slow pace toward the Triage. A character who is Incapacitated, but has not yet reached Exhausted may voluntarily gain the Exhausted condition as soon as it is clear to them that no healing assistance is coming. The goal of this is to not have players laying around waiting for healing to come, rather to get the player to the area where they can start to roleplay their recovery. If it looks like healing might be coming soon, stick around and allow the healers to have their roleplay.

Things to Remember

1. If it is unsafe to lay down to represent being Incapacitated then either take a knee until it is safe or stagger away to a safe spot and then lie down. If it ever becomes unsafe, feel free to move to ensure your safety.
2. Another character may help an Incapacitated character move at a walking pace.
3. If you are Incapacitated and another character tries to heal you, you are allowed to refuse the heal. You may choose to exercise this option if you fear you will simply sustain further Injuries if brought out of being Incapacitated. If you refuse an effect, any items or abilities that were used on you are considered unexpended.

Triage and Injuries

Injuries represent lasting wounds that must be properly examined and treated before they can be healed. In Lost Colonies this is represented by going to the Triage area of the event site. Once you arrive at the Triage, your Injuries will be diagnosed, and you will receive makeup, costuming, or both, to depict your wounds. You will also be informed of any mechanical consequences that afflict you during your recovery time. After one hour, you may recover from one Injury, or, if you have multiple, you may recover from all Injuries in two hours. When you recover from an injury, it is

removed from your character, along with the penalties (We ask that you return the costuming to the Triage as soon as it is convenient!).

Aside from the specific penalties assigned for your injuries, nothing prevents you from continuing to act, explore, or take additional risks once your injuries are diagnosed. However, if you sustain any additional Injuries, it will reset the recovery time for ALL of them.

You may also choose to “Sleep off your wounds”, and leave play for a voluntary 2 Hour NPC shift. If you do so, you will recover from all injuries when you return. Similarly, your time spent on your scheduled NPC shift counts toward recovering from treated Injuries.

You may continue to act with untreated Injuries, but you may not Rest until your injuries are diagnosed at the Triage.

Rest

When a character takes time away from heavy activities they are said to be resting. Rest normally requires 30 minutes, though abilities and skills may modify this.

During a Rest, you should generally remain within the same location and may not use any skills or abilities except for completing standard Crafting Recipes, or skills that specifically can be used during a Rest.

Generally speaking a character is resting when they are not in combat and are not using any skills. Skills and Rituals require exertion and so Rituals, unlike crafting, do not count towards resting time.

The basic Rest time is 30 minutes, though abilities and skills may modify this. During a Rest, you should generally remain within the same location and may not use any skills or abilities except for completing standard Crafting Recipes, or skills that specifically can be used during a Rest. If your rest is interrupted, you must start over.

Once your Rest is complete, you can restore any missing Hit Points and regain any lost Saves, as well as use of any Skills that have a Once per Rest limitation on them.

Grit

Grit is a special resource that every character possesses that represents an inner reserve of strength, resourcefulness and determination. Rests do not restore Grit, only effects that specifically restore Grit do. You may spend a point of Grit at any

time to gain an additional use of any Skill you have with the Once Per Rest limit. You may decide which skill you are applying this to at the time you use the point. You may also gain additional uses for Grit through your other Skills, such as Combat Strikes or even Rituals.

Scars

Throughout your time in Torakand, you will sustain injuries and, barring disaster, recover from them. However, circumstances and the story of your character may make you decide that a particular injury is too important to forget. In those moments you may instead choose to take the Injury as a permanent part of your character- a Scar.

Any Injury sustained by the character may be converted to a Scar, though no more than one per Event. The decision comes with significant benefits and significant consequences. Taking a scar is a permanent decision that counts as an unhealable Injury. In short, you come that much closer to risking death, as your capacity for raw punishment is permanently reduced. You gain two significant benefits. Firstly, you gain a permanent benefit to your character, symbolizing the lesson they have learned from this. As you sustain further Scars, your choices increase, but no selection can be chosen more than once (with one exception.) Secondly, any other remaining injuries fade after ten minutes- learning a permanent lesson makes the temporary pains easy to ignore.

NOTE: No character can have more than five Scars.

Scars must be costumed, and permanently incorporated into your character's costuming and roleplay going forward, be it through makeup, clothing, armor, or all of the above.

Scar Benefits

You may choose one of the following. All effects are permanent.

- +2 Grit
- +1 Skill Slot
- Increase your HP cap by 5, to 20.
- Veteran's Save - You gain one Save that can be used as either a Physical or a Mental Save, once per Rest. This Save cannot be modified or restored by any effect other than a Rest.
- +6 to your Build Cap

For your third and subsequent Scars, you may add the below choices to your list of options.

- A Unique Skill, the details of which are related to the injury you have taken, to be discussed with the Directors.
- A Second Chance - When you take this Scar, you identify the source of the failure that resulted in your current injury- be it a failed project, a particular adversary, or a specific creature. As a result of this Scar, Fate will conspire to give you a second chance toward settling the score, if not making things right. You may take this choice multiple times, but never twice over the same affair.

For your Fifth Scar, you may also add the below choices to your list of options.

- Create a Legacy - When you take this Scar, your actions echo long past your presence in Flint. You may design a unique, long-term or permanent effect for the entire colony, to be manifested upon your death. The details of this Scar must be discussed with Directors between events.
- Unbending Oath - When you take this Scar, you may declare a single, straightforward, achievable task, such as the defeat of a certain enemy or completion of a project. Until that task is completed, you cannot die: Taking your seventh Injury will result in you being unable to participate in the remainder of the event as that character, but you cannot die until that task is completed. The time limit on this effect is to be discussed with Directors but likely within the next game year, at which point the task must either be finished, or you retire your character as normal.
- Passing the Torch - When you take this scar, your character has become too important to Flint for them to be in further danger. You effectively retire your character from normal play, but can continue to make appearances to teach, dispense information, and participate in Role-Playing focused events such as the Governor's Dinner.

Death

A character who has seven total Injury points, including Scars, at any one time dies. The death happens at the end of the scene in which they received their seventh injury point.

Death is a permanent effect.

We at Lost Colonies want to reassure you that we are not trying to kill your characters. In fact we have designed the Injury, Scar, and Death systems in such a way as to give you, the player, agency over when and how your character meets their end. The Injury points are designed to allow your character time to reflect on how their choices led them to be so harmed. The Scar points allow your character to hold on to, and grow from, lessons learned through having faced challenges that have left them marked for life. And finally there are ways to gain Injury points that allow you to choose when your character's last breath will be. What hill will they die on? Who will be at their side? What will be the thing that was more important than themselves? We like to think that our Injury, Scar, and Death systems puts the power of those decisions in your hands.

Certain Death Scenarios

Now, imagine a scenario where your character would almost certainly die, but they are not near enough to seven injury points to mechanically die, what happens? You are allowed to work with the Storytellers to narrate how you narrowly escape the certain death situation. For example, if you are fighting a giant monster on the rim of an active volcano and are thrown off the edge, logically, you should be burnt to a crisp. If you are overrun by a herd of ravenous beasts, you should be their next meal. But, there is an aspect of cinematics at play symbolizing that you have some luck on your side, reflected in the gaining of Injury Points. So instead of being hurled fully into the volcano and dying, you are caught in a craggy outcropping, or an avalanche scares the herd away instead of you being eaten. You may always choose to follow a direct route and accept the circumstances as death, but remember that death is permanent.

After Death

For a character to die, they must have a total of seven Injuries (including Scars) as we stated before. What happens next?

If your character dies we ask that someone is sent to get one of the Directors. We will help you through the next part of your character's journey. Once the Director is there they will have a quick conversation with you about the manner in which your character died and they will ask you to make a choice right then. Your options are to continue to play the spirit of your now dead character for a time, to switch to an NPC role for a time, or to head to logistics to make up a new character for the remainder of the event. If you do choose to play the spirit of your deceased character you will be

asked to put on a blue headband to indicate that you cannot be interacted with in any fashion. You retain the memories of your character up to and including the moment of their death. You may speak with anyone and everyone can see you, but you may not invoke any effects aside from speech.

If you have been playing your spirit character there will come a time during that event when its spirit may no longer linger. This time may come at a moment of your choosing, or when the Directors tell you it is time. But it most certainly will come no later than the end of the event in which your Character dies. After the end of that event the spirit may only return when summoned by an active Character or when the Directors or Storyteller staff asks you to return as the spirit of the deceased.

Sneaking Around

The Sneak skill is one way to gain the Hidden condition. There may be other ways. Regardless of the method used the following rules apply to the condition Hidden.

In order to communicate to everyone around you that you are hidden you must use one of these two methods.

- Option 1: Raise your arm up with a bent elbow so that your forearm crosses in front of your nose and is horizontal.
- Option 2: If you are going to remain hidden for a while you may also put on a Yellow Headband so that you can retain use of both arms (and not tire out the one arm).

While sneaking, you must move slower than a walking pace. A marshal may require you to slow down or lose your hidden condition. There will be only one warning.

Marshals may declare that the use of Hidden abilities do not work on a per scene basis, at their discretion.

Crafting

Any skill with the keyword "Crafting" is a crafting skill. Crafting skills all require that the characters have a recipe of some sort to follow. The recipe will indicate what Components are required, will say how much time the roleplay should take, will give a guideline for the roleplay to follow, and will tell you what to write on the resulting Item Card. Once you have completed the recipe you are to write up your own Item Card and you will initial it, date it, and include your Player number on the card. Any Component cards that are used up in the process should be placed into an Out-of-Game pocket or pouch so that they do not get confused with your remaining

supplies. The next time you visit the Quartermaster you can turn in these used Components so that the game can return them to circulation again later.

Crafting skills do not require Marshals or Staff to complete. But if you need assistance as you get used to the skill or if you have a question about a recipe, please feel free to ask a Marshal for help.

Experiments

Whatever crafts your character may possess, they did not begin learning these difficult skills just to follow known recipes. Whether you wish to create an improved version of an existing recipe or design something new altogether, you can do this through the Experimentation process. Experimentation allows you to form a plan for your new design along with the materials, and consult a Marshal to prepare a Destiny Draw. Skills or Items with the tag "Experimentation" can improve the results of these Draws.

Experimentation can produce unexpected, dramatic, or even dangerous outcomes based on your materials, cleverness, and luck, good or ill. Because of the volatility of each experiment, it is difficult to reproduce the process exactly each time- so repeated attempts at the same product may not result in the same outcome. Turning one of your experimental results into a new recipe repeatable by anyone is a long term project requiring the highest levels of skill, typically through the ability Path to Discovery.

Rituals

Any skill with the keyword "Ritual" is a ritual skill. Many ritual skills are like crafting skills in that they produce an Item Card. For these rituals you can simply follow the Crafting guidelines above to produce your own Item Cards. However, there are rituals that can only be done with the presence of a Marshal or Storyteller. If these rituals are conducted without a Marshal or Storyteller present they will simply fail.

Props and Item Cards

Weapons and Armor must be represented by physical props. Not all weapons or armor will have item cards to go with them.

- A weapon without an item card is treated as a basic weapon of the type represented by the prop.
- Armor without an item card is treated as basic armor.

- Enchanted items require props and cards both. A magic wand without a card is just a fancy stick. An "Enchanted Item" card without a prop is not considered to be in game. The card does not need to be attached to the prop, but if there is a question of legitimacy, the card needs to be able to be produced in short order.
- All other Item cards do not require a prop. As a guideline, you should limit yourself to carrying about 10 "un-propped" Item cards per pouch or pocket. If you have a larger container, it is reasonable to carry more un-propped cards in it. While we recommend having as many things represented by props as possible we also recognize that that is not practical for all situations.

Gathering

Expeditions to gather resources or other adventures into the wilderness will result in opportunities to gather Resources. Unless modified by the circumstances of the story as directed by a Marshal, Gathering works as follows:

At the end of the gathering scene, the Marshal will declare what resources are available in the scene. If your character possesses the necessary skill to harvest one of those resources, they may make a Destiny Draw. Higher results indicate the discovery of more or rarer resources. If you do not possess a relevant gathering skill, you may choose to either make a single card draw with your final possible result limited to +1 (A single common resource), or contribute to someone else's efforts, adding a +1 to their final total. Up to two unskilled gatherers can assist one skilled one.

Components

The following list contains all of the standardized Component Cards, their rarity level, and what they are frequently used for.

Metals

Bonus to gathering for Miners and Smiths

[cols="1,^1,5",options="header"]

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| Name | Rarity | Description and Uses

| Copper | common | conductive, malleable, not especially hard, oxidizes, green pigments

| Iron | common | hard but somewhat brittle, versatile, cheaper than steel, good for tools

Lead	common	very soft, very heavy, poisonous, used for white pigment
Steel	uncommon	hard and flexible, expensive, used for weapons, armor, and tools
Cobalt	rare	extremely brittle, blue pigment, invisible ink

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Minerals

Bonus to gathering for Miners, Smiths, Alchemists and Ritualists

[cols="1,^1,5",options="header"]

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Name	Rarity	Description and Uses
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Flint	common	fire starter, construction material, knives/arrowheads, flintlock guns
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Chalk	common	medicine/antacid, obviously leaves marks
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Potash	common	potassium, used for fertilizer and soap
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Sulfur	uncommon	stinky, flammable, mixed with stuff for explosives,
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Obsidian	rare	mirrors, tools/knives, fortune telling/ritual uses
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=== Herbs

Bonus to gathering for Fiber Artists, Herbalists, and Trappers

[cols="1,^1,5",options="header"]

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Name	Rarity	Description and Uses
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Lavender	common	soothing, calming, relaxing, used for skin conditions, digestion and sleep.
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Kingsfoil	common	strong herb good for fighting off infections
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Watermint	common	diluting and hydrating component, excellent for antidotes and burns
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Firebloom	uncommon	warming, useful in mixtures to keep away the cold or chills
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Heartrose	rare	used for purification, balancing, and for helping with diseases
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=== Fibers

Bonus to gathering for Fiber Artists, Herbalists, and Trappers

[cols="1,^1,5",options="header"]

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Name	Rarity	Description and Uses
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Wool	common	warm even when wet, used for protection from elements
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Leather	common	used in armor and protection applications
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| Hemp | common | strong fiber from hemp plants, used in construction of ropes and sailcloth

| Cotton | uncommon | naturally absorbent. useful for clothing, cleaning, and bandages

| Silk | rare | very strong fiber from silkworms, useful in clothing and herbal applications

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=== Binders

Bonus to gathering for Alchemists and Ritualists

[cols="1,^1,5",options="header"]

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| Name | Rarity | Description and Uses

| Tallow | common | very important for candles and long lasting effects

| Clay | common | stabilizing agent used to slow or cancel reactions

| Pitch | common | used when sealing things in, literally or spiritually

| Saltpeter | uncommon | important in gunpowder or offensive mixtures

| Purified Salt | rare | protective compound commonly used in creation of circles and wardings

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=== Edibles

Bonus to gathering for Cooks and Trappers

[cols="1,^1,5",options="header"]

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| Name | Rarity | Description and Uses

| Meat | common | birds, fish, and other small animals

| Fruit | common | fruit that is a little under or over ripe

| Vegetable | common | onions, corn, potatoes, carrots

| Cooking Spices | common | sage, rosemary, pepper, thyme, saffron, cardamom, tarragon

| Prime Meat | uncommon | beef, deer, pork, seafood

| Ripe Fruit | uncommon | fruit that is just the right amount of ripe

| Pristine Fruit | rare | specially picked and preserved fruits

| Scarce Meat | rare | unusual animal meats

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