

DYSTOPIA RISING



LARP NETWORK

KILLER
KIDNAP
HIDE

LARP Rules for the Dystopia Rising Network

Intended for use at licensed Dystopia Rising events.

All rights reserved.

Credits

Original World Creation

Michael Pucci

Executive Producer

Ashley Zdeb

Contributing Writers

Michael Pucci, Ashley Zdeb, Catie Griffin, Peter Woodworth,
Megan Jaffe, Sean Jaffe and Matthew Volk

Additional Materials

Joshua Demers, Matt Wallace, Liam Neary, Mike Malecki, Ben Przybylinski

Contributing Artists

Anastasia Marston, Cryssy Cheung, Zach Herschberger, Joshua Brain Jaffe,
Peter Moschel Johnson, Liz Lehman, Marcus Kim, Richard Gore,
Jaclyn Wellner, Jennifer Lazaroff, Richard Sampson,
Andrew Scott, Ralph Attanasia, Matthew Volk

Layout and Design

Joshua Brain Jaffe

Copyright 2009-2016 Dystopia Rising LLC

All rights reserved. No portion of this book may be reproduced, stored in a retrieval system, or transmitted in any form by any means, mechanical, electronic, photocopying, recording, or otherwise, without written permission of Dystopia Rising LLC.

All illustrations and images are property of Eschaton Media or used under the allowed rights of public domain.

Dystopia Rising is a registered trademark of Michael Pucci and may not be used without written permission of Michael Pucci.

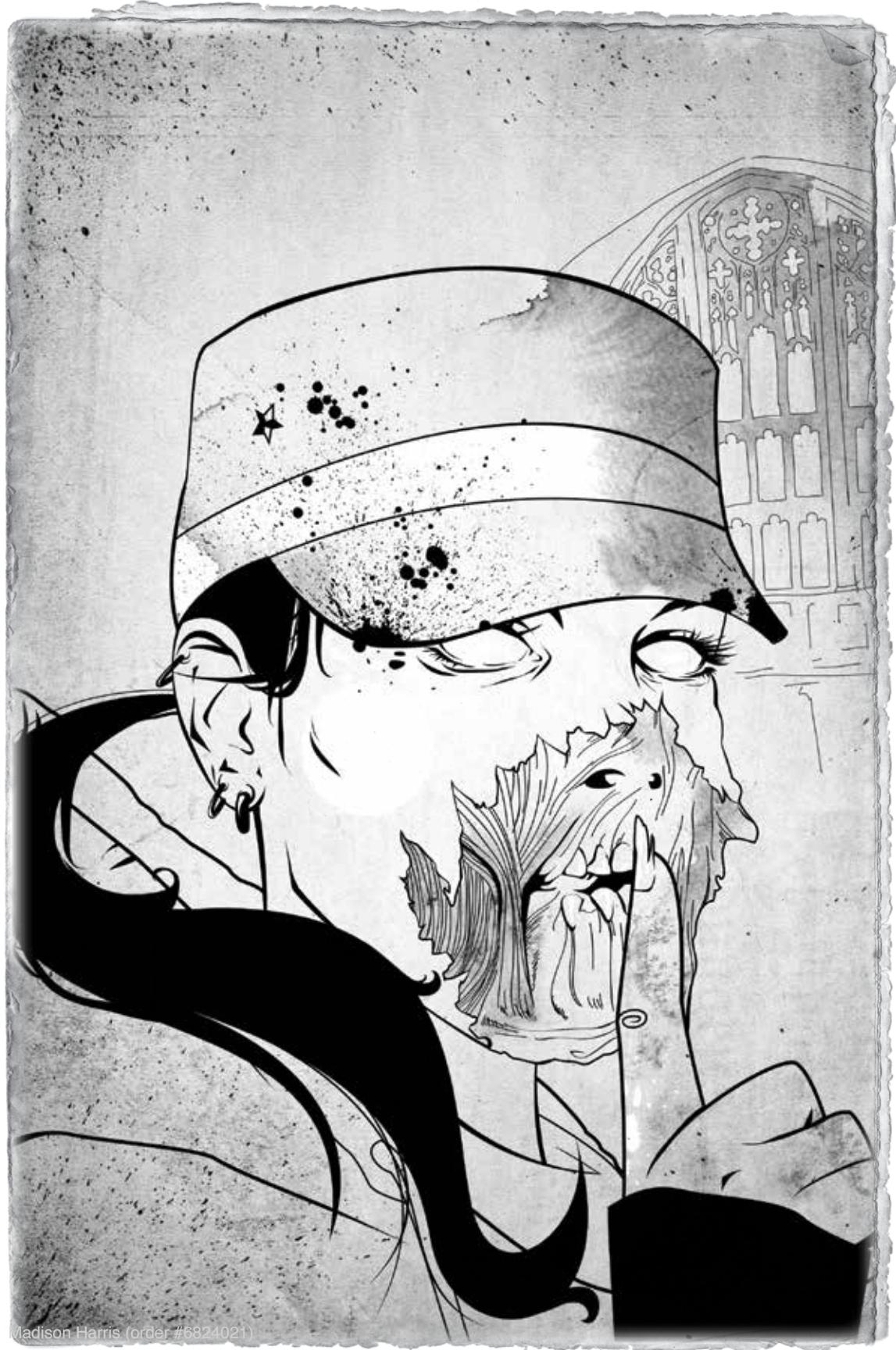


Table of Contents

Forward 7	Mad Scientist 134
How To Use This Book 10	Martial Artist 135
Flesh	Merchant 136
Dystopia Rising Basics 14	Officer 137
History, "Simplified" 19	Politician 138
The Player 26	Priest 139
You And Your Character 55	Primitive 140
Blood	Printer 141
Character Creation 64	Psionist 142
Strains	Publican 143
Baywalkers 72	Pugilist 144
Diesel Jocks 74	Ring Leader 145
Full Dead 76	Sawbones 146
Genjian 78	Scavenger 147
Iron Slaves 80	Scoundrel 148
Lacarians 82	Sniper 149
Mericans 84	Soldier 150
Nation Of Accensor 86	Spy 151
Natural Ones 88	Teacher 152
Pure Bloods 90	Theif 153
Reclaimers 92	Thug 154
The Red Star 94	Tinker 155
Remnants 96	Skills 158
Retrogrades 98	Table: Brewing 165
Rovers 100	Table: Building Tomorrow 166
Salt Wise 102	Table: Forging The Future 179
Semper Mort 104	Table: Holy Rites 181
Solestors 106	Table: Master Crafstman 187
Unborn Of Teixiptla 108	Table: Trap Making 198
Vegasians 110	Lores And Lore Use 203
Yorkers 112	Restricted Lores 217
What does Your Character Do?	Psionics 219
Open Skill List 117	Basic Psionic Skills 221
Professions	Intermediate Psionic Skills 223
Assassin 118	Advanced Psionic Skills 225
Caravan Driver 119	Experience 227
Charlatan 120	Assistance Points 233
Cook 121	Profession Concentration 235
Distiller 122	Combat Profession 236
Doctor 123	Civilized Society 239
Engineer 124	Crafting And Production 243
Entertainer 125	Advanced Professions 247
Farmer 126	Apocatastian Templar 250
Fishmonger 127	Avontuur 252
Gambler 128	Bone Breaker 254
Guard 129	Entrepreneur 256
Gun Slinger 130	Free Radical 258
Hook-Up 131	G-Man 260
Hunter 132	Gear Head 264
Jones 133	Grave Robber 268
	Marksman 270
	Mercenary 272
	Merican Ba-das 274

Table of Contents

Mind Killer	276	Searching Bodies And Looting	421
Monk	278	PC VS PC Death And Theft	422
Mountebank	280	Mechanical Terms & Combat Modifiers	425
Nephilim	282	Derangements And Diseases	
Oni	284	Diseases	433
Overload	286	Derangements	446
Reaper	288		
Sage	290		
Saint	292		
Shadow	296		
Shepherd Of The Land	298		
Survivor	300		
Techno Savant	302		
Thought Bender	304		
Veteran	306		
Villon	308		

Muscle

World Knowledge And Information	310	A Closer Look At The World	313
Religions			
Church Of The Telling Visions	318		
Sainthood Of Ashes	322		
The Nuclear Family	326		
Church Of Darwin	330		
Gult Of Fallow Hopes	334		
Final Knights	338		
Virtues Of The Kings Court	342		
Tribes Of The Seasons	346		
Light Of Hedon	350		
Regions Of The World			
African Continent	354		
Asian Continent	355		
Australian Continent	357		
European Continent	360		
Greenland	361		
North American Continent	362		
South American Continent	367		
Outer Space	368		
Secret Societies	369		
Slang & Strainist Terminology	373		

Bone

Mechanics & Conflict Resolution	384
Contact Safe Combat	390
Damage VS Health	393
Damage VS Armor	396
Dying And Bleed Out	398
Items And Equipment	
Table: Starter Equipment	407
Brews	410
Item Mechanics	413
Weapons	415



Disclaimer/Waiver/Assumption of Risk

This book provides rules for boffer-style combat. Although these rules outline the safest experience we can create, you are responsible for the risks that are associated with any physical activity and for your own safety, including boffer weapon creation, safe and proper combat, and adjusting for terrain and weather.

Dystopia Rising LLC, its employees, and related companies, assumes no responsibility or liability, including but not limited to injury, damage or loss incurred by using these rules in a roleplaying game setting. You are responsible for complying with all local, state and federal laws, regulations, and statutes.

Finally, remember that this is just a game.

Stay safe and have fun.

Forward

Dystopia Rising, as both LARP and a table top game, began back in 2005 as a game world concept created by Michael Pucci. Starting as just a series of notes and general concepts, the current game did not begin to truly come together until 2009. Although Michael Pucci and Ashley Zdeb began this trip as a private hobby project intended to be shared with their friends, the concept soon grew. In 2010, Dystopia Rising began opening its doors to the general public and allowed people to participate in and affect the game world as a whole.

Since 2009, the game has changed and expanded well beyond a private endeavor. Today, the game is a widely spread network of interlinked gaming businesses, and the game world is enjoyed by thousands as both a live action role playing game and also as a table top gaming universe.

Additional materials were created to assist with the training, supplies, and further definition of the game universe; these included table top materials, live action role playing rules, and Dystopia Rising Network-provided game Director materials. In the four years since Dystopia Rising became available to the public, over 5,000 pages of support material have been produced and made available. Between the initial conceptual design and the expansion into a full living and breathing community, well over 1,000 pages of LARP game support materials have been produced. These materials outline antagonists, check-in procedures, book keeping, storytelling techniques, blueprints, and territory maps. At the time of the production of this book, a trilogy of novels will have been released, nine table top books, and two LARP books.

All of this was produced in roughly four short years.

We have no intent on stopping there. The current design outlook is for a total of 13 table top books that outline the majority of the world. In addition, we are looking at supplementary assistance materials like in-character creature guides, in-genre equipment guides (catalogs), and even texts written from within the world itself, all to help provide a colorful perspective of the world. We have penciled in potential additional books if there is an interest for it, and we plan on supporting all of these table top materials with matching live action roleplay translations.

With all of these additional source materials being available, we have had one focus in regards to our live action mechanics and rules: **keep it short and simple**. Originally we designed the Dystopia Rising LARP rules in a massive format that had very detailed legal-document style speak for every single Skill, every single situation we could imagine, and nearly every single scenario. Definitions of each Skill were almost all half a page long or more. Each Skill was overly detailed and cumbersome.

What we found in the first play tests and events was that we had a good amount of debate, argument, and rules discussion. So we reworded almost every Skill (sometimes multiple times) and provided the simplest statement we could for each Skill's mechanics. We tried to capture the spirit of the rules and provide a design where the rules 'did exactly what they said' instead of being 'open for interpretation.' What we found was that we had almost the exact same amount of rules debate and discussion (from the same people); however, we had a lot more people showing up to game. The complex wording and long explanations actually worked as a barrier to prevent people from trying game for the first time.

As we continue to expand and provide more resources for the world, understand one thing: it is our goal to continue to try to keep rules and mechanics as simple as possible. In addition, as technology and gaming techniques advance, so too will our game design to adapt to these new innovations. This means that the LARP rules as a whole can, and will, occasionally change. The LARP rules will evolve to adapt to the needs and want of the network, and we will attempt to address where some sections have become overly technical and other sections overly simplified.

As we introduce Dystopia Rising LARP 2.0, understand that this design change isn't a deviation from the core spirit of the game, but instead a tool to help address over five years of design and mechanical evolution that the community has requested. We have looked at the most commonly asked questions, addressed concerns and conflicts, and added source materials, with the intent of ensuring that the LARP book addresses the expanding world as much as is needed without over-defining every square inch.

And as we, the creators, have now been provided the resources to reach for the larger vision of a more defined world, you will see some changes in the focus of this LARP book verses books of the past. Descriptions of territories will be at a more macro level instead of micro definitions, allowing players a greater concept of the territory as a whole instead of the individual strongholds. You will see that the Lore section has been expanded, as well as an addition to disease mechanics. In areas where wording was seen as confusing, we have brought on multiple writers and editors to reword these mechanics without changing the spirit of their use. We've added lists of defenses to called Skills, so that there is no confusion in regards to what Skills are used to counter what powers.

We also have added more details in regards to what we want as a community, how it is that we intend to grow, and guidelines for the culture that we want to encourage.

And we also know that no matter how hard we try, there will be sections for debate and argument. It is in the very nature of humanity to see ambiguity where the intent is cut and dried. That said, we will continue to support this book with online network updates to clarify details for you, our community members.

We've learned a lot in the past five years. If you look at our first publications compared to our most recent, you can see the education and growth that has happened as not only a community, but also as writers and designers. With this in mind, it was time to take everything that we learned and improve the resource without overly changing the content.

We hope that the materials within this document provide more than they detract from your experience, and above all else, we hope you have fun.



How to Use This Book

This is a pretty damned big book.

However, this is not just a book of rules. All in all, the actual rules and mechanics of a Dystopia Rising LARP probably take less than 30 pages. The reason why this book is so thick is that we have a lot of different subject matters in here, because while we hope you may read the Dystopia Rising game books that this LARP is based on, we have to sadly assume that there is a very real chance that you may not read them.

This means that we have fit a wide variety of subject matter into a single book. If you are the reading sort, and good on you if you are, then feel free to read this entire book as well as all of the details of the table top world in the other books. There are thousands of pages of materials available for you to have a better understanding of the world.

However, if you are just looking for what you need to play, here is what we suggest. Read the entire section entitled 'Flesh.' This covers a lot of the basics and our community guidelines. Community is very important to us, and, we want to make sure that you are a part of it. You will probably find that most of the materials in the Flesh section are no-brainers, focused on the ideas of common decency and fair play. You may learn a bit here and there, but if we didn't write these rules down someone may very well say 'Well you never told us.'

While no book is all-inclusive and covers every subject in the detail level that it needs, we strive to find a nice balance between giving exhaustive detail and keeping things short enough that you might just read it.

Next, flip to character creation in the Blood section. If you follow the steps of character creation, you will easily make your character. If you have a hard time with character creation, it's no big deal. Each Branch of Dystopia Rising will have people that will help you make your character. If you do make your character yourself, though, remember to read the Skills you have. This will let you know what your character will do.

Skip everything about Profession Concentrations and Advanced Professions and go straight to the section entitled Bone. In the Bone section you will find a really large section that tries to encompass every potential rule scenario that could exist (and with as many players and branches as we have, there is no doubt we still missed thousands of things they will think up later). What is important for you is reading the Mechanical Interaction section. Most of this will be reviewed when you go to an event and get your new player training, but it's good to at least have read it once beforehand.

Lastly, check out some of the world materials in the Bone section. Again, this game is based on a game world that has thousands of pages of published story and game material. Most people, including the writers, don't have every facet memorized. However, learning some basic details of the area you are from, some commonly used slang and in-character nasty words, and learning about some of the faiths and philosophy of the world will help you have a better time.





What Style of Game is Dystopia Rising?

Dystopia Rising is a Live Action Role Playing game where you, as the player, live in the world of Dystopia Rising for a weekend. Dystopia Rising is primarily a Players versus the Environment-style game, with the primary antagonists being provided by the storytellers, game Directors, and non-player characters. That said, Dystopia Rising does not discourage player-character verses player-character actions. While the primary focus of the game design and play is set on having the players square off against the threats of the wastelands, there are going to be times where the dynamic personalities and drives of different player-characters will result in player-characters working against each other. Player-character verses player-character activities can include, but are not limited to, different forms of social competition, economic warfare, contact safe combat, and even player-characters causing the demise of another player-character.

Dystopia Rising is intended to be a 'Light Bleed' game. 'Bleed,' basically defined, is how much of the game world bleeds out of game into your real life and how much of your real world perceptions 'bleed' into the game world. Because the setting of Dystopia Rising is of a pseudo-fantastical-science post zombie apocalypse world, the details and subject matter of the game space can often get very dark. Due to the sometimes grim environment in which the characters reside, we recommend that active playing of Dystopia Rising is limited to the play space as much as possible, and that players keep a comfortable distance between the actions of their characters and their own psychological headspace. While more experienced players can play more with the concept of bleed, and more concrete emotional ties with a character, players need to understand that Dystopia Rising is a very brutal and deadly world that can (and often does) result in the death of a character without much in the way of warning or preparation.

While we do not want to tell players how to have a good time, we encourage players in the Dystopia Rising Network to keep their game activities limited to the time between when an event starts and when that event ends. Roleplaying as your character, politicking, handling of 'downtime actions', and adding more 'responsibility' to your hobby of LARPing can cause a player to become burnt out, to become overly invested in their character, and to miss out on the fantastic social potential that this gaming community has provided.

Dystopia Rising is a lightest touch contact-safe game. A term coined in 2004 to describe the conflict style of Dystopia Rising, this form of combat is not intended to be a simulation of real world conflict situations. Erring on the safest form of lightest touch conflict, the lightest touch contact-safe game design allows for the adrenaline and immersion of being in a combat situation without causing the danger and potential harm that could come from large scale combat simulation. Without a doubt, the focus of Dystopia Rising is the role-play and the inter-character interactions that occur due to living in this unique game setting.

Lastly, Dystopia Rising is intended to be an Entertainment LARP. While many LARPs may be used as educational tools, devices for emotional growth, or as a means for self-definition, we do not have these focuses in mind as organizers of the Dystopia Rising Network. We are focused on entertaining you, providing you with an alternative play space that exists outside our modern world, and providing you with a community of friendly players who want to share their passion with the outside world. While LARP can be a fantastic tool for education, emotional exploration, and even a form of therapy, that is not the intent of Dystopia Rising. We are a game that focuses on shared story, amazing worlds, and entertainment. If at the end of the day we have achieved these things, then we feel successful.



Dystopia Rising Basics

If you have been to a Dystopia Rising game already, you understand that the world is a morally grey place that is trying to survive after the Fall of Mankind. If you have not been to a game as of yet, or if you are just starting to grasp the world, then this forward should help you understand the world in which you will play.

Dystopia Rising takes place at least four generations after the fall of mankind. No one is exactly sure how long it has been since the world became infected with the undead and was then blasted with nuclear radiation, so the best that the survivors have been able to do is count the number of generations that have come before them. For the longest-lived, four generations may have passed. For those who deal with the threats of the world, generations could be over a dozen lifetimes passed. Written stories and tales passed by word of mouth creates what is the remaining history of those first few generations of survivors, and misinformation has clouded the tragic events of what was the original point of impact.

Prior to the fall, mankind did everything they could to record and share data across the world; unfortunately, as green movements and landfill concerns took the forefront of human focus, the shift from hard sustainable technology to digital and virtual mediums caused a massive period of human growth to be lost. Music released primarily on digital formats all but disappeared. Information primarily shared via the internet and the TV was eradicated via EMP and low level ground destruction. Generations of neglect, misunderstanding, and misuse caused localized electronic equipment to break or fall into disuse. The love of video game systems, digital music players, and mass media movies were all lost due to delicate and short-lived technology. Our culture, the culture of the modern day, became irrelevant and laughable to the next generation of survivors.

Mankind lost most of the advancements from the mid-1990s forward, and comforts of the modern age were replaced with tools for survival. The ancestors of today's survivors were the first strain of deviation of the human condition, the initial contact with the mutating zombie infection, and were able to survive the rapidly spreading epidemic. Those ancestors then taught their children, born in a deadly world, how to survive. Those children, the first generation of the new 'strains' of humanity, adapted to existing within this deadly new world and in turn taught their children how to live in the ruined world. History was not taught often; instead, survival skills such as melee combat and firearm maintenance was viewed as a priority. This generation reproduced and created what would be the parents of your generation. Now barely representing humanity, these strains of creation were newly adapted to a horrific world.



This is the world in which you live. Small communities come together in a world where concepts such as 'democracy', 'freedom', and 'government' are newly reborn. Major cities have been all but destroyed; transit has been reduced to animals and wagons on the east coast and the occasional iron horse on the west coast. Humanity has just begun to rebuild the telegraph lines, the postmen have just begun to ride from territory to territory, and large sections of the world are still irradiated or completely overrun by the undead. Steam trains became networks of travel for the affluent and industrialized territories, while small hold-out communities hidden in the wastes worshiped strange cargo-cult gods scraped out of the irradiated soil.

Finding a community of decent size in this world is rare; finding one that has any concept of 'equality' or 'morality' is rarer still. Welcome to the new 'Wild West.' Small towns gather, with the most powerful or influential taking control. Back room deals take place in broad daylight because the masses are afraid of going against the tide. This is a place where sorrow and memories of lost friends are drowned away in the bottom of bottles of cheap hooch. Thieves, cutthroats, undead hordes, infected Raiders, dangerous cults, heartbreak, and tough decisions await you. This is Dystopia, where the only promise you have in life is that eventually it will end... and you will get back up as a zombie.

The survivor in this nuclear wasteland has found their way to a settlement that is the game site for most LARPs. While you may not agree with everything that happens in town, while you may not like most of the people in town, while you may hate the religions and broken moralities of the people in town, chances are good that your character will continue to live in this town BECAUSE THERE IS NO OTHER OPTION. Journeys that take us hours in the modern day take days or weeks in the Dystopian future. Flooded waterways, lack of roads, limited supplies, dangerous threats of survivors and undead, and lastly the cost of making the trip makes the idea of living elsewhere and traveling to your local game illogical. Unless you operate a trade caravan, or live in a farm on the edge of town, the vast majority of people will live in these community centers because it is their only good option.

As the community grows, the questions for survivors then become:

- How do we ensure there is enough food and water for all?
- How do we prevent the outbreak of disease?
- How do we enforce laws and what laws should we have?
- Who is in charge of this compound, this town, this territory?

All of these things are up to you, the players. We do not discourage player to player conflict; we do not discourage changing the political structure. We do not discourage revolution, all we do is portray the appropriate reactions and responses from the outside world and provide stories for you to become involved with as your character.

This is Dystopia. The world is broken. It is up to you to pick up the pieces and to make a new future from the remains of the old world.



What is Dystopia Rising?

Dystopia Rising is a game system that allows people to get together and enjoy one of the oldest forms of entertainment: make believe and imagination.

To go into more detail, Dystopia Rising is a contact safe Live Action Role Playing game (or "LARP") that takes place in a post-apocalyptic world. At a Dystopia Rising event, each guest portrays the role of a person existing in a bizarre future setting where large governments have collapsed, the nuclear bombs were dropped, and zombies are a painful (and very dangerous) reality.

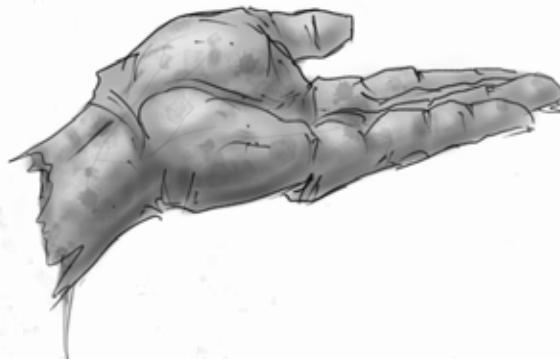
"Live action" means instead of describing what your character does, you act and do the actions your persona would do. Roleplaying, much like acting, refers to taking on a fictional persona other than your own for the duration of an event. The system we provide allows for an immersive environment where 'what you see is what you get.'

We are a contact safe game, which means that at times not only will you be talking and acting as your persona would, but you could also become involved in 'Contact Safe Combat,' a term coined to describe using contact safe props to simulate combat. Instead of just sitting and saying what it is that you are doing, we invite you to do the things that your character would. The goal of these events is 'the story.' The same way that people get together after playing football to talk about the highlights of the event, we strive to create an environment where you have those moments to bring home with you. Social interactions that two characters have, complex puzzle plots, and even those moments where you are fighting (or running screaming away from) zombies are incredible; and through these experiences, new friendships are made.

Dystopia Rising LLC is the organization that provides the environment where you get to come make friends, play, and have epic stories to talk about later. We ask you to be safe, abide by the rules, and do the best you can to make sure that everyone around you has a fantastic experience. If all of us do these three things, then there is no limit to how amazing an event can be.

Join the Dystopia Rising community. Meet new people, have new experiences, and maybe even walk away from an event weekend a little better of a person. We are like a murder mystery wrapped together with a knitting circle and a lacrosse game in the post-apocalypse...

...with zombies



Environment

At least four generations have passed since the world of humans fell apart. Mass media, government regulated education, mechanized production and international commerce were all but been abandoned many decades ago. The sky has been burned with the remnants of radioactive fallout and any rain that falls could be poisonous to most living things.

Within a year of the first outbreak of the Zombie plague, most of humanity was disorganized and overrun. Turning on itself like a serpent swallowing its own tail, humanity could not survive as it was. Countries fell beneath the weight of their own undead while the mothers, sons, sisters and brothers of yesterday shambled forward as the undead nemesis of tomorrow. The electromagnetic pulse from the nuclear bombs that were used in an attempt to curtail the spread of the undead eradicated the digital tools of humanity, plunging the survivors into a new dark age.

Small bands of humans were able to scratch out a basic existence, and survivors banded together for shared safety. Communities formed, as small as a single family unit or as large as a few blocks, fortified against the threats of the outside world. As life continued to force its way forward, the first generation of the living were born into the land of the dead.

Imagine this first generation, raised in a dangerous world. Literacy and arithmetic have been traded off for munitions handling and scavenging. Youth and a life of untroubled Saturday mornings have been exchanged for a horrifying existence of animated corpses and radioactive storm clouds. The first survivors were forged in fire, but those that were born into this world have never known anything but the flame. Faced with a world they could not escape, they claimed it instead, taking on new names and Strains and leaving much of the old world behind.

If the first generation born to the fallen world blazed a path, the second generation began to truly adapt to the world that was. The strong, the quick, the smart, and the capable survived while others fell. Societies began to grow, as remnants of cultures were passed by word of mouth from the remaining survivors of the generation before. Ideals began to be pulled from the dumpsters and social guidelines were put together out of need for structure. Running, hiding, and surviving were no longer the only drives of society.

It was during the second generation of the infection that a form of the fungal virus (or whatever you wish to call the origins of the zombie infection, since that knowledge was lost) mutated once more and caused a new post-mortem strain of humanity to rise: the Full Dead. These were creatures that were once human, died, and then had their flesh re-knit and reanimate; the Full Dead maintained memories of their human lives from before the Fall. With massive gaps of memory due to extended life with limited brain availability, the Full Dead stood up from their desecrated homes in Europe, and began their new un-lives. Looking to re-civilize the fallen world, the cannibalistic drives of the Full Dead caused a love/hate relationship between the new strains of humanity and the post-mortem animates. Without need for food save for the occasional bit of humanoid flesh, the Full Dead were able to reclaim much of the more abstract knowledge that had been lost and return them to the strains of humanity.

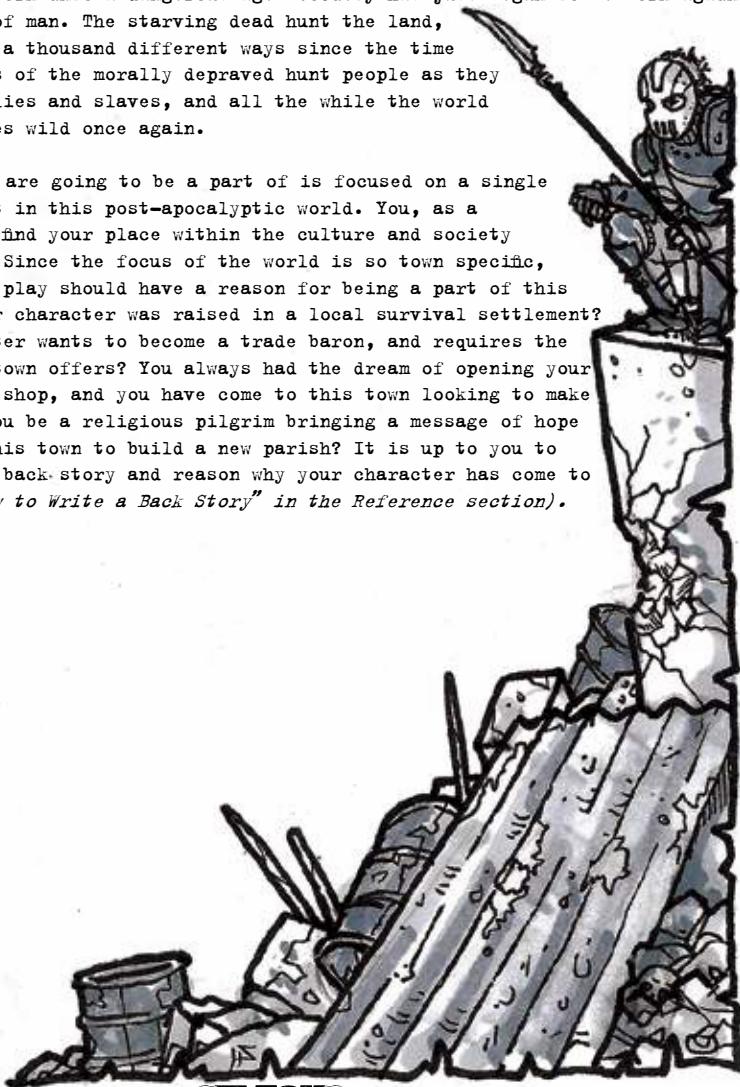


By the turn of the second generation, most of the ingenuity and creations of man were lost to the erosion of time and the relentless predation of the shambling horde. Roads began to resemble black cobbled paths, structures became the skeletal remains of a forgotten land. All that remained of the once proud culture of humanity were broken icons dotting a world aiming to both eradicate and consume the past.

Swarms of the restless dead haunted the remains of the cities, and were drawn to the walls put up by the living as if drawn by the smell of life itself. Unrelenting despite the passing of time, the risk of being consumed by the infection grew more and more. Small bands scavenged and recovered supplies. Churches and towns were spawned, and mankind began to feed upon itself much in the same way the dead did. Slavery, raiding camps, and cannibalism became part of the reality of this second generation, as those that tried to hold onto a sense of humanity were besieged on all sides.

Now at least four generations have passed since the Fall of Mankind, and you and your ilk are born into a dangerous age. Society has just begun to be born again in this dark age of man. The starving dead hunt the land, the virus mutated a thousand different ways since the time of the fall, bands of the morally depraved hunt people as they look to take supplies and slaves, and all the while the world changes and becomes wild once again.

The story you are going to be a part of is focused on a single town or settlement in this post-apocalyptic world. You, as a survivor, have to find your place within the culture and society that is the town. Since the focus of the world is so town specific, the character you play should have a reason for being a part of this town. Perhaps your character was raised in a local survival settlement? Maybe your character wants to become a trade baron, and requires the resources that a town offers? You always had the dream of opening your own bar, or craft shop, and you have come to this town looking to make your way? Could you be a religious pilgrim bringing a message of hope or damnation to this town to build a new parish? It is up to you to write a character back-story and reason why your character has come to this town (*see How to Write a Back Story* in the Reference section).



History, "Simplified"

Piecing together the history of our renewing societies, and piecing together the events of before the fall the pre-cursor 'humans' has been a maddening passion for many of us high-minded individuals. While the logical mind would assume that the process of defining the series of events would just be a simple process of dating materials in relation to our current existence, and then applying dating standards to those artifacts we find from prior cultures, the truth of the matter is that the entire process is much more complex.

So please, understand that what I am discussing with you is the best theory that I have been able to put together and should not be perceived as unarguable fact.

What we know, to date, is that there was a species that predated us Strains known as the humans. Humans were a remarkable creature, with incredible power and potential in their knowledge and technologies. We have been able to recover a number of pre-fall journals that indicated that not only were the cultures of the pre-fall incredibly diverse in their social and artistic senses, but their mastery of machinery and sciences were well beyond our capacity for comprehension. Music, artwork, a dynamic educational systems, financial networks, and highly sophisticated political structures that both did and did not intertwine with their religious culture were all part of the human civilization. Means of communication from settlement to settlement were paramount, where individuals not even on the same land mass were able to speak with one another in near real time.

In regards to all of the points I have stated so far, most of the high-minded historians of The Hill completely agree. We have also surmised that the environment and resources of the prior world were much different from what we are accustomed to living in. By our counts, the environment of our current day and age in regards to the air, water, and soil would be considered completely un-inhabitable by the pre-fall humans. What we consider a fine spring day would kill the pre-fall humans. We have also learned that many of the technologies they outlined, at least those technologies that are not more robust, simply do not function in our current environment.

As many of their technologies were not designed to operate in a highly irradiated and toxic environment, we often find that their more delicate technological devices do not survive day-to-day existence in our current day.

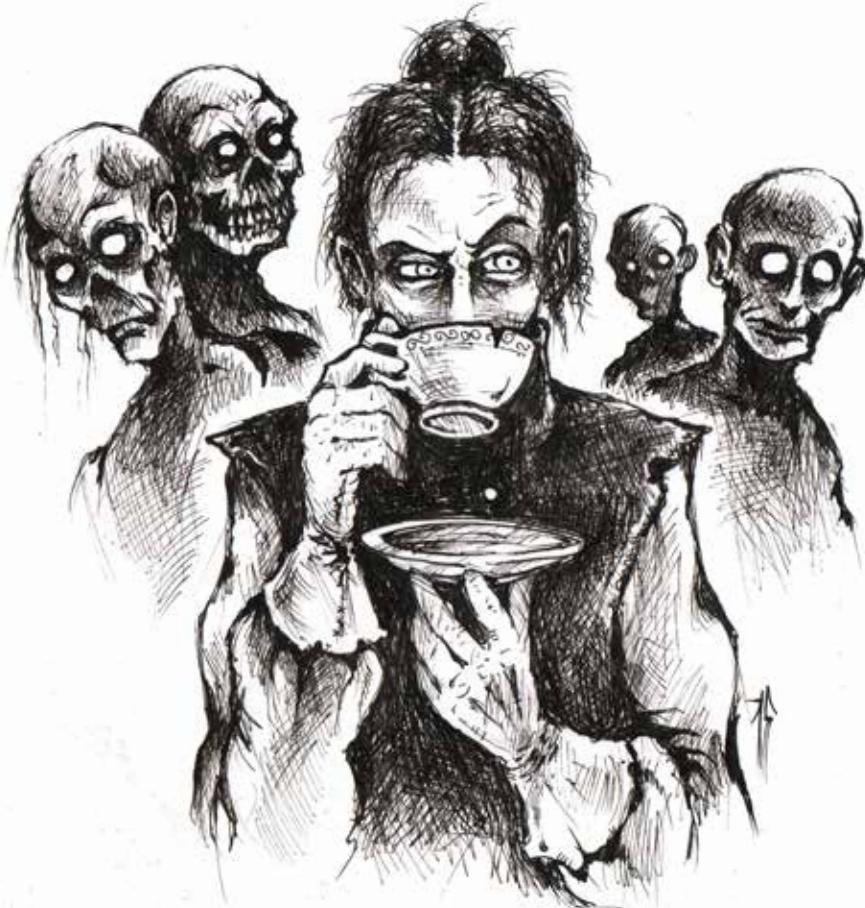
The historical points that come next are where many high-minded individuals begin to vary and debate the timelines and duration of history. What we were able to find out is that at a certain point of history, society began to strive to new highs and all-time lows. We found that technology and scientific capacity reached near mythical proportions, while concern for the human condition began to erode more and more. Massive organizations and companies began to define what was, and was not, acceptable for day-to-day life. Items that even we, in our hearty states, see as incredibly toxic were allowed as staples in the diets of the common person. We were able to track fringe organizations and groups that, while seen as outsiders to the world, believed in large worldwide conspiracies.



These groups started to believe that hidden organizations were building their currency on financial enslavement, that companies were purposely poisoning the people and the land in the name of higher profits, and that massive global warfare was engaged for financial means. Some believed these groups were trying to thin the herd of humanity, to prevent the world from quickly becoming overpopulated, while ensuring that a select percentage of society would be able to continue on.

At some point in the history of humanity, there was a watershed point where the environment drastically changed. The undead began to rise from the grave, people began to carry the infection with them, and there was widespread panic across the world. Large military groups unleashed devastating weaponry on one another in the hopes of stemming the tide of death and destruction that the endemic carried. The world, as a whole, turned on itself like Vegasians at a last thing you can eat buffet.

Humans of a territory called America swarmed to invade cultures to the north and south of them, attempting to find solace and safety in a place not yet touched by the plague. Settlements across Europe locked themselves down, not allowing travel into or out of the territories. Smaller countries, separated from mainland by straits of water, locked themselves down and tried to push back the tide of death and undeath that was spreading across the waking world. Despite their best efforts, though, the plague did eventually spread to nearly all known places (we're still investigating that).



Communication and record become scarce as this horrific scenario continued. We can estimate that massive destructive devices were used to scar the sky, destroy the ground, and render the more fragile technologies of humanity inert. Over many, many years the world became the toxic environment that we now know.

There are two last points that need consideration and review in regards to our confusion of historic events, and those two points are the duration of the fall and what we now refer to as the 'Infernal Pastry.'

The first point that needs consideration is that we are unsure how long humanity attempted to continue to hold on. During the time period when the vast majority of the humans were eradicated due to what we have deemed 'unnatural selection,' record keeping becomes much more difficult to find. The rare documentations that we do find have proven difficult to determine their age. Our scientific tools and capacities nowhere match the creations of the Humans, and with that, our comprehension of science and complex tools are liken to that of a simple Gun Chimp figuring out how to pull a trigger.

We've been able to figure out that our modern maps drastically vary from the maps created by the humans, but we can't even account for the changes in pitch of topography. By our estimates, much more of the world should be well beneath the water than it is, and most of the land that does exist should be aligned differently. To the best of our knowledge there very well could be hundreds of years of elapsed time during what is commonly known as the fall of humanity, and the rise of the first Strains. We simply do not know, primarily due to our technologies as well as a circumstance later outlined as the Infernal Pastry.

Beyond that, we do not have a history of events of the fall of Humans as the dominant species that we could use to reference as an aging technique. Even Humans had multiple different forms of telling how many seasons had come and gone, and to date we have not been able to find a cross reference of year keeping records that all have 'everything went to shit' circled on one day. Even if we did have a clear history of events, and somehow had the technology to date the more modern objects, we still have to deal with the rapid incline and decline of the environment over historic events that would accelerate or decelerate the means of calculation the duration of time.

The other point that frustrates the intellectual community is a rarely repeated, and yet still routinely documented, occurrence we now refer to as the 'Infernal Pastry.' Instances of the Infernal Pastry do not always involve a baked culinary delight, however; the first recorded instance of this particular event did actually involve a Merican and a spongy cream filled pastry cake.

As the story of the Infernal Pastry goes, a scientist was sitting at a bar bemoaning his existence when a Merican walked in with a bag under his arm. Looking over at the bag, the scientist vaguely noted that the Merican was taking food items out of the bag to consume. The Merican got a look of near-religious glee on his face, when he slowly took out an individually wrapped pre-fall pastry cake. Looking at the pastry cake for many minutes, the scientist quickly bought the cake from the Merican (as I remember, the cost was ten bottles of hooch) and then quickly brought the pastry cake to The Hill in The Mass. Bringing a large number of their associates together they discovered that the pastry in question was, without a doubt, a pre-fall pastry that was for some reason still in edible condition. Even the wrapper for the foodstuff was in reasonably good condition, outlining strange chemical combinations for the content of the food.



The spongy dessert was not the only 'Infernal Pastry' instance. A number of audio recording devices, human Telling Visions artifacts, strange world comforts, and even delicate clothes have been found. While these objects are without a doubt incredibly rare (and often forcibly scooped up by scientific and historic community), for some reason they do exist. With the point of reference of this anomaly, we began investigating many old world reliquaries that for various reasons should no longer exist. We estimate that in the time that has passed since the crafting of the Old York and Under Sea structures, nearly none of them should still be standing. The natural wear and tear, environmental conditions, and use should have caused these objects to fall apart a long time ago.

These temporal anomalies, combined with what little firsthand knowledge we have of our history, have left our scientific communities in a clutch. Some theorize that there is a portion of the brain that allows for the perception of the passage of time, and that somehow the Grave Mind and the Infection has latched into that portion of the brain. This would explain why many undead chew on the brain stems, as well as why the skill commonly known as 'Double Tapping' is an efficient technique to ensure that reanimating dead do not get back up. Another theory speculates that the concept of time is directly affected by some degree of increased gravitational pull that fluctuates based on the continued movement of this ruined planet. This theory would explain the reason why the average temperature of the planet is in a much higher extreme swing than what was historically recorded, as well as why there is a steady and constant increase in the emitted radiation levels of our environment. Some people say it is some form of psionic nonsense. The psionic focused people are to be considered stupid and should never be allowed into a place of higher learning again.

So as I finish these notes I find myself at a bit of a loss. We don't know how long Humans hung on, trying to cling as the dominant species of the world. All we know is that the world fell apart, and that we can account for at least four generations passing since the final fall of Humans. If I were to mark the time that the last humans were reduced to nothing more than handfuls of encased survivors, we can estimate that the Strains have existed for only an estimate of 200 to 300 years. At least we get to accept that the world was indeed ruined before we got here, and for some reason, I am staring at a god-damned human made pastry.

-Doctor W.S. Phineas

What You Will Find in the World of Dystopia Rising

In the world of Dystopia Rising, the settings material (the world description) is outlined expansively in the table top source materials for this game world. As you read these materials you will learn more and more about the kinds of creatures, cultures, and environments that you will encounter in the Dystopia Rising universe. As the books outline and detail the world in greater and greater detail, more and more information becomes available to the players.

While this information answers thousands of questions, it will always leave 'dark areas' in the world as a whole. With all of the efforts made in the table top books to explain what you can and will find in the world of Dystopia Rising, it is impossible to outline all of the things that you will find in the universe. That being said, a basic list and guideline has been provided below to help you understand what things you should and should not see out in the world of the Dystopia Rising Universe.

What You Will See

Mutations

Animal and plant life has mutated drastically since the fall of humanity. Many thousands of strange plants and animals exist based on evolutions and mutations of real world modern creatures. Monster-like animals, strange mutant beasts, and deadly organic threats may be hunting you.

Psionic Illusions

Psionic manifestations can delude a person's visual perception; however, they cannot actually change 'mass reality.' When a Psionic Illusion occurs, it is an individual (living or dead) exerting itself with a limited scope and capacity. Psionic Illusions are extremely rare, and an individual would be lucky (or unlucky) to see a Psionic Illusion/Projection once in their lifetime.

Pseudo Science and Pseudo Medicine

We know that most forms of radiation are blue shift and not a green glowing object. We know that medical procedures should require specific tools to prevent infection. We know that in the real world fermenting brews takes much longer. We know that giving birth does not involve shooting three gallons of fake blood from a pressure hose. We also know that a world such as Dystopia Rising benefits from accessing simplified concepts and general ideas of science and medicine instead of digging into strict simulation of science and medicine. Keeping to simplified Pseudo science and medicine allows players to achieve things beyond their own capacity without reaching too far into the realm of 'fantasy' instead of 'science fiction.'



Raiders

Living humanoids that might as well be zombies, Raiders are a form of individual that have transcended the realms of logic and compassion and are killing machines. Raider clan tribes are not funny, but instead are horrible threats to the living.

Strains

Living forms of people that carry a sentience and a will to live. The Strains are the different breeds of what is left of humanity.

Zombies

Undead creatures with thousands of varieties that have adapted with different feeding functions and needs.

What You Will Not See

'Mythical' or 'Supernatural' Creatures other than Zombies

Ghosts, werewolves, creatures of fantasy, and other forms of supernatural creatures that are commonplace in movies, books, and literature do not exist in the Dystopia Rising universe. While there are mutations and the like in the world, it is outside of genre and world materials to venture so far into other movie and book tropes. If a non-player character ever comes out as a supernatural creature like a ghost, the NPC should have a reasonable and rational explanation (like an old man with a mask) that exists within the world, instead of reaching for supernatural items outside of the games source materials.

Rituals, Curses, or Magic

Psionics is a limited form of mental capacity to change the world, and outside the majorly impressive items that psions or priests can do, you will not see other forms of 'paranormal activity' that you would not find outlined within the rules of the Dystopia Rising LARP book or the Dystopia Rising table top universe. Even effects of prayer or religious activities are more similar to psionic-type effects than any form of magic. This means that items such as curses, hexes, spells, or rituals do not exist in the world. While priests and religions may believe any sort of superstition and folklore, truly mechanical, world-changing effects solely due to the workings of faith do not exist.

Functioning High Technology

Most post-1990s technology does not survive well in an environment of high radiation, high threat, and little upkeep. Think of most technological items that you have currently, and think of how quickly these items die out. Computers die without living in a world of dust and microwave-grade radiation, MP3 players break without being caught in a fight against hundreds of undead, and most circuits were fried ages ago. Items that make your life easier, unless they are robust technologies, probably would not survive in the Dystopia Rising universe. For ease of reference, consider the technology of the industrial revolution (1760s-1840s) as commonplace. Players and staff should consider the technology of second industrial revolution (technological revolution of the 1860s to early 1920s) as existing, but primarily in major settlements and higher technology areas.



Players and staff should consider technology from the 1920s to the 1980s incredibly rare and to be considered rare and unique gifts to be relished and protected like gold, with most of the technology from the 1970s and the 1980s completely lost in all forms, save for occasional word of mouth and written reference. Most technology from the 1990 and 2000 period is not robust technology, and would not survive the time and duration of the fall of man intact.



THE PLAYER

A Community of Trust

Community is a readily occurring subject matter when it comes to the Dystopia Rising Network. There are many reasons why 'community' is so greatly discussed, but the reason above all others is a very obvious fact. We are a group of people who come together from all walks of life to enjoy a single hobby. That hobby, Live Action Role Playing, is a social event not completely unlike being a member of a sports team or being a part of a local community organization. As a group, we come together to share our love and passion of a particular hobby with friends and strangers.

The community that revolves around a LARP organization is something that often occurs organically, without any focus or molding. While this complete freedom allows for some life-long bonds to be made within the community, without any form of oversight it also allows for negative behaviors to go unchecked.

While we, as a Game Network, have absolutely no interest in telling our player base how to act when they are not acting within the community, we have a great interest in ensuring that our community is one of positive reinforcement and healthy growth. We want to promote a community where everyone is treated equally, where everyone is given the respect they deserve, and where everyone can feel at home. We want a community that is understanding, compassionate, and welcoming.

We want a community that stays with you even if you decide that gaming is not for you.

To do this, we need to build a community of trust. Trust, as a concept, is something that is often difficult to earn and impossible to repair. We understand that in the endeavor of creating a community of trust, we cannot expect a 100% success rate. However, by keeping to some general guidelines we hope that the overall positive growth and community that comes from our efforts will outweigh the bad.

On occasion, people step outside the guidelines of what is acceptable within a trusting community. Sometimes this happens by mistake, and is easily rectified, and other times people are just not the right sort of fit for the kind of community we are looking for. Cheating, abusive or threatening behavior, disregard for the well-being or involvement of others—these sorts of actions are things that we, as a community, cannot correct without the willingness of those who partake in these actions.

What we have done is constructed a series of community guidelines that are outlined when a community member purchases a membership. We have also provided a series of player protocols that we all follow. For the sake of full disclosure, we provide a list of all of the steps that local Directors and network organizers may take in the instance that someone chooses not to follow these guidelines and protocols, but we hope to not have to use them.

Community Standards

We are a gaming community. Like many other communities we have a set of guidelines that we adhere to. While many community standard outlines would enter very strict legal terminology, instead we here at Dystopia Rising LARP prefer to approach this as more of a philosophy. The philosophy, as a whole, can be summed up in some very simple points.

EVERYONE IS EQUAL

Dystopia Rising LARP has no such thing as seniority. Every game in the entire network is filled with players who all have the same worth. With this in mind, players that are brand new to gaming are just as important as players who have gamed since the first dice were carved out of woolly mammoth bone. There is no pulling rank, there is no treating anyone else as second class players, and there is no preference given between players. Regardless of a person's history inside and outside the gaming world of Dystopia Rising LARP, everyone is the same. Everyone should be treated with kindness and respect.

LEAVE REAL WORLD PROBLEMS IN THE REAL WORLD

Dystopia Rising LARP is a gaming community that networks between thousands of players. With this in mind, there is no doubt that at any time one of the players is having a bad day. That bad day may happen while a game weekend is going on; that bad day may happen between events; or that bad day may be only a few moments in an otherwise good day. Regardless of when a bad day happens, bad day events and negativity related to the real world are left at the door before coming into a Dystopia Rising LARP event. Dystopia Rising LARP is a drama-free location, where we want to provide a gaming environment that everyone can enjoy.

If you find yourself wrapped up in some negativity, or unable to release issues that are happening, we recommend that you take some time to address the real world issues and real world problems instead of dragging them into game. Dystopia Rising LARP is a drama-free zone, which is an environment actively cultivated by the staff of each game. If you need time away from game to take care of your real world issues, by all means take that time. We will be here when you get back.

GAMING IS A HOBBY, COMMUNITY IS A REALITY

Dystopia Rising LARP is a game. The game is a vehicle to provide a community of supportive, friendly, and outgoing people. Our community is focused on ensuring that everyone is treated fairly and equally, that we provide the tools for great communities to grow, and that we take advantage of our organized hobby to try and do some good in the world. Dystopia Rising LARP supports charities both at home and abroad all year round. Each individual game-business in the Dystopia Rising LARP network supports organizations from local, community-focused charities all the way up to international charities.

Remember, we are allowed the privilege of being able to come together as a community to enjoy our hobby. There are other people in this world who can have their lives improved forever with our efforts. Let's play together and let's work together to make things better.





WE ARE ALL IN THIS TOGETHER

Dystopia Rising is dedicated to providing a harassment-free experience for everyone, regardless of gender, sexual orientation, disability, physical appearance, body size, race, or religion. We do not tolerate harassment of event participants in any form. Dystopia Rising is committed to maintaining a diverse community in an atmosphere of mutual respect and appreciation of differences. Dystopia Rising does not discriminate on the bases of race, color, creed, religion, national/ethnic origin, sex, sexual orientation, or age. With this in mind, the Dystopia Rising LARP network requires its members to abide by a set player protocol at Dystopia Rising LARP (social or game) events.

Details of our player protocols are outlined before buying a Dystopia Rising LARP membership, and are summarized in the Dystopia Rising LARP rulebook.

If we all treat each other with the respect that we ourselves would want to be treated with, you will find that others will provide you with the respect that you show them

Player Protocols

Voice Your Concerns

If you strongly believe that someone is violating the rules of play, or is acting inappropriately out-of-game, do not confront that person yourself, but please inform a Staff Member as soon as possible. If we are informed quickly, it is easier for us to accurately review the situation and decide what actions (if any) need to take place. In addition, if you witness a dangerous situation or know that one has occurred, for everyone's safety please inform Staff Members immediately.

Rules Misuse and Cheating

Any abuse of the rules that is viewed by a Staff Member to be egregious or beyond repair—for example, using a Skill to do something outside the rules as written—can result in a reprimand. Blatant cheating by ignoring successful strikes, forgery of in-game currency or items, and/or overspending points may result in a reprimand or being asked to leave the event without reimbursement.

Unsportsmanlike Conduct

Arguing with a Staff Member, being verbally or physically abusive to a fellow player or Staff Member on an out-of-character level, or other forms of misconduct that breach the goal of getting together to have fun will not be tolerated. Acting in such a way may warrant a reprimand or even result in being asked to never return.

Harassment Policy

Dystopia Rising is dedicated to providing a harassment-free experience for everyone, regardless of gender, sexual orientation, disability, physical appearance, body size, race, or religion. We do not tolerate harassment of event participants in any form. If a participant engages in harassing another, the event organizers may take any action they deem appropriate, including: warning the offender, expulsion from the event (with no refund), or being banned from future events. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of the Dystopia Rising Staff immediately.

Harassment includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, etc. It also includes displaying sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of events, inappropriate physical contact, and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately.



Cleaning Up

Every Dystopia Rising player has a responsibility to clean up his or her sleeping area at the end of an event, as well as clean up a general area assigned by the event coordinator. After fulfilling this obligation, you must have your character sheets signed off by a Staff Member who will review both your sleeping area and your assigned clean-up area. Failure to complete a clean-up assignment will result in a reprimand as well as no Experience Points being gained for that event.

NPC Duty

Every Dystopia Rising player has an obligation to complete a NPC time slot. At Check In, each player will sign up for a time slot on an as-available basis; each slot has a limited number of available spaces, assigned on a first-come first-serve basis, and it is the player's responsibility for reporting to NPC duty at said time. For their NPC shift, the player will report to Logistics in clothing other than what their character wears, suited for costuming (black jeans and basic tops recommended). At completion of this NPC duty, the player is responsible for ensuring that the Staff Member running Logistics during their shift signs off on their character sheet to indicate that their NPC duty has been fulfilled. Failure to sign up for, or to complete, your assigned NPC shift will result in no character growth to be approved for that event weekend, and the player may be reprimanded. Players must ensure that they turn in their character sheet at the end of each event. Failure to turn in sheets will result in no growth points being awarded and no new Skills being learned.

At Dystopia Rising we have a saying, and that saying is '**Everybody Shambles.**' This concept means many different things. It means that every person is treated equally, that we all help out to make the community better, that there is no 'senior position,' and that every person eventually does both high concept and basic shamble NPC roles.

Photography and Video

If players wish to photograph or record at a Dystopia Rising event, we do allow this to occur within the following guidelines:

- You are responsible for ensuring the safety of your own equipment. *Dystopia Rising LLC and persons attending Dystopia Rising events will not be held liable for damages or the replacement value of your equipment if your equipment is lost, stolen, or damaged.*
- Images taken at Dystopia Rising events are property of Dystopia Rising LLC and require written permission from Dystopia Rising LLC for resale or publishing.
- Images, video, or audio recordings from Dystopia Rising events may only be used in a constructive and positive means. Use of video, images, or audio recordings from Dystopia Rising events which depict Dystopia Rising or any of its participants in a negative, harassing, or otherwise derogatory context is not allowed.
- Permission has been given by the Directors of the game you are attending for you to take pictures or video during an event.



Alcohol

Alcoholic beverages are not allowed at Dystopia Rising events. This alcohol ban includes bringing alcoholic beverages on site, storing alcoholic beverages in vehicles parked on event grounds, and/or coming to a Dystopia Rising event under the influence of alcohol. Breach of this rule will result in a minimum of a six-month suspension or possibly a permanent ban from all Dystopia Rising events.

Smoking

Smoking is permitted for adults over the legal smoking age. Smoking must be done outside of buildings. If you are a smoker, you must carry your ID on you, because you might be asked to produce proof of your age. If a Staff Member asks to see ID as proof of age and you cannot provide one, you will be asked to stop smoking immediately and your age will need to be verified quickly afterwards to resolve the matter. Underage smoking will not be tolerated. Any youth player who is found smoking will be reprimanded and his or her parents will be notified. Smoking is not allowed during combat. Cigarette butts must be field stripped and then disposed of in a proper garbage receptacle.

Drugs and Violence

The possession of, use of, or being under the influence of illegal drugs will immediately result in the persons involved being removed from the event grounds and being turned over to the authorities. Real life violence, real life threats, or activities which pose a real life danger to self or others will result in the person(s) involved being removed from the event as well as being turned over to the authorities.

Real Life Weapons

Real weapons are not allowed at Dystopia Rising Network events. Players are expected to apply a degree of common sense in regards to the definition of a real weapon (combat knife verses steak knife). At no point are firearms of any sort allowed at Dystopia Rising Network event property.

Item Sales and Transactions

Any in-character transactions, sales, or trade must happen with in-character funds and items. At no point may real world monies be offered in exchange for goods or services within the in-character aspect of a Dystopia Rising event (teaching, in-character items, or services rendered from one character to another). Vendors who wish to sell items at a Dystopia Rising event, such as physical props, may do so only if they are capable of selling the item in-character as well. At no point may real world funds be given to cause in-character activities. Characters wishing to sell items for in-character funds must have means of producing an Item Card for the items they are selling (food, armor, etc.)

Contact Safety Check

At Check In, each player must have their contact safe weapons checked by our safety and security Staff Member. If a contact safe weapon does not pass safety standards, or an item becomes damaged during the duration of the event, the item must be removed from event site until it is able to pass a safety check. Each player is responsible for ensuring the continued safety of their contact safe weapons, equipment, and costume. Players are urged to properly maintain their weapons—passing once doesn't guarantee it will pass again, as use may wear a formerly safe weapon to an unsafe level.

Signing In / Check In

When arriving at the site, all guests are required to settle all game costs as soon as possible, at which point every guest will sign up for a NPC shift and receive their character sheets. The last portion of this process involves reviewing policies for Dystopia Rising events, and agreeing to these policies. These policies include the personal conduct code, liability waiver forms, and consent forms for minors.

Character Sheets

Once a player has checked into a weekend event, the player must carry their character sheet on them at all times, including NPC time. If at any point a player loses track of their character sheet, that player must report this loss to Logistics. On the back of each character sheet is a ledger that must be filled out after using Skills, consumption of potions, or other expenditures of Mind Points. When using an effect to aid another person, that person must have that Skill effect filled out on the back of their sheet. In the middle of a busy module, a sheet update immediately follows that module before any of the players leave the area.



Item Cards

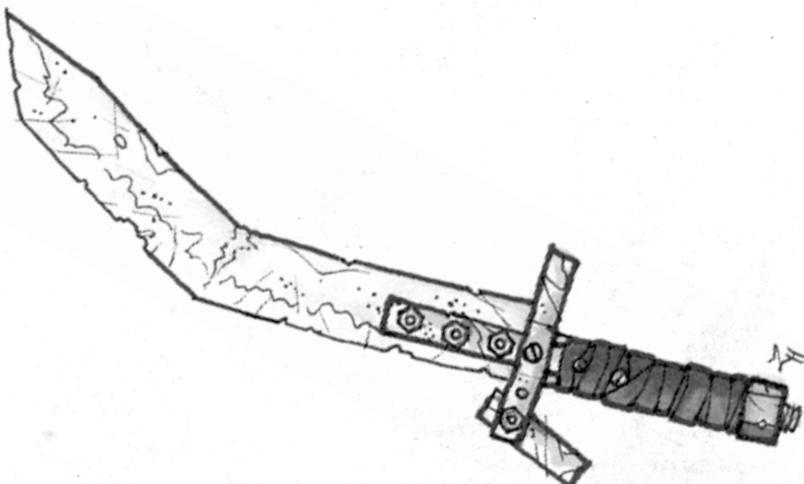
Certain items have mechanical effects on the world, and require an Item Card to be allowed into game. Some of these items are weapons, armor, Scrap, Herbs, Brews, and tech devices. A player may not have a Physical Representation for one of these items without having the appropriate card for this item. Item Cards must be signed by a Staff Member, and it is the responsibility of the player to hold onto these cards between events. In the event that an Item Card is lost by a player, it will not be replaced and the item is considered lost.

Item Cards must be signed by the appropriate level staff member, and all Item Cards must be presented when checking into a travel game. In the instance that you receive an Item Card from outside of your local game, that Item Card must be shown to your staff members for approval.

All unique Item Cards, unique blueprints, and items that are not provided mechanics for by existing, approved mechanics must be signed by the director of the game issuing the card. Unique Item Cards that do not have network-approved mechanics must have expiration dates no more than six months, and may be removed for approval review by any local story teller or director that sees an abuse of these items occurring in game.

Destroyed and Damaged Items

Items that are single use items that are used (such as a Brew), must have that Item Card ripped in half to receive the effects. Herbs and Scrap must be turned into Logistics to be used to create new Item Cards, or improving on existing items. Blueprints, Credits, and certain plot-related items have physical representations that must be held onto in order to maintain ownership of this item. If an item has had a 'Destroy' skill used on it, it may be patched or repaired with the appropriate skill. If an item has simply been used up, then single use items must be either torn up or discarded. Repair must be used on armor, and neither the Repair nor the Patch Job skill will ever replenish expended item uses.



When Corrective Actions Are Needed

No staff member wants to perform a corrective action. When a staff member is forced into a situation where they implement a corrective action, it is often due to the fact that either they feel they have no other option, or a situation is a symptom of a larger problem. Staff members would rather spend their time enjoying the shared hobby of LARPing.

That being said, there are times where for the safety, fairness, and health of our community, a staff member needs to implement a corrective action.

Corrective actions are tools meant just as they are written: actions that are taken with the hopes of correcting a situation. They are not intended to be a form of punishment, or an action that is taken as a means to cause a player to have less of an enjoyable experience. Corrective actions are steps that are taken when the fair play, positive community, safety, social wellbeing, or legality of actions an individual is taking is in question.

Corrective actions are recorded on a player's character sheet. Initial warnings issued to players are recorded by the Directors of the branch at which a player's primary character is based. In the instance that a corrective action involves a player being banned from a local branch, the Directors of that branch must record this action with the greater Dystopia Rising LARP Network overseers.

In the instance that an action is particularly grievous, an individual may be banned from total Network play by the parent network.

No one wants to use corrective actions, and in the instance that they are being applied, more times than not it is due to the fact that the individuals involved have left no other option for the Staff Members involved.

Corrective Actions are not to be used as a form of correction in regards to breaches of the law. In the instance that individuals break the law at a Dystopia Rising event, those individuals will be immediately turned over to the local authorities. The Dystopia Rising network is not a place, or an authority, to register punitive actions on individuals that break the law. With this in mind, all instances of illegal activities are reported to the legal authorities.

Corrective Actions

If a player is found breaking the rules, falling out-of-character, or acting in a way that is not appropriate for our settings in the Dystopia Rising world, a Marshal or Staff Member may give a warning in regards to the situation at hand. Marshals may also recommend further actions to be taken if a violation of the rules or environment is so severe that immediate corrective actions need to be taken. These recommendations are reviewed by the game Directors and will be acted upon appropriately.

Verbal Warning

Verbal warnings are not a corrective action, as much as they are the responsibility of every Staff Member. Verbal warnings are not issued for instances where rules or community standards are clearly breached, but instead are given as a form of correcting misunderstandings. Often, a Verbal Warning is all that is needed to correct the issue.

Player Warning

A player warning is given for first time offenders as well as players who may have broken the rules without malicious intent. A warning means that for the next three months, any further actions that would result in a warning result in a more severe form of correction. Player warnings are recorded on the player's character sheet, and are recorded by the local branch. Multiple occurrences of Player Warnings result in a Rules Violation.

Genre Violation

Players routinely asked to return in character or to put out-of-character/non-genre appropriate items away may receive a Genre Violation. Players that receive a Genre Violation are recorded on the character database for three (3) months. Players with genre violations active in their database may not act as Marshals or Storytellers during the three-month period in which the violations are on file, and any further Genre Violations beyond the first will result in a Rules Violation.

Rules Violation

If a character is found misusing a Skill, using a Skill they do not possess, violating safety guidelines, or breaching our good sportsmanship guidelines, that player may be given a Rules Violation. If a violation is given, each violation results in two Experience Points being docked from a character sheet. Rules Violations are recorded on the character database for three months. Players with Rules Violations active in their database may not act as Marshals or Storytellers during the three-month period in which the violation is on file.

Suspension

If a player has breached the rules or safety of the game so much so that they must be asked to leave game, this may only be done by the Directors of Dystopia Rising. Players that are suspended are suspended from all forum use and all attendance to Dystopia Events. No Build or Assistance Points may be purchased or earned during this period of time. It is up to the discretion of the Directors of the branch to remove any or all earned Assistance Points in addition to this suspension. Events that occur during the player's suspension may not be bought back by that player. The minimum length of a suspension is six months and the maximum is indefinitely. For the period of one year after the suspension, the player may not be approved for any Restricted characters, backgrounds or Advanced Professions. Players with a suspension on their player info may not as a Marshal or Storyteller during the six months immediately following the end of their suspension.



Banned

In the instance that a player will not correct their actions, acts in a flagrant disregard for rules, or acts in a way that endangers the community, a Director may opt to Ban a player from future play. All build earned or purchased is forfeit, all characters removed from play, item cards and currency are to be destroyed or returned, and all Assistance Points are considered void. When a Director chooses to Ban a member from their local branch, the Director must register the Ban and the reason for the Ban with the Regional Network. In the instance that the individual may be seen as a threat or issue to the community, that individual may be further banned from the Network as a whole.



Attending Your First Event

It is our intent to try and make a player's first event as easy, fun, and welcoming as possible. With this in mind, we try to remove as many of the barriers as possible for you to enter game. There are only a handful of items that a new player absolutely has to take care of themselves, a few items we can help you with, and a couple of items that our Staff Members will gladly assist you with.

It's our intention to try and make our game as streamlined and enjoyable as possible. At times you may find yourself unsure of how a mechanic or process works. While we are providing all of the materials possible here for your review prior to attending an event, we also have Staff Members at every branch event who will ensure that your introduction to LARPing is as simple as possible.

However, we need you to help us assist you. There may be times when a Staff Member assumes that you have a greater degree of experience and knowledge than you do. There may be times when a Staff Member uses terminology that you do not understand. While our Staff Members will make every effort to use the simplest language possible, please do not hesitate to ask questions or to look for clarification when needed.

If you find yourself having a difficult time getting involved in the game, do not hesitate to stop into Logistics and let them know this; our Staff Members will work with you to try and bring you into the game world we love. Staff members will work to try and link you with new players to role play with, goals to work towards, and even hook you into modules that are going out.

That being said, we can only assist you—not provide the experience for you. Dystopia Rising, like most LARPs, is a pastime where you only get as much out of the game as you put into the game. Being willing to portray your character, living in the moment, and enjoying the little shared interactions is key for LARPing. Try to stay in character, look to always leave communication opportunities open with other players, and share your gaming experience with others instead of trying to keep it all to yourself. LARPing is a social hobby that we do with other people that enjoy the LARP, so go out and be social.

In the end, we are all gamers and geeks and nerds at a Dystopia Rising event. No one is better, no one is 'more senior,' and no one player is more important than another. We all share the hobby with one another, and as long as you try to share with others and be a part of their story— they will try to be a part of yours.



The Membership Program

The Membership Program allows players of different expendable incomes to have the same game experience while allowing those that can, and are willing, to help their local branch out by paying for their own membership. As a thank you for helping your local branch grow and thrive, players that choose to pay for their own Advanced Membership are provided a couple of fantastic rewards for doing so.

Details in regards to membership eligibility, terms of membership service, and overall processing of the Dystopia Rising Network membership can be found on the Dystopia Rising Network home page.

How It Works

Established players are required to have a yearly membership. There are two membership options available, **Basic** and **Advanced**.

New players have a three-event trial period to test the gaming waters. After three months, they will be required to have a membership.

Option 1: Basic Membership

Players will automatically be awarded a Basic Membership once they attend their fourth event. This membership will be active for a six month period. This membership will automatically renew at the first event they attend after the six months passes.

If a player takes this option, they may have up to two characters (their "Primary" and "Alternate" characters), and must have both of their characters based in their home game and cannot transfer to another branch until the year membership expires (special circumstances will, of course, be considered).

This allows for the same ability to play, earn build, travel etc. as every person already enjoys. This costs the player nothing.

Option 2: Advanced Membership

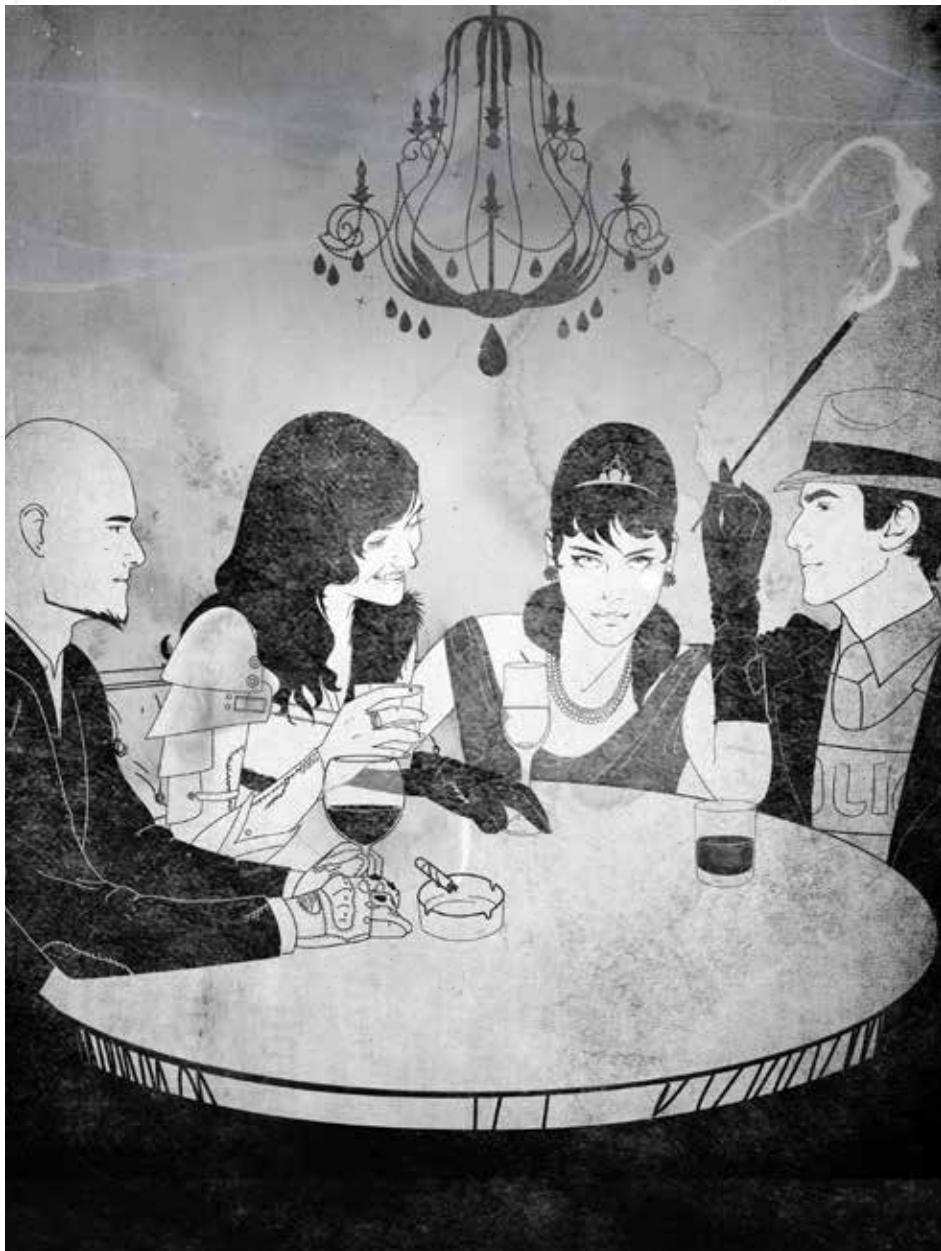
Advanced Membership is purchased by the player through the Dystopia Rising Network home page.

You will be awarded two build on each of your characters upon purchase (a \$60 value, see below). This two build will be awarded to each of your active characters in the month that you purchase the membership. These experience points are not re-awarded in the instance of character death, retirement, or the generation of a new character.

With an Advanced Membership, you have the option of having your characters based in different games, as you choose. The standard six-month waiting period of transfer is all that applies.

A player with an Advanced Membership will be allowed to have a third active character in the system! This third character falls under all the same guidelines, build structure and play ability as any other character. They can be registered for events and earn XP with your other characters. However, you will only be able to portray, learn Skills, and get Check In Skills for two characters at any given game.

A player with an Advanced Membership will have access to an online database where they can view their character sheet, build log and player information once available. Additional features for this are regularly being added, so be sure to keep up to date with us on social media.



Getting Ready for the Event

Event Logistics

Once you have arrived at your local event, you will need to go to your local Events Logistics center. Logistics serves as the Out-of-Game Headquarters for the event's operations, and will be important for you to become familiar with. At the beginning of each event, you will Check In at Logistics to pay for your characters, use Check In Skills, and receive Item Cards and tags for weapons and armor that have been safety checked. You will also need to report to Logistics for your required NPC shift. During the event, Logistics is where you can find Marshals and Storytellers on duty to answer questions and adjudicate conflicts. Logistics will be where you report for all in-game crafting, theft, or research. Finally, Logistics is where you will typically find a local game's lost and found, medical kit, and any other out-of-game resources the local event has made available.

Getting Checked In

Checking in can be a swift process if you prepare yourself. Below is a guideline of everything you can do before you Check In to speed things up, everything you need to get taken care of during the Check In process, and things to ask your local game about your first few events.

Items that a player needs to take care of themselves before an event.

- 1) Review and sign your waiver, release, and safety forms. Individual branches provide these forms on their branch's web pages. These forms are also available at either the new player Check In, or Logistics location of a game site. Generally, you will need to sign a waiver when you attend your first event and then again once each year.
- 2) If you are under 18 years of age, you need to have a parental release form signed by a parent or legal guardian. Under the age of 16 is standardly not allowed at a Dystopia Rising event, however, individual branches may make a case by case decision in the instance that the child (between the ages of 14 and 16) is accompanied to the event with a legal guardian. Branches will require the parent or legal guardian to actively attend to the minor at all times.
- 3) Review the community standards for the Dystopia Rising Network. It is best to understand what we are looking for in our community as well as understanding what event organizers will expect of you.
- 4) Review the rulebook with particular focus on the areas of mechanical interaction, contact safe simulated combat, and read through the generalized world materials. Review character creation and think about the kind of character you want to play. Character creation, for more seasoned LARPers, is a simple process. If you feel up to generating your character, go ahead and give it a

shot. If you are unsure, don't worry. There will be staff and players willing to help you design your character at the event.

5) Gather the basic food, water, clothes, sleeping supplies, contact safe weapons, foam darts, packets, and materials you will need to camp and play for a weekend. On your first few outings it is better to bring too much than too little.

6) Go the Dystopia Rising Network web page, and review the images and information provided there. You will also want to visit your local branch's web page to find out specific details about your local game world. In addition, most branches should have a forum that you can log into to get your questions answered.

Items you need to take care of when you get to the event

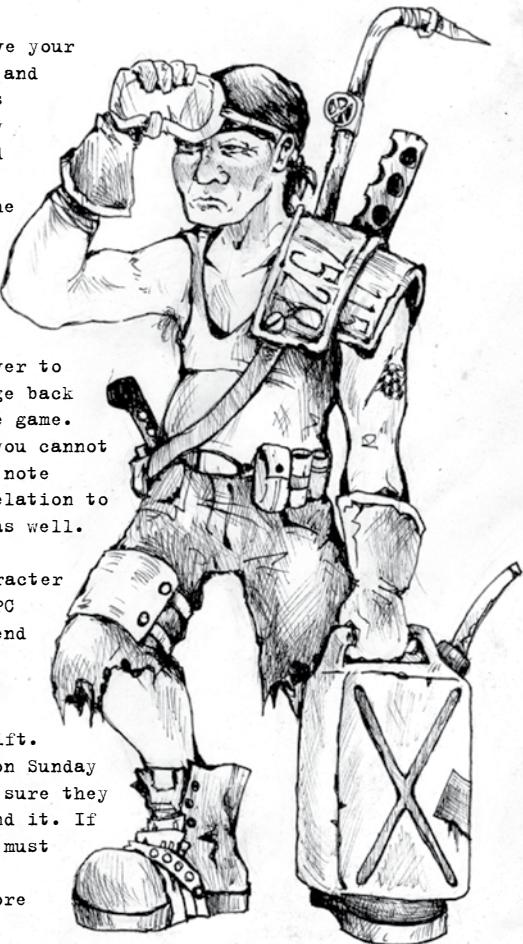
1) Turn in your signed paperwork, waiver, release form, and medical notes to Logistics. If you arrived at the event before Logistics has opened, ask the staff members where you can set up your sleeping supplies for the weekend. Many branches have new player staff that will help you get situation.

2) If you are a new player, have your new character sheet reviewed by staff members to make sure the concept, mechanics, and design of your character are correct.

3) Pay for your event and receive your character sheets. If you are paying and registering a secondary character as well, be sure to have your secondary character's character sheet reviewed by staff members to make sure the concept, mechanics, and design of the character are correct. Registering a second character for an event allows you to swap twice between your characters. This means that if you start as character 1, and decide to change at one point over to character 2, you may choose to change back to character 1 before the end of the game. Once you stop playing character 2, you cannot go back to character 2. Please also note rules for staying in-character in relation to Character verses Character actions as well.

4) Sign up for a non-player character shift. All players do a four-hour NPC shift over the duration of the weekend or a two-hour shift if they're only attending a 24-hour period.

5) Sign up for your clean up shift. All players help clean up the site on Sunday after closing announcements to make sure they leave the site better than they found it. If you must leave the event early, you must speak with a staff member to get an alternative clean up assignment before you leave site.



6) Have any contact safe weapons checked by a safety Marshal and tagged with your character number.

7) Receive item cards for starter equipment and use any Check In Skills your character may have.

8) Attend New Player Training. Before each event we provide combat training, basic world details, and new player introduction. We welcome players to attend this session during their first three events for an opportunity to ask questions and become more comfortable with the game's mechanics and world.

9) Identify at least a handful of the Marshals and staff members at game. Staff members often times wear buttons that identify them as staff members, but recognizing their faces before the light goes down is important. These people will be able to answer questions and help make your first event more enjoyable.

Items you should look into once at game

1) Most branches have special modules, programs, and steps they take to help players enjoy their first day at game. Ask new player staff representatives when new player modules or what new player programs each branch currently has.

2) Attend Opening Announcements. Before each event we address the whole of the game, talking about community events, charity drives, rules and safety announcements, as well as generally give everyone a proper welcome to the event. This is a great opportunity to see all the faces of your local branch.

3) Find out when and where Closing Announcements take place to be sure you don't miss them at the end of the event. Closing announcements often include announcements about social gatherings, special events, and upcoming games.

Item Cards and Your Equipment

Item Cards are miniature sheets that explain the mechanics and important details of an item. The majority of item cards exist for items that require mechanics, affect the game world, or have some sort of mechanical design. Item Cards are also issued to non-mechanics based items that may be stolen or sold for in-game currency.

Item Cards are produced by Logistics when Scrounge cards are turned in, items are chopped for Scrap, resource producing skills are used, or items are crafted. Item Cards may also enter play along with Physical Representations and props via non-player characters. Many times, Item Cards are given to NPCs for loot-able materials so that the NPCs can hold onto the Physical Representations of the item.

Not all items will be provided Item Cards. Non-mechanical items that cannot be sold or traded, that boil down to being nothing more than props, will not have Item Cards provided for them.

Item Cards also do not work in the place of a Physical Representation of an item. Item cards are intended to travel WITH a Physical Representation. Brews, Meals, weapons, armors, and even engineered items require Physical Representations to be used in game. Many of these Physical Representations give dimension or volume requirements, which must be followed.

Most Item Cards can be signed by a Marshal or Storyteller. These Item Cards all follow a set guideline of mechanics, crafting rules, and existing blueprint guidelines. Sometimes 'Unique' Item Cards are produced for one-of-a-kind items. These 'unique' Item Cards, if they do not follow existing mechanics, need to be approved and signed by the Directors of a branch.

Also note that Unique Item Cards and Unique Blueprints have a slot on the front of the card that says 'approved for play in.' All unique Item Cards must be signed in, initialed, and reviewed by the local game before the item can be approved for play. Once this item has been approved by the Director of a local branch, they will sign off on the Item Card that the item is good for future use in their game (thereby making it so that the item does not need to be reviewed every time). Unique Item Cards and Unique Prints may never have an expiration date longer than six months. Unique Item Cards, save for usage with Advanced Profession Skills, are physical items and are not meant as means to provide Skills or Strain advantages to a character. Characters need to spend experience points to learn new Skills and abilities, it is unfair to allow players to have access to free Skills with an item card. Unique Items and Prints also cannot be recreated, transcribed, or duplicated by any means.

Item Cards without Physical representation

Any Item Card that does not have a Physical representation associated with it must be stored or transported in an in-game location of appropriate size, such as a footlocker or large duffle bag. So long as these items do not have a Physical representation, they cannot be actively brought into play. To be able to use the Item Card, you must follow the guidelines below appropriate to the item type.



Items such as Scrap, Herbs, and Produce are often carried in large enough volume that players cannot often carry Physical Representations for all of these items. To help represent that a player has both Scraps and Herbs on their person, a player must have a designated Scrap and Herb bag that is roughly 12 inches wide by 12 inches long, by at least 2 inch wide. Bags that have the same general dimensions but are different shapes are acceptable.

Item Cards for Brews, Meals, Ammo,

and Unknown Quality Items

When using items that are limited use, you need to have the Item Card out to use the item. This includes Brews, Meals, and ammo. Because players hands are often filled with Physical Representations of the items in question, the following options are available for players.

Munitions, Augments, and other Attachments

Consider affixing a large pliable luggage tag to your munitions clip. If you know that you use custom munitions on a regular basis, having a large soft luggage tag that can accept inserts on your munitions clip or firearm is a good route for you to go. This will allow you a place to put the Item Card so that the equipment is out, and allow the required time for swapping munitions to your gun. Soft luggage tags that allow quick and easy card inserts are fantastic for ease of Item Card access. Other than luggage tags, affixing ammo cards to separate loadable magazines (when an option) or taping a collectible card sleeve to the clip/side of your gun for sliding ammo Item Cards into also works instead of using a luggage tag.

Brews and Meals

Players should not be able to see the quality or nature of a Brew or a Meal until they have consumed it. The volume and the physical representation of the Physical Representation must match the description of the recipe used. To ensure that players are not looking at the Brews and Meals before their use, cooks and brewers must place their items in opaque backed 'collectable card' sleeves. Green sleeves will be used for Meals, red sleeves for Brews (no printed back sleeves allowed). This will allow a player to see the back of the Item Card, to know that the color does match the sort of consumable item they are buying. Brewers and crafters should write the number of servings on the back of this Item Card so that players know that the volume they physically see matches the volume on the card. If a player uses Analyze Compound, they may then flip the card over to read the mechanics of the item.

Item Cards and Equipment Tags for Armor,

Weapons, and Shields

All weapons, armor, and shield Item Cards need to be associated with a specific Physical Representation to be used in play. We do not require that you attach the item card itself to the Physical Representation in question, but instead, you will be issued an equipment tag from Logistics. All weapon Physical Representation MUST come to Logistics before going into play, along with the item card that will be associated with the Physical Representation. Once the player has received their Equipment Tag, they must still keep the Item Card on their person or near the weapon Physical Representation in the case of card checks or theft of the item.

Once the armor, shield, or weapon has been properly safety checked, a paper or fabric wrist band will be attached. It can be attached anywhere on the weapon, shield, or armor that is not a striking surface or interferes with the operation/wielding of the equipment. Each Equipment Tag will have the owner's Player Number, the Weapon Damage or Armor Points, and a Marshal's signature written on it. If the item has a special quality (such as dealing Rad Damage, or having a special skill) then the Equipment Tag will also have an "E" written next to the Weapon Damage or Armor Points. Each Physical representation may only have one Item Card associated with it.



So for example, a melee standard dealing 5 Poison Damage owned by player #002 would be recorded as #002 - 5E followed by the Marshal's signature.

Brawlers used to represent basic Fist or Claw weapons do not require an Item Card, but still must be issued an Equipment Tag to prove they have been safety checked, and to more easily return them to the player should they be lost.

If a weapon, shield, or armor is upgraded or the tag falls off during play, it must be immediately brought to Logistics to have a new tag issued and attached.

Item Cards for Building Augmentations,

Doors, and Workstations

Just like more portable items, Building Augments and Workstations require appropriate Physical Representation as defined by their Item Cards. Typically they will state a minimum size that the object or space must fulfill to be used. The Item Card should be directly attached to the Physical representation (Such as a Door or Workbench) or to the wall of the space that the Augment is effecting, with the mechanics visible to anyone in the space that would be affected. For objects that will be exposed to the elements, we suggest keeping the item card in a collectable card sleeve, luggage tag holder, or zip-lock bag to protect it.

Stealing Items, Physical representation versus Item Cards

While the details of stealing will be left to the Rules section (See "Character Versus Character Actions"), everyone needs to know how Item Cards and Physical Representation work in regards to stealing and Logistics.

Any item that is stolen in game must follow the above rules for Physical Representation or be in a proper container (so keep those big scavenger bags handy). Once the theft has been witnessed by a Marshal, and the appropriate in-game time has been spent evading capture, the thief may bring the stolen item to Logistics, where the item will be entered into a Theft Log.

When the owner comes to look for their item (Either in the Lost and Found or Theft Log), they will be informed that they need to confirm the Item Card against the Item Tag (in the case of Weapons, Armor, and Shields) or be able to adequately describe the Physical Representation to prove it is theirs (in the case of other items). Once they produce the Item Card for the item and turn it in to Logistics, their Physical Representation will be returned to them. The original owner's character number should be recorded on the Item Card, and then placed in the Theft Log.

The thief can return then at their leisure to pick up the Item Card to enjoy the profits of their labor. See the Rules section for more details.



Visiting Other Branches

As Dystopia Rising has grown, additional companies now have the ability to join the branch network that is the Dystopia Rising Network. With the ability to travel to multiple events in the same month, some things work differently in regards to gaining Experience Points, using items, and learning Skills. When visiting, the following rules apply.

Character Sheets

When visiting other game branches, your character sheet must be presented to the head of that local game for review. While the Dystopia Rising Network uses a networked online database for storing character sheets and tracking XP growth, each character sheet must receive individual approval from the local staff. While local staff members may not strike Skills from your character sheet nor disallow your entrance into game, they do have the right to know what is being introduced into their game. This will be done by accessing your character information on the national database.

Visiting with Items

When you present your character sheet, you must also show all Item Cards, Blueprints, recipes, and unique items to the head of the local game for approval. If it is at all possible, and easier, you can send a list of these items to the Directors of the branch you are visiting via email prior to attending. The branch you are visiting has the ability to approve or disapprove any unique item cards or unique prints from entering the game. Any unique item cards must be signed off by one of the Director of the branch you are visiting. This is not due to items being unbalanced or questioning the validity of an Item Card, but rather to ensure that the appropriate power level of the branch stays true to its local players. As a guest at a game you are travelling to, it is your responsibility to adhere to the stylistic needs of the branch you are visiting.

Returning from Visit with Items

When returning to your home game, you must get all custom or unique Item Cards and Blueprints approved by your local branch before those items are allowed to enter game.

Learning New Skills and Professions While Visiting

When visiting another game, you may teach or learn Skills. If you are learning Skills, those Skills must be recorded on your character sheet. You must turn your character sheet in at the end of the event you are attending, to the staff of the game you are attending. When the staff from the game you visited updates their character sheets, they will enter your information and learned Skills directly into the database for your local game's approval. These skills may be used at the next twelves, as normal. However all decisions in regards to approved or unapproved skills being finalized as learned is the purview of your home game staff.

Visitor Experience and Total Events Attended

When you Check In at a game you are visiting, you are awarded 1 Experience Point for attending the game. You may purchase additional Experience Points as normal. Travel games are not counted as part of your "Events Attended" total.

Assistance Points

Assistance Points are based branch by branch. While you may only expend Assistance Points for Build Points at your home game, you may use Branch Specific assistance points for other in-game perks and benefits. Assistance points may only ever be used at the branch at which they were earned.

Transferring Your Character to Another Branch

If you have moved or find it otherwise necessary to transfer your character from your current primary game to a new game, there is a simple procedure to follow.

Request Permission, in writing, from the Game Directors of your home game branch and the branch you wish to transfer to. Note that if the player has a Basic Membership, they may have to wait until the end of their current Membership year.

Once the transfer is approved, all Item Cards, prints, and in-game currency gained by that character must be turned into your home game branch.

Once the character has been transferred, they will be issued new starter equipment for their new game branch.

Once a character has been transferred to a new game branch, the character cannot be transferred again for 6 Months if the player has an Advanced Membership, or until the end of their current Basic Membership year.



Please note that while it may be natural for a character to distribute their resources before risking it all on travel, players found to have "given away their worldly possessions" before transferring, and before turning in their materials to their home game, may have their transfers denied.

Characters being transferred to a new game must follow the new game's restrictions in regards to playable Strains. Certain Strains are restricted by geography to ensure the proper core book genre and localized culture of each branch's game. Transferal of character to get around locational restrictions is not allowed. Any character that falls into a new set of restrictions will need to submit an application and be approved for play before the character can be transferred. Additionally, restricted characters must be played in their home branch on a regular basis or be removed from play. Regular play is defined by the Directors of the branch in question.

First Event Tips

It's your first event. You have your costume, your character sheet, and all of the logistics sorted. But what do you do once you arrive? How do you get involved in the world? Whether you come in with a group of friends or are by yourself, there are a few things to keep in mind when entering the world of Dystopia Rising.

First of all, don't be intimidated. If you've never LARPed before (or even if you have and this is your first game), then it might seem a bit overwhelming. There are new faces, new concepts, and turns of phrase that you aren't used to. Don't be scared, though; go up to people and talk to them as your character. Simply talking to someone can really help draw you into the game.

Your character—and acting as your character—is also an integral part of your first event. Before you even enter game, try to keep in mind that you will be acting like a different person for the next two days. Think of traits that your character has that you don't. Think of how your character moves and talks. Think of any quirks your character might have. By going over these things before you enter game and then running with them throughout your entire event, you can get a better grasp of your character as a person—which will make staying in character that much easier.

That brings up another point: stay in character. It may be tempting to "drop" character to make a comment about something that's happening at the moment, but resist the urge. Dropping character can interrupt a scene, and it's always better to remain in character and then discuss what happened after the event.

That's not to say you should be afraid to ask questions, though. If you're ever at a loss about game mechanics when a Skill is being used on your character (for example, what does the Skill "Body Puppet" do?), don't hesitate to put your hand on your head—the out-of-character signal—and ask the other player to Clarify what they meant when using the Skill. It can take a while to get a hang of all of the different mechanics, so don't be shy about asking.

There are also a few other things that you can do when entering game for the first time. Doing your NPC shift early in your event can give you a taste of the world and the mechanics that you'll be working with. You can get a better sense of what combat is all about, see how zombies function and meet other players while they're not acting as their characters. This can help ease you into the world rather than diving in head first.

Although each branch is different, most games also have a new player orientation session and/or a new player module. This means that players with characters that have been around for three games are less likely to get a chance to go on a module specifically designed with new characters in mind. This can be anything from saving a farmer from a pack of zombies to performing a dissection on a strange creature that attacked a local town. Going on this module is a good way to get a taste of the game that you're attending, and also allows you to meet other new characters.

If you still feel like you're having a hard time getting into game, though, don't hesitate to go to Logistics. Explain that you're having a hard time getting into game as a new player and would like to be involved in some plot. The Storytellers (STs) on shift at that time will gladly loop you into modules.

And now comes the most important tip when it comes to your event: Take care of yourself. Your first event can be exciting. It can be an adrenaline rush to run around in the woods and kill zombies, but don't forget the essentials (you know, like eating). Forgetting to take care of yourself can quickly turn your event from fun to miserable. Bring extra clothes, remember to wash up if you sweat too much, and make sure to eat, drink and sleep. If it's sunny, use sunscreen and drink tons of water. If it's cold, layer up, use hand warmers, and still drink tons of water. Your character is a survivor— so make sure that you're one, too.

Your first event can be your best. Don't hesitate to get involved, and most importantly, have fun. After all, it's a game; having fun is the point. Now that you're ready for the apocalypse, get your gun and get ready. It's going to be a wild ride.



Supplies for the Apocalypse

Here is a list of items we recommend bringing when you come to a Dystopia Rising Event. This list is not all-inclusive, and without a doubt there are other common sense items you want to bring, but this is a good start. Keep in mind that while the theme of the world is post-apocalyptic, bringing certain items will ensure that you have a better time over the weekend.

Staff Items

Signed Parental Release Form for teens under the age of 18, Photo Identification, Required Waiver Forms, Game Fee, Pen

Toiletries

Toothpaste, Toothbrush, Dental Floss, Shampoo, Metal Mirror, Toilet Paper, Comb, Sun Screen, Bug Repellent, Deodorant, Prescription Medications (be sure to register allergies, medication requirements and other medical conditions with our staff), Flip-Flops For Shower (as site and season allow), and Towel.

Safety Gear

Crank Powered or Low Strength Red-Gelled Flashlight, First Aid Kit, Contact Safe Weapon Repair Kit

Kitchen Supplies

Hiking Safe Drinking Vessel, Paper or Reusable Plate or Bowl, Reusable Utensil, Trash Bags, Clean-Wipes,

Clothes

Change of Clothes For Weather (Under-layers and thermals for winter, lightweight gear for summer), Socks, NPC Clothes (Simple black or grey durable clothes you can move in), Socks, Street Clothes, Waterproofed Footwear you can run in, Seriously don't forget spare Socks.

Game Supplies

Packets/Foam Darts (as needed), Contact Safe Weapons, Headbands (Orange, Green)

Sleeping Gear

Tent, Ground Cloth, Sleeping Bag, Blankets, Inflatable Cushions/ Mattress, Low Powered Camp Lamp (non-flame), Glowsticks to Mark Tent Lines.

Food Suggestions

Pack food and water to match your needs for multiple days of physical exertion. Some locations offer refrigeration, however, not all sites do. Be sure to plan accordingly. Fruit, granola bars, protein bars, and large gallon jugs of water are a great start. Aim for foods that require little to no cooking, since there is no 'down time' to eat. It is highly recommended that you re-pack your food in reusable/resealable genre appropriate containers before you come to an event.

Costume

Make sure your costume is not only safe for running, jumping, crashing through the woods, slipping in mud and swinging combat safe weapons, but also rugged. There is no doubt that at some point during a Dystopia Rising event you could end up with fake blood on you and some fake blood stains on your clothes. Do not bring or wear anything to Dystopia Rising that you would be heartbroken to find damaged, stained, or destroyed. Most of the time zombie blood splatters make a costume cooler, since it now has history to it; however, if your costume is something you don't want stained, then don't bring it. Dystopia Rising is not responsible for the safety of your property if it is broken or stolen.

Don't Bring

Any expensive, delicate, or meaningful items are a recipe for disaster. Assume everything will be covered in blood and sticky gore.



Should I, Could I, Have this at Dystopia Rising?

Since the world has fallen, and a great deal of technology and information has been lost, the question is often raised: 'What kinds of items are acceptable for my character to have at a Dystopia Rising event?' While we can't give you a list of every single piece of approved equipment, we can give you a set of general guidelines to follow. Flexibility and creativity help too- a wristwatch is much more likely to be approved if you bring a prop with a weathered look that's crafted from simple materials, as opposed to a shiny new model that looks like it has just rolled off a modern mass production line. (Having setting-appropriate props helps maintain the game's mood and environment for everyone.) Keep in mind that game staff always has the final say with regard to what is appropriate for their game; when in doubt about a particular prop or other piece of technology, just ask.

That said, here are some tips on what kinds of technology your character could (or shouldn't) have:

- If it has microchips, chances are good it doesn't work.
- If it requires a steady flow of electricity, chances are good that it doesn't work.
- If it requires batteries, chances are good that it doesn't work.
- If it is delicate or fragile, chances are good that it is cracked or broken.
- If it requires outside support (signal, satellites, ETC), chances are good it doesn't work.
- If it requires regular upkeep, chances are that it broke down a long time ago and was Scrapped for parts.
- If it requires a trained professional to take care of it, upkeep it, calibrate it, or fix it, chances are it broke a long time ago.
- If it is a brand name, a cultural reference, or a modern convenience chances are good that you do not know about it.
- If you couldn't make it by hand without complex machinery, chances are good that you don't have it or know about it.
- Is it clean? Probably should make it stained or dirty.
- Does it have solid seams and no signs of wearing away? Should probably rip those seems out and distress things a bit.
- Does it look white? Should probably add some stains. Even Pure Bloods mostly have 'aged lace' or off-white clothes.

YOU AND YOUR CHARACTER

Keeping Character Concepts Genre Appropriate

So you've decided to make a character in the world of Dystopia Rising, and you are bouncing some ideas around in your head for the personality and origins of your character. While thinking about what you would like to play, you have the thought of 'Hey, wouldn't it be cool if I could play my favorite non Dystopia Rising video game, anime, or movie character as MY CHARACTER?' You start planning out your character with the idea of how to force this character concept to work in the Dystopia Rising universe, and immediately start talking to your friends about how you are making a themed character.

Before you go any further, please stop.

Dystopia Rising is a fully fleshed out world. There are volumes of world materials, source books, novels, information, and genre materials that are produced by Eschaton Media INC. Beyond the canon source materials that are produced by Eschaton Media INC, the Directors of your local branch have worked very hard to produce a back story and genre for the game area you will be playing at. Often times this genre information is available on the game's web site, forum, and/or web media page.

As you look at these source materials you should note that none of these materials say anything about your favorite non-Dystopia Rising fandom. There is a reason why there are not details about incorporating your favorite other fandoms into Dystopia Rising; it is because Dystopia Rising is its own standalone fandom. The people who are coming to Dystopia Rising are doing so to play in the Dystopia Rising universe, not in the universe of a different fandom. You should be coming to play in the Dystopia Rising universe, not in a different fandom.

With this in mind, a character designed for the Dystopia Rising universe is what you should be making. You should not be trying to make your favorite fandom using the Dystopia Rising universe and world setting as your canvas. If you are looking to play your favorite fandom and not Dystopia Rising, Eschaton Media has released the CHRONOS Universal LARP system, which we highly endorse for running your own custom fandom games with your friends.

It is, however, completely acceptable to take **inspiration** from your favorite non-Dystopia Rising fandoms and use that inspiration to make a new and original Dystopia Rising concept. The difference between attempting to play a character and taking inspiration is that at no point does your character concept, background, or roleplay become more driven by your other fandom instead of the Dystopia Rising universe. The character you play should above all else be inspired and designed to be a part of the Dystopia Rising universe, with your own personal inspirations pulled from outside sources.



Playing characters that are clones of other fandoms is not only not normally appropriate for game, but it is also inconsiderate to your fellow players. Players come to Dystopia Rising to play the Dystopia Rising universe. Please do not break the immersion of other players by forcing your fandom into their faces while they are attempting to play Dystopia Rising.

Warning Signs That You May Have To Reconsider Your Concept

If you use any of the following phrases when thinking about or talking about your character concept with other people, you should probably reconsider your character concept and redesign the idea of being Dystopia Rising genre first.

"Wouldn't it be funny if..."

"We should totally make the characters from..."

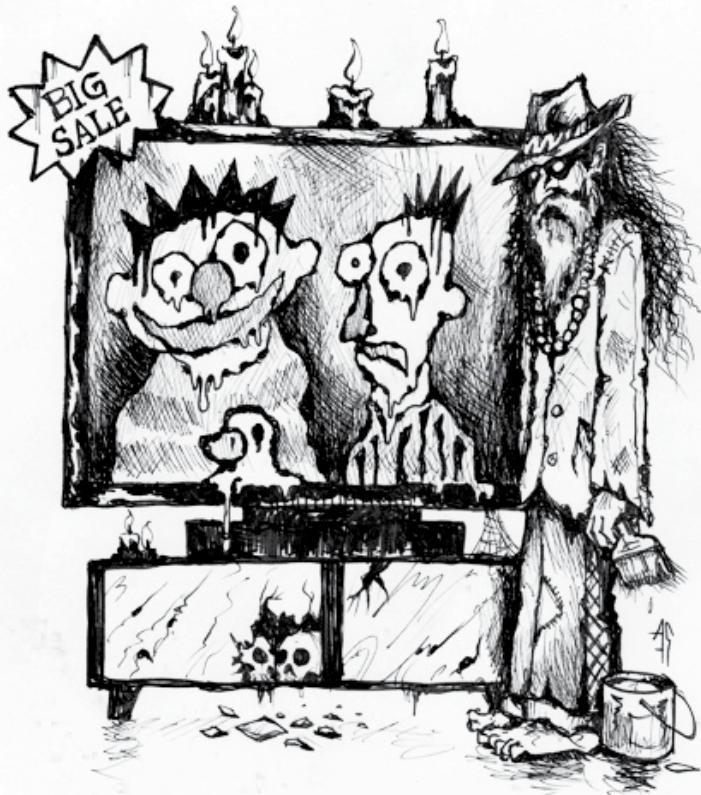
"Have you ever seen (fandom)? That is effectively my character."

"I don't know if it fits, but..."

"COOL! I already have that cosplay costume."

"It's not completely genre, but..."

"I'm playing (insert name) from (insert game that isn't Dystopia Rising)..."



What is Shared Story Telling?

So you've got everything you need to dive into your next Dystopia Rising event. You've gathered up your supplies, put together a great post-apocalyptic costume and gear, and drafted up a character. Time to dive into the Dystopia Rising world and enjoy the experience of shared storytelling with your fellow survivors.

Look around you the next time you're at an event. There are lawyers, students, doctors, baristas, writers, artists and people from all walks of life who play Dystopia Rising LARP. While you may not have anything in common with them job-wise, though, you all share a love of gaming. Each month, you dress up as a survivor and live for an entire weekend as someone who has to fight off the constant threats of the undead. In the end, we're all nerds, we're all equal, and we're all there to have fun.

Live action role-play is about sharing this experience with others. It's about enjoying a story as you and fellow players navigate a challenging world. It's about not only having fun yourself; it's about making sure the gamers around you also have a good time. After all, in the apocalypse you can't go it alone.

Think of the world as if it were a series of books. Each season is its own novel, with branches featuring different characters. Your character may have their own branch, but they are only a small part of the series. Without the rest of the colorful cast of characters, the book would seem one-dimensional-flat.

Shared story telling is about interacting with the world and the other characters within it. It's about recognizing that you are not always the hero; sometimes you're the sidekick, or the villain, or even just the bystander. Learn to play your character to the best of your abilities, but also remember that shared story telling is a team effort. You don't always need to be in the limelight. Sometimes, it's better to take a back seat and let others have their moment.

There are no winners and no losers in LARP. You can't "win" a LARP like you can win a video game. Your character may be able to kill any zombie he comes across; he may have all of the credits in the game; but what's the point if your character never progresses in the story? The point of LARP is the journey that your character takes— the challenges he has to overcome, the friends and enemies he makes, the interactions that he has with others.

This, in particular, is important to remember when NPCing during a game. Sure, your NPC will have set goals, but NPCs aren't the stars of the show. They're meant to be the faceless zombies that you see heroes in a movie shoot down; they're meant to be the unmemorable farmer who pleads for help. As a NPC, you're meant to challenge characters, you're meant to make them think— but you're not meant to "win." Instead, you're there to breathe life into the world; you're there to entertain.



If you're a shambling zombie, then be prepared to go down easily and not try your hardest to "defeat" your opponent. Instead, focus on the roleplay of it. Gurgle on the floor and grasp at the player's ankles. Snarl and groan as you crawl across the ground; put on a show as the player kills your NPC. This is what helps bring the world to life— and in the end, that's how both you and the player "win" at LARP. You both share in the story that you create together.

In Dystopia Rising, you're not alone. There are other characters that constantly challenge and push your own character, altering their thinking and their existence. Together, you create the world that your characters exist in, and you form the story that you share with others.



Controlling Bleed: Keeping Role Play Safe

The world of Dystopia Rising is full of shades of grey. Men and women destroy others in order to survive. The bodies of friends and foes rise up again in a hollow mockery of the living, shambling toward those who have managed to cling to their existence. Morals are ambiguous in the apocalypse—and that's why "bleed" can become an issue.

Bleed occurs when your emotions affect your character's, or your character's affect your own. During intense or emotional scenes, the barrier between you and your character can become more transparent. While some LARPs, such as some freeform LARPs, actually encourage bleed, it's not something that you should necessarily aim for with Dystopia Rising. You are not your character, and it's important to be aware of what subjects might trigger you personally as you play a LARP.

Dystopia Rising deals with horror, which means that it touches on topics which aren't comfortable for all players. Torture, questionable morality, death and emotional turmoil are all subjects that are dealt with in game. That's why it's important not only to decide whether Dystopia Rising is right for you, but to know when you've personally hit your limit. Note that sexual assault, rape, and any other forms of sex-related threats and terminology are always off limits.

Other subjects, though, are free game—and Strainism is one of them. In the world of Dystopia Rising, different Strains exist. These different people can often clash—take Workers and Bay Walkers as examples. Insulting another person using "Strainist" terms isn't uncommon ("You dirty rust monkey" or "Fuck off, puddle jumper"). That said, no actual racist terms should ever be used. Instead, take a look at the Strainist words available in the Slang and Strainist Terminology section, and work from that.

There are times, though, where a scene can be difficult for the players involved. When you're in a scene that might be uncomfortable for either you or another player, always work to the level of the least comfortable person. This way, you can be sure that the experience doesn't pass anyone's limits. In addition, if you're particularly uncomfortable with specific subject material, feel free to place your hand on the top of your head in the "out-of-character" signal, and briefly say so. Also feel free to "tap out" at any point during a scene you find particularly uncomfortable. Just be sure to let a Marshal or Storyteller there know that you need to leave the scene.

For example, there may be a situation where your character is "locked" in a confined space—a wooden coffin, for instance. You may actually be physically placed within a wooden coffin. If you're claustrophobic, though, this can be an issue. If you need to, tell the Storyteller or Marshal on hand that you need to "tap out" of the situation. You will never be penalized for needing to leave a scene.



It's also important to understand that "bleed" can occur not just during a game, but also after a game. You may feel upset over certain things that occurred, or you may feel wronged by a particular character. For example, your character may have had to watch, helpless, as another character killed an ally or friend. You may have spent months or even years roleplaying with this character and with a simple action, he's suddenly "gone" for good.

If you feel upset after game, take a deep breath and step back; remember that this happened to your character, and not to you. This is particularly important to remember when thinking about other characters. If another character does something to "wrong" your character, don't be upset at the player. There's quite a difference between player actions and character actions.

So what can you do to help with separation if you're experiencing bleed? Introducing yourself to a player outside of game is a good way to help separate in-game and out-of-game relationships. Take a moment before or after game to compliment a player on a good scene, or discuss a moment that you shared. Getting to know a player can show that there are no hard feelings over a scene that occurred between your characters.

Bleed doesn't only happen with negative events, either; it can happen with all kinds of interactions. Character relationships can "bleed" over into real life, for example. Your character may have allies, enemies and romantic interests; but that doesn't mean these relationships carry outside of game. Someone who plays a character who is a "bad guy," may in all likelihood be a sweet person, for example.

So what about romantic relationships between two characters in game? Dystopia Rising does not provide specific mechanics for impregnation or how to simulate sexual acts. However, the topic of consensual sex between two characters should always be addressed in a mature manner in order to make sure that there's no discomfort between players. It's also important to note that at no time may sex be a focus of roleplay for individuals under the age of 18. In addition, nudity should never be involved. Instead, consider giving three-word descriptions to describe how your character acts during intimate moments (for example: "Eager but Unexperienced" or "Angry Chainsaw Fight"). You can also simply agree that the act occurred and, after a time, both characters return to play.

A good rule of thumb is to default to the lowest level of comfort in the room or area. If you are unsure what that is, we strongly suggest you default to a level that every grandmother and school teacher would stereotypically be alright with.

Your comfort level is important in game, and it's crucial to be aware of any bleed you may experience. That said, you should never "tap out" of a scene just to avoid repercussions for your character. If you're simply trying to dodge consequences, staff members will consider it a rules violation.

The most important thing to remember, though, is to be respectful of other players. Showing them respect and understanding their boundaries will go a long way when it comes to managing bleed. Communication is key; remember that subjects that may be acceptable to some, may not be for others.

Downtime, Between Games, and You

The Dystopia Rising LARP Network does not encourage between game roleplaying, the running of private scenes between events, or even the focus of having character responsibilities between games.

Why is this?

There are many reasons for doing this. The most important reason for not encouraging downtime role-playing is to ensure that our community focuses on the community, and not the game, between events. We are a network of thousands of people with similar hobbies. Let's take advantage of meeting one another via this game medium, and truly explore life and the world. While branches and network members are encouraged to run social events, gatherings, and special downtime musters, we do not want our members focusing on being in-character during these times. Let's actually get to know one another, make lifelong friendships, and have some connections outside of game.

The second reason it is so important to keep 'game on game weekends' as much as possible is to prevent burnout. While for short periods of time it is exciting to always have a character available to slip on and play, like any game, if you play the game too often you become tired and burnt out on the game. More than other games, with LARPing the drama and responsibilities of in-character life in a post-apocalyptic world can bring up some very dark and negative emotional states. While it may be fun to enjoy the horror, drama, and gritty survival for short periods of time, actually living in the world of Dystopia Rising (without the definition of it just being a weekend long game) really would suck. Think about it! Always worried about being eaten, running out of food, getting irradiated, poisoned, mugged for your shoes, all of these things would SUCK to experience every day. So keeping game as an 'at the event weekend' item makes these game weekends more fun.

The third reason is that your dedicated staff needs a break every now and then. The majority of game is operated by volunteers who get to play for free in exchange for donating time while at game. These players have entire lives to tend to away from game. While many of them will make time available weekly to help people out via forum and email, we owe it to our staff members to allow them some down time to just be people.

So while we know that your character lives between events, and we know that there are a thousand things that your character would do if given all the time in the world, the fact of the matter is that you are playing a game that is designed to exist from the time game starts until the end of a weekend when a game ends. Your character probably has a million adventures, near death experiences, and things they would do with the time in between games. Your character also probably has millions of problems, issues, debts, expenses, and needs that they would need to handle between games. Dystopia Rising is intended to be an entertainment LARP, not a full life simulation.

With that in mind, we aim to keep the game at game.

Lastly, not focusing on downtime activity is what we like to call a bleed filter. Bleed, as a term, describes the amount of a player's own personal identity and emotional investment that the player puts into their character and the degree to which game related events can affect the person portraying



a character. If you find yourself angry in game due to your out of world emotions, this is bleed. If you find yourself actually growing frustrated due to shortcomings or situations that your character is dealing with, this is bleed. If you find yourself happy after game because you had a deep and enriching emotional experience as your character, this is bleed.

Bleed is not universally a bad or good thing. It is natural that humans are affected by something that they witness or partake in, even as a character.

However, too much bleed can be a negative influence on a person's life. Bleed without regulation causes a situation where a larger and larger portion of a player's identity, emotions, and life investment become focused more and more on their character. When bleed from an entertainment focused game world becomes a high level of influence on a person's real world life, it is time to release the pressure valve a little bit and to recognize one's own life priorities.

By not focusing on downtime actions, or activities between games, we allow the hobby of LARPing to remain as a hobby by not allowing it to take over the majority of our real lives. This downtime allows us to spend the majority of our attention on our own personal lives, personal advancement, community of friends, and greater world culture as a whole. We can use the advantage of a unifying hobby to build bonds of friendship, professional ties, and to better ourselves as people.

Game will always be there. As long as there is imagination, long after we are gone, there will be game. Let's focus on making sure that our time at game is fun, but our real world experience is better.



Returning to Reality, Decompression after an Event

You've just spent a weekend at the apocalypse—two full days of fighting zombies, evading raiders and cowering in fear. You bled alongside allies, slaughtered enemies, made business deals and screamed (possibly more than once). You jumped into the bushes and hid when that giant monster came walking down the trail, and you interacted with a cast of characters that still remain fresh in your mind.

But now, the event is over. You don't have to wake up at 3 a.m. with your heart pounding, weapon clutched in one hand. That knocking on your door is simply the deliveryman—not a pack of zombies. Returning to reality after an event can be a weird shift. After the adrenaline and excitement of a Dystopia Rising LARP event, getting back to "normal" can be hard.

After events, there's something known as a decompression period. This is when you're still high on excitement and energy from the event. You probably want to swap and share stories, and talk about what happened to your character over the course of the weekend. This period is good; it's a transition between the event and reality. It allows you to take a step back and examine what happened to your character from an outsider's perspective.

Many people who LARP wind up getting a meal together afterward and talk about the event. This allows them to kick back, relax and transition back to reality as they talk with friends. Hanging out with people outside of game lets you get to know the players rather than their characters. And it's important to remember that at the end of the day, the players are not their characters; while someone may act like a stuck-up asshole in game, that doesn't mean they're like that in reality.

This decompression period can vary among players. You can immediately snap back to reality, or take a few days before the excitement wears off. You'll sometimes notice a burst of activity on local forums right after an event (or right before one) as players talk about game.

This excitement is natural. Games can feel like a rush as your character works with others to achieve goals. But if you're having trouble "getting over" game, there are a few ways that can help with the decompression period.

Focus on what you enjoy in your regular life—your hobbies. Whether it's playing games, drawing, playing the guitar, or simply hanging out with friends, hobbies can help you "get back" to life after game.

Writing out game memories or a short story after an event can also help you decompress and put the event behind you. Sorting out your character's experience during an event by writing it down afterward can be a good way to compartmentalize the event.

Remember, game will always be waiting for you when you return.

BLOD

Character Creation

Character creation for the Dystopia Rising world is simple, much in the same way that we try to keep the mechanics for the world itself simple. You will only need a pencil, a print out of the Dystopia Rising Character Sheet (two sided, one page), and a calculator if you can't do the basic math by hand.

The Character Concept

Before we delve into the nuts and bolts of your character, though, you will need a character concept. A character concept is the core idea of who your character is. A concept can be as simple or as complex as you desire; however, the more thought and time you put into figuring out your concept, the easier the next few steps are. Don't be afraid if you start off simple and then elaborate as you go on- figuring out in-game traits can help write personality and history too!

What is the basic concept of your character? What is her personality like? Does she have a unique outlook on life? What does she want most? How do you see her handling things like mortal danger, making money, religious crises, or interacting with others? And perhaps the most interesting question in an apocalyptic world: What is she most afraid of?

Once you have this general concept in your mind, it's time to flesh out the points of your character. First you fill in your name, and the name you have chosen for your character on the character sheet. Do not worry about filling out player number; we will take care of that for you when you get to an event.

The Character Sheet

The character sheet lays out all of your character's basic information in a quick to read, easy access location so you can focus on playing the game. While your character sheet will grow over time, for now, you only need to make a few key choices. Your character sheet records your character's Strain, Professions, Skills, and any effects that you will be affected by through game play. There are several terms you will become familiar with through this process.

Health

Also referred to as "Body Points", these points track how much damage you can sustain before your character falls into Bleed Out. This basically represents how tough you are, how much hurt you can take, and just how hard it is for a medic to patch you back up to full Health. Health can only be replenished by in-game means.

Mind Points

Mind represents your character's mental focus and acuity, as well as their endurance when performing tasks. These points are expended to activate Skills and abilities your character has, and can be restored through various in-game means. Mind Points automatically refresh at Noon and Midnight each day.

Infection Rating

All survivors in the Dystopia Rising world have some amount of the z-plague infection coursing through their body. This determines just how many times you can die before you return for a final tour as one of the hungering dead!

Experience Points

Also referred to as "Build", these points are earned over time based on the number of events you play, as well as traded for service points and in-game creature comforts. These points are earned at the beginning of each event, and can be spent to learn new Skills, as well as increase your Mind and Body Points. To begin, you will start with 13 Experience Points to buy your starting Skills before you enter play.

Strain of Humanity

The newly evolved Strains of Humanity. Each Strain has unique quirks and aspects to them, so you will receive advantages and disadvantages based on your Strain, as well as your starting Mind Points, Health Points, and Infection rating. When choosing what Strain you wish to play, first consult your local branch's web page to determine what Strains are appropriate for play.

Certain Strains are not allowed in an area due to genre, geographic, and world knowledge experience. Some Strains require a higher degree of knowledge of the Dystopia Rising universe (primarily from the table top materials) to ensure these Strains are represented correctly. Strains are broken down into Common, Uncommon, Rare, and Inappropriate for Play per individual branch.

Common Strains may be played by any experience level player without requirement for background or Assistance Point expenditure. Common Strains are the most common in the Dystopia Rising universe, and with that, require the most rudimentary knowledge of the Dystopia Rising universe.

Uncommon Strains require a player to have played the game for at least two months, and may have certain locational requirements (such as Pure Blood families being linked to particular local business or far-off Strains being linked to local settlements). Uncommon Strains require the expenditure of 150 Assistance Points upon approval in addition to having the character approved for play and are reviewed for 3 games after approval to ensure the character is being portrayed appropriately for genre, as well as to ensure the character matches the submitted background.



Rare Strains are the most limited and difficult to portray in the Dystopia Rising universe. Rare Strains require Director approval to play prior to a game event, and players looking to play a Rare Strain must have attended game for at least four months before applying for play. Rare Strains require a submitted background, the expenditure of 300 Assistance Points, are restricted by branch caps, and are reviewed for 6 games after approval to ensure the character is being portrayed appropriately for genre as well as to ensure the character matches the submitted background.

Professions

Professions are broad categories that define the essence of what you do and your approach to life. You start with one by default, and can purchase up to two more in play. Each Profession has a unique Skills List from which you can purchase Skills.

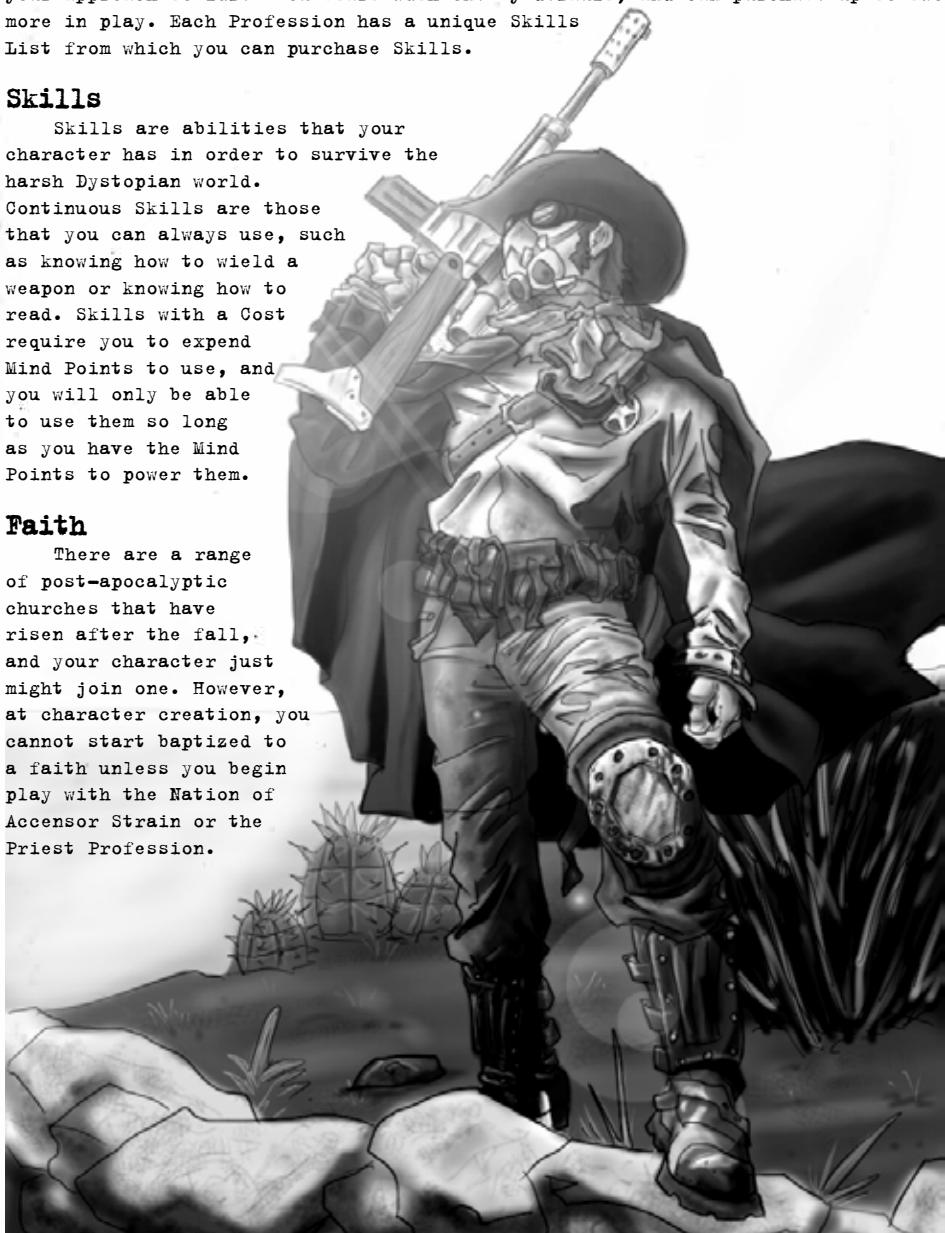
Skills

Skills are abilities that your character has in order to survive the harsh Dystopian world.

Continuous Skills are those that you can always use, such as knowing how to wield a weapon or knowing how to read. Skills with a Cost require you to expend Mind Points to use, and you will only be able to use them so long as you have the Mind Points to power them.

Faith

There are a range of post-apocalyptic churches that have risen after the fall, and your character just might join one. However, at character creation, you cannot start baptized to a faith unless you begin play with the Nation of Accensor Strain or the Priest Profession.



Choosing Your Strain

The next step is choosing the Strain for your character. Each Strain has unique quirks and aspects to them, so you want to choose the Strain that matches your character concept the best. Here is where you may want to start tweaking little things here and there about your character, so that it fits in better in the world you will be playing in.

Each Strain has a starting Health, Mind Points, and Infection Rate. These three numbers mean unique things. The first, Health, is how many points of damage you can take before your character falls to the ground mortally wounded. The larger the number, the more abuse you can take before you drop. The second, your Mind Points, is what is used to fuel your Skills, crafts, prayers, and psionic abilities. The larger the number, the more often you will be able to use your special Skills when you start. The last number, the Infection Rate, is a very important number.

Every person in Dystopia Rising carries some degree of the zombie infection. In some ways, this is actually a good thing- people can heal incredibly quickly compared to previous generations, and the early stages of the infection actually cause people to become reanimated and sentient postmortem. If you have any Infection Rate remaining when you die, the infection reanimates you, and at the last moment sentience and necessary vital functions kick back in. The lower your Infection Rate gets, though, the harder it is to come fully back to life again, and once your Infection Rate drops to zero, the infection has become too advanced. If you rise again at all, it will be as one of the mindless undead.

In short, the Infection Rate is the number of times your character can die before she is reduced to a mindless member of the restless dead.

Go ahead and fill these numbers in with pencil; you may want to buy more Health or Mind Points later.

Choosing Your Profession & Skills

After you have filled in your character's Strain, you need to choose a first Profession for your character. Your character fills a niche, has a drive, and a series of skills that allows her to survive and thrive in this dangerous land. Look through all of the Professions and choose one which matches what you see your character doing the best.

Now the part you may need the calculator for. Every character receives 13 points for character creation. All thirteen of these points must be spent at creation, and any unspent points are lost. Now you have three places you can find what skills you can purchase:

1. Your Strain Skill List
2. Your Profession Skill List
3. The Open Skill List
4. Health or Mind Points at a One to One Ratio



These three sets of Skills are all that is available for you to purchase at character creation. These Skills represent what unique Skills your character has beyond being the unique snowflake that you are. At no point can you learn a Skill that does not exist within your character's Profession, Strain, or the Open Skill List.

So now you have the Skills you want, and you find yourself with a few extra points kicking around. These points can be spent on a one to one ratio for additional Health or Mind Points- but not Infection. At no point can additional Infection Points be purchased.

Now looking at the sheet you notice you have slots for Profession two and Profession three. Right now you do not need to do anything with those slots, unless you hail from the Remnant Strain. However, it is worth noting that during game you can have people teach you additional Professions, opening up entire new brackets of Skills to choose from.

That's It

No. Really. You've created a character.

Now the fun bits! Weapons, costuming, and getting into the game.

Re-Writing Your Character

Of course, with the sheer breadth of materials covered in this book alone, it is understandable that you might not catch it all on your first pass through. Maybe your first event in play showed you some new aspect of the game that really speaks to you, or you realized that your initial character design just wasn't quite right. Never fear, because for your first three events, you are allowed to re-write your character with no penalties.

To re-write your character, simply report to Logistics and speak with the Marshal or Storyteller present to review any changes that you wish to make to your character. Once you have turned in your original starting gear, you may rebuild your character as a starting character with 13 Build, as normal, but do not lose any build you have already earned. Once you have finished your re-write, the staff member will sign off on the changes made. Based on your new Strain, Professions, and Skills, you will be issued new starter gear, and can then re-enter play. Character re-writes should occur prior to your old character receiving their Check In Skill resources, and even more preferably, should be handled before entering game.

Character Details: Props, Weapons, and Costuming

With your concept and your character sheet, all you need now is your contact safe weapon and your character's costuming. You are allowed to start with one weapon per base weapon Skill that you have. If you have a specific melee weapon Skill, you may start with one melee weapon. If you have the bolt action Skill, you may start with one single shot bolt action weapon. For contact safe weapon creation, please refer to our contact safe weapon creation section on our website, DYSTOPIARISINGLARP.COM.

For costume, we would like to offer you some recommendations. First, make sure your costume is useful in a wooded outdoor environment. While some outfits may look incredible, if you can't run away from a zombie in them, they don't do you much good at all. Next, make sure your costume fits the weather and climate of the area- nothing is more unpleasant than not wearing enough when it is freezing out or wearing too much when it is very hot. Never wear anything that you would not want to get damaged or dirty- who knows when zombie bits could end up on your clothes and staining them. Lastly, do not be subtle at all with your costume.

Remember, this world takes place multiple generations after the fall of humanity- for most people fashion rules are completely nonexistent. Go ahead and paint your face up, wear the football shoulder pad on your leather jacket, and wear incredibly conflicting and ugly colors. Zombies hunt mostly by smell and movement, so screw the social norm. Wear something that you normally don't wear as a person so that when you do put the costume on, it feels like you are 'stepping into character'.

We highly suggest taking the seams and hems out of clothes so that ends become tattered and worn. In addition, using tea to stain white clothes provides a wonderful off color without causing your clothing to be unpleasant to wear. Stay away from generic shirts, replace buttons so that they do not all match, and check your clothing for thickness and durability. In a world filled with swarms of the undead, roadways filled with thorns, bullets, knives in the back, and rusty Scrapyards, clothing that can't take a beating may not be appropriate to wear.

Another item that helps provide genre to your clothing is very simple and very inexpensive; bring a small set of scissors with you to game as well as a needle and different kinds of thread. When your character is resting after a long fight, getting patched up, or during the breaks where you are sitting to eat, cut small holes in your clothing in the locations where you have been shot or stabbed. Then, as you continue in character, sew up those areas with thread that doesn't exactly match the clothing you are wearing. Use patches of fabric, sew over larger holes or burns, and make it so that your clothes change to match the way your character lives.

Lastly, have fun with it.



WHAT IS YOUR CHARACTER?

Strains of Post-Humanity

"When the great schism hit, all those years ago, people reacted differently depending on where they were. Most acted like idiots, running and screaming in the streets. Fortunately, those folks aren't around any longer."

-Tok Tok, Pure Blood Scavenger

Around the world, societies dissolved into chaos when the dead returned from the grave. As waves of sudden mutations, undead risings, and worse began ripping through the world, it caught the population unprepared. Deep down inside, every culture thought that their government or their religion had a contingency for the end of the world. Unfortunately, nothing could have been further from the truth, and innocent and guilty alike paid the price.

As the chaos spread, large cities were quickly overrun, and entire populations vanished in waves of blood. The world rapidly spiraled out of control, and once unthinkable options rapidly became horrifying realities. Only two days after the initial outbreak, infection rates spiked across the globe. Tokyo and London were considered lost, Washington was overrun by legions of the dead, and New York City was quickly becoming a pit of the damned.

It soon seemed as if the only choice available to slow the spread of the infection and hold back the growing hordes of the shambling dead would be to use nuclear warfare. But even this terrible solution did not stop the spread of the virus. At ground zero the destruction was indeed complete, but those were minor victories at best. Outside of the blast zone, in the outer rings of destruction, the virus did what viruses do best: It mutated and spread.

Soon the virus had hundreds of variants, and besides animating the dead, survivors discovered that it warped the living as well. Evolutionary changes that should have taken hundreds or thousands of years took place inside of decades, transforming great numbers of humanity almost overnight. Some grew tougher, capable of withstanding far more punishment than their ancestors; others became more cunning, capable of incredible feats of skill. Throughout these scattered populations, rumors spoke of genuine miracles performed by the faithful- and forbidden powers unleashed by fevered, unstable minds.

In response to this time of social and genetic chaos, faced with constant threats both internal and external, survivors evolved rapidly, adapting to highly specialized environments and lifestyles from underground warrens to nomadic wandering, utter primitivism to scavenged luxury. Whether in the deep wilds or the ruined cities, humanity endured.

As the genetic building blocks of humanity have begun to unravel, now is truly the time of the survival of the fittest.

Player Note: Different regions have different demographics, which may result in Strains being limited, restricted or even prohibited to be based at a local game. Please contact your local game director to find out which Strains are playable before character creation. Some Strains may require additional Assistance Points and submitted Background before being approved for play. Networked games should make this information readily available before attending your first event.

Strains and not Race

You will notice that we always refer to Strain and not race in Dystopia Rising. There are a thousand different reasons as to why we do not have real world cultural races as character types, but the primary reason is to prevent cultural appropriation and potential for insulting the culture or heritage of real world people.

A character can look at another character and say, ‘Hey rot face, where is the bag that your mother put over your head?’ and chances are good that the player of the Retrograde that is being insulted won’t take any form of personal insult out-of-character. By removing real world races, cultural meanings, and cultural history from the characters we are playing, we can allow for a grim and darker world without harming real world cultural identities.

In Dystopia Rising we have books full of cultural reference and source material, let’s use those items instead of real world references. You will see a number of cultural nuances in Dystopia Rising that have reference and roots in real world cultural history. Players should always be considerate when introducing aspects of these cultural roots to ensure that the primary body of the materials represented are based in the Dystopia Rising universe, and not the real world universe.



Baywalkers

Starting Statistics
Health 8, Mind 10, Infection 4

Citizens of the remains of the shore, Bay Walkers are smart and serious, highly specialized to the area where they were raised. Bay Walkers are folk raised and grown in coastal regions, along major lakes, and in territories where their cities were spared the brunt of radioactive destruction but were not spared the drowning of the rising tide waters. To Bay Walkers, the tradition of scavenging in the drowned ruins continues to this day, as old supplies are pulled up and a decent - if cloistered - existence is maintained in the wasteland.

In areas of the Bay, the legions of shamblers that threaten most areas are significantly lessened for them- slowed by the risen waters. Instead, the Bay Walkers are constantly tested by the more specialized forms of the undead, far more prevalent here than anywhere else for unknown reasons. From packs of Hunters lurking in the shadows to the numberless Sleepers waiting just inches beneath the marshy streets, most adult Bay Walkers have survived by scavenging and building lives while being hunted, stalked, and harried by the worst of the worst- and learning to do the same without hesitation.

Bay Walkers are very organized and often educated people. Calm and serious, they have a strong trust in rules and government, needing such discipline to survive the terrors of the dead coast. Bay Walkers, commonly found in coastal and maritime regions, pursue a pragmatic lifestyle that rubs most city-dwelling Yorkers wrong. The rivalries between the Bay Walkers and the Yorkers are legendary, and in some places are stated to exist even before the fall of man.

Bay Walkers are not restricted to having been born in The Mass, an area thick with Bay Walker culture. In the years and generations after the fall a number of Bay Walker families found their way to coastal settlements via ship. In addition to the expansion of the culture of The Mass, small cloisters of maritime-focused settlements across the globe have had near parallel evolutions to create Bay Walkers.

Strain Requirements

Bay Walkers are typically calm and composed people, a byproduct of being terrified for most of their early lives. Most prefer getting involved with stable groups and clear organizations, and have little patience for loners or other antisocial types. Their clothing is typically practical and sturdy, favoring subdued shades like browns and blacks, along with many, many pockets and pouches to contain whatever Scrap and scavenge comes along. After all, it's better to grab it now rather risk death coming back for it later. All Bay Walkers have small but noticeable tattoos related to their home on visible or easily revealed portions of their bodies, both to identify themselves to other natives of the Mass and occasionally as a warning for would-be highwaymen: "*This is probably not one of your better ideas.*"

Advantages

Available Skills at 3 points each :

Analyze Creature, Double Tap, First Aide, Instruct, Literacy, Parry

Fast Learner: Bay Walkers learn from their mistakes quickly, and are quick to wrap their minds around foreign concepts and new ideas. Learning a new Skill or Profession takes only half the time for a Bay Walker. Moreover, they understand how to impart their knowledge most efficiently, a serious advantage when both time and lives are on the line. A Bay Walker may expend 1 Mind Point when Teaching (or per student when using Instruct) to teach a skill that becomes immediately available instead of at the next Twelves. Players need to be sure to only purchase or teach skills that a character can learn before using this Skill (if uncertain, the Skill fails).

Old Wounds: Bay Walkers know exactly what buttons to push on Yorkers, and with that, a Bay Walker may call "Old Wounds, Triple Refuse Required" to force a Yorker to use the Refuse Skill three times in order to negate a Bay Walker's use of the Challenge Skill.

Disadvantages

Toxic Shock: With past generations having avoided the brunt of the radiation and surging waste common to many other locations, Bay Walkers just don't have the resistance of other survivors when it comes to nasty toxins and crippling poisons. Bay Walkers suffer double damage from all sources of Toxic/Poison damage.

A Tale of Two Cities: Bay Walkers often don't get along with Yorkers ("Disorganized beat-sticks"), and Yorkers don't get along with Bay Walkers ("Arrogant know-it-all pricks").

Too Clever: Bay Walkers may never possess the following Professions: Sawbones, Primitive, or Thug.



DIESEL JOCKS

Starting Statistics
Health 10, Mind 10, Infection 3

The society of the Diesel Jock is one of daredevil speed freaks, ruthless nomads, and itinerant tribal communities who have taken the Rules of the Road as the scriptures for their life. Focused on survival, family, and remaining on the move, it is not surprising that many Diesel Jock clans have concentrated on supply trading, gun running, mercenary protection rackets, and even highway robbery. Life within the Diesel Jock community focuses on the creation, care, and preservation of the vehicles and the individual, in that order.

With life on the road being what it is, Diesel Jock youth are trained in the repair and care of the Rides often before they learn to read or fight. Children younger than ten know how to bend Scrap and twist metal to replicate simple combustion engine pieces, and by the time a child is knee high to a moped they know how to operate a basic Forge for engine design and drive shaft production. Once a child is old enough to test for their rites of adulthood, they are brought to their tribe's ancestral Scrap yards. The child will be provided food and drink, but is expected to craft their own tools and forge from the Scraps so that they may build their own Ride.

Diesel Jocks aren't as warm and friendly as their Rover cousins. They can be mean, violent, and fiercely insular, but they're also fanatically loyal and share the ideal of "my word is my bond" with their traveling counterparts. Anyone who crosses a Diesel Jock had better be prepared to deal with the whole clan. However, they can also be incredibly cold and cruel. Every Diesel Jock has a story of leaving behind a beloved clan member who had lost his or her Ride, likely to die alone in the Ruined Earth. It's not cruel; it's a sad necessity of life in the clan.

The vehicle (called a Ride) is the central element of a Diesel Jock's life. When a young clan member reaches twelve years of age, he or she is presented with a working engine and taken to the "Sacred Scrapyards," one of a dozen fiercely protected sites in the Southwest that is an endless junkyard of car parts. (The location of these yards is guarded from other scavengers and looters on pain of death.) It is expected that in the yard the child will find a vehicle in which they might install the engine or simply create a new vehicle piecemeal. When the child emerges with the new vehicle, there's a huge feast and party in the child's honor. The new Ride is christened with a name and the owner presented with gifts of parts and decor from other prominent vehicles in the clan.

Of course, not all Diesel Jocks can drive. Those who are excused from driving duties include children, the elderly, pregnant women, and those who have been injured in defense of the Clan. These passengers usually ride in a heavily armored van, bus or modified trolleycar. It is considered a great honor to drive the passengers, a task usually reserved for the matriarch or patriarch of a clan. The rite of passage called "Moving to the Back of the Bus" is reserved for the oldest and wisest of the Clan. What few survive to an advanced age are presented with a ceremonial map and a pair of glasses, and guide the clan as a Backseat Driver.

Strain Requirements

Diesel Jocks are often adorned with weapons, armor, and equipment refitted from unfixable components of their rides. They use broken drive shafts as weapons, sections of stripped metal as armor, and broken motor parts as jewelry. Diesel Jocks dress in more savage clothing than their civilized Rover cousins, wearing slapped together metal armor and leathers designed to protect and intimidate would be bandits or raiders. On the road the average Diesel Jock could be visually mistaken for a Raider at a glance. Diesel Jocks adorn themselves with banded line tattoos that cover their hands and forearms. Each ring represents a full 'road rally' completed around the wastelands- a multiple year trip that starts and ends in the same destination. These road rallies take years to complete. Diesel Jocks never bring their vehicles into settlements, instead keeping their rides hidden at least a day's walk outside of town.

Advantages

Available Skills at 3 Points Each:

Balance, Bolt Action, Forging the Future, Patch Job, Trade Ties, Melee Standard

Need of Food: While the Trade Ties skill traditionally only allows Scrap to be traded for Herb, with the circles that Diesel Jocks travel in it is easier to trade Herbs for Scrap. At check in, a Diesel Jock may use the Trade Ties skill (if they have it) to trade Herb to Scrap at the same levels and restrictions as normally can be traded Scrap for Herb. Use of this Skill requires the Diesel Jock to have access to their own crafted land vehicle, or, pay 5 Herbs per Scrap of the same level, the additional difference required to 'bribe other Diesel Jocks' to hitch a ride to swap meets.

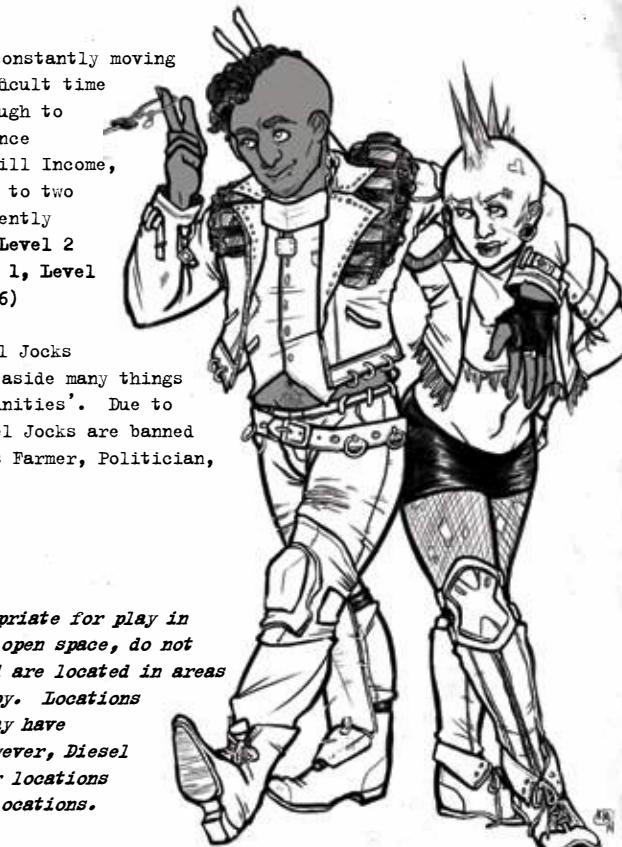
Disadvantages

Road Bound: Due to their constantly moving nature, Diesel Jocks have a difficult time investing in locations long enough to generate a profit. In the instance that a Diesel Jock takes the skill Income, they will receive finances equal to two levels LESS than what they currently have. (Level 1 produces zero, Level 2 produces zero, Level 3 produces 1, Level 4 produces 3, Level 5 produces 6)

Endless Miles of Road: Diesel Jocks have a unique culture that sets aside many things that you find in 'civilized communities'. Due to this lifestyle to the road Diesel Jocks are banned from ever having the professions Farmer, Politician, or Publican.

Location Requirements

Diesel Jocks are only appropriate for play in games that offer large areas of open space, do not have large numbers of trees, and are located in areas that are not overly marshy/swampy. Locations that are more 'urban' focused may have localized Diesel Jock gangs, however, Diesel Jocks are primarily reserved for locations that have wide open geographic locations.



THE FULL DEAD

Starting Statistics Health 20, Mind 10, Infection 1

The settlements of the Full Dead are a disturbing sight indeed - entire cities filled with shambling corpses and residents just a whisper from the cold grip of death themselves. Full Dead, named for the fact that nearly their entire body has passed away, are the closest thing to sentient zombies. Lingering on in bodies that no longer breathe, no longer bleed, and no longer subsist on conventional food, the Full Dead have only one true bodily need left: the hunger of the restless dead. The minds of the Full Dead tend to be cold and emotionless, as the lack of human daily rituals has made them feel more sympathy to full zombies than survivors of other Strains.

Hailing primarily from London and a handful of older cities around the world, Full Dead and the undead tend to populate the same locations. Full Dead seem to be the last choice of food source for the undead, and have an uncanny knack for fading into the undead hordes.

Most of the Full Dead live a somewhat paradoxical existence, enjoying conservative dress, good manners, and savoring the flavor of traditional food without any actual need for it. Very few Full Dead are accepted in outside societies, due to the fact that they are not only cannibals, but also because they are so close to turning into mindless zombies themselves. In the back of every Full Dead's mind they can hear the Grave Mind of the zombie horde talking, calling them to join the restless dead.

Full Dead do not sleep as such, however, in its place the Full Dead enter a trance-like state where their mind is reabsorbed into the collective consciousness of the undead (also known as the Grave Mind). The Full Dead can be awakened from this trance much in the same way that someone can be awakened from slumber, but the first moments of a Full Dead's return to individual consciousness are nightmarish indeed, as they struggle to separate their own thoughts and memories from the swirling chaos of the Grave Mind.

In addition to the lack of traditional slumber, Full Dead do not reproduce. While the vague desire to procreate has carried over in the dead brains of the Full Dead, the Full Dead are completely incapable of producing or carrying children. Full Dead, to the best of anyone's knowledge, are long dead corpses that expired before the Fall but have somehow slowly pulled themselves back together via the infection. The age of the body, condition of the body, and the infection gestation process determines if a long dead human will either rise as a Full Dead or join the undead hordes.

Strain Requirements

Full Dead tend to dress conservatively, preferring formal attire, undertaker's garb or even dressing as mourners and pallbearers. Players of Full Dead are required to use makeup to create a pale, corpselike complexion as well as dark, sunken eyes. Full Dead tend to remain quiet and still unless moved to take action, with little in the way of unnecessary speech or gestures. They often display an unnatural way of staring right through others. Full Dead are not easily startled and usually remain extremely civil, even in the face of hostility.

Advantages

Available Skills at 3 points each:

Big Dig, Check Quality, Income, Lie, Literacy, Torture

Gnaw: Full Dead may lean over a living humanoid that has been mortally wounded (currently in Bleed Out) and declare "Gnaw 1, Gnaw 2, Gnaw 3," slowly and clearly. This causes 1 damage point of agonizing pain to the target while the Full Dead recovers 5 points of Health.

Legion: Full Dead may expend 10 Mind Points to place their hand out, palm open. As long as their hand remains extended and they are taking no aggressive action, zombies will not attack the Full Dead. Few types of zombies are not affected, though they will usually prioritize other targets over the Full Dead if any are available (and the Full Dead avoid attention). Use of any other Skill causes Legion to end.

Disadvantages

One Of Us: First Aide, Medical Assistance, Medical Genius, and Health restoring consumed Brews do not assist Full Dead. Neither do any consumed or inhaled effects, including both harmful substances such as poisons and beneficial status augmenting Brews. Faith Healing and injected Brews still aid/harm them.

Grave Mind: Full Dead constantly hear the whispers of the undead Grave Mind, and at times find it difficult to see the undead as a threat.

Diverse Background: Full Dead must choose at character creation to either suffer the Retrograde 'Rot Face,' Lascarian 'Light Sensitivity', or Pure Blood 'Weakness to Radiation' Flaw. High society backgrounds would suffer from the Pure Blood flaw; members of London's famed Cockney underground suffer from 'Light Sensitivity'; and lower class longshoremen and other manual laborers the Retrograde 'Rot Face'.





Starting Statistics

Health 6, Mind 6, Infection 5

When the infection spread at the time of the fall, Japan suffered greatly. Due to population density, the infection spread quickly and violently across large sections of Japan. Faced with almost eighty percent infection in the first forty eight hours, Tokyo suffered a fate that stuck terror into the minds of the survivors: the government began to employ large scale explosives against its own population. Japanese culture was devastated when large numbers of social, economic, technological, and philosophical advances were lost forever. Great production plants, cultural centers, and homes of scientific advancement that had developed from years of progress were all destroyed in the blink of an eye. Those people that survived in this horrific landscape were not the people that had eagerly embraced the advancements of man, but instead those that resided outside the cities and clung to tradition... tradition that would return with a vengeance.

In the nuclear wasteland there are those that travel with curved blades, armor that has been patched together from remnants of modern technology and ancient samurai tradition, and a sense of station that is foreign to most outsiders. The Genjian (a name derived from a term that meant 'outsider'), fierce warriors and enigmatic lore masters, follow customs that focus around stories handed down from generation to generation. The Genjian fight the zombie hordes fiercely yet do not truly hate the undead. They see the zombies as unfortunate souls whose spirits have not been released from the world. It is the goal of every Genjian to scour the world, and ensure that each of their family ancestors who have risen as undead are given peace. Ancestor, while once meaning direct lineage, now means all those who share historical links.

Most Genjian originated from communities that were primarily Asian before the apocalypse, but with the events of the fall of man many Genjian are no longer identified as coming from Japanese heritage. Genjian, from the old word Gaijin, refers to the fact that most Genjian come from lineages that were outside of the cultural hubs of Japan in an attempt to repopulate the wastelands. Evolving thousands of miles away from home, or in small towns away from the major cities, the Genjian have always felt like cultural outsiders. These days, Genjian are often more easily identified by their means of dress and cultural customs than their actual ancestral genetic background. They have become a philosophy and a way of life as much as a single racial or cultural identity, one that gives meaning and stability in a world too often rife with pointless violence and anarchy.

Genjian settlements are some of the best kept compounds, having kept active during the entire fall of humanity. Stories that come from the Genjian compounds often time involve a history where the Genjian people tried to repopulate the Earth during the fall, and that the same curse which causes the Genjian to rise as potent and fast zombies was once a tool to help keep the initial variants of the zombie plague at bay. Genjian were the last to give into full Strain status, fighting for the survival of humanity for generations during the fall of mankind. Genjian bunkers can be found across the globe, with each settlement marked with its own unique 'Mon'.

Strain Requirements

Genjian dress is a mixture of both modern and ancient Asian continent cultures, particularly though not limited to the Japanese tradition. Pieced together from historical remnants and modern improvements, it is not uncommon to see a Genjian wearing a gi with a modern military helmet. Though officially all are Genjian, as a practical matter there are two distinct movements within their culture - the so-called "Cranes", strict traditionalists who strive to uphold the most ancient practices and philosophies of their pre-Fall cultures, and the "Tigers", young bloods who find more inspiration in the culture as it was just prior to or during the Fall. Their fashion choices naturally tend to reflect these perspectives as well.

Regardless of their attitude regarding tradition, all Genjian are raised with a sense of honor and an instinct to consider their family and their settlement before themselves.

Advantages

Available Skills at 3 points each:

Analyze Creature, Bow, Brawling, Lore: Mon Histories, Melee Weapon Standard, Sailing, Throwing

Social Observer: Genjian are well-traveled as a rule, with a keen eye for social customs. After silently watching an organized social event -dinner, religious rite, party, court, etc.- for twenty minutes, a Genjian may approach an individual and expend 5 Mind Points to utilize the Charisma Skill. They may do this more than once, provided it is during the same social event and each target is a participant. This bypasses the conversation requirement for Charisma.

Know Your Enemy: If a Genjian identifies an opponent with Analyze Creature and possesses the appropriate Lore skill for that enemy's creature type or survivor Strain, they inflict an additional point of damage with brawling, melee, thrown or bow attacks against that enemy.

Disadvantages

The Long Walk: Genjian fear that their immortal soul will be forever damned if they become undead. Because of this Genjian follow a specific ritual when they know their time is near (when Infection drops to 1). The Genjian gathers their friends together and gives away all possessions except a single weapon. After saying goodbye, the Genjian finds a silent place to commit suicide. If this rite is interrupted, or if the Genjian is stabilized or healed before final death, instead of being healed the Genjian immediately rises as a rank 4 Burster. (*Consult the staff in advance.*)

Honor Bound: Genjian do not suffer disgrace to their family. It is not uncommon for Genjian to demand satisfaction from or even honor duel those that besmirch their family's name.



IRON SLAVES

Starting Statistics
Health 7, Mind 4, Infection 4

The Iron Slaves did not have a solid root as a people before the world fell apart; instead, they are a shining example of how the human condition continues to evolve in these modern, radioactive times. New to this generation, these unfortunate people were born into forced servitude, children and great grandchildren of slaves. Considered legal property in many industrial zones, Iron Slaves are some of the most prized targets of Slavers.

Iron Slaves are strong people, capable of working many days without sleep. The Iron Slaves rapidly evolved a red bioluminescence that radiates from deep within their flesh, which aids them in the dark mines and long hours that they work. This red glow, which is strongest around the neck, legs, and hands, is a mark of pride for Iron Slaves, as it shows how they have become stronger despite the cruelty of others.

Carried as a story of pride and perseverance, each Iron Slave knows how they came to freedom. Be they tales of planned escapes, fortunate opportunities, or even rare moments of compassion, the Iron Slaves have etched every moment of their liberation into their minds. Determined to never be enslaved again, the Iron Slaves find that there is indeed a fate worse than death and that is slavery.

Hardened by the fires they tended, strengthened by the labor they performed, and driven by the inhumanities they have suffered, the Iron Slaves are monuments of strength. While seldom trained to be artisans themselves, Iron Slaves find that they are very useful in regards to those who do crafting wok. Able bodied assistants, strong laborers, and fantastic helpers- Iron Slaves learn that the very aspects of them that make people covet them as slaves are the same traits that make them highly desirable as employees to craftsmen.

Strain Requirements

All Iron Slaves have scars, brands, and property tattoos in visible locations on their body that mark them as property somewhere. Iron Slaves tend to dress in heavy clothing, preferring styles that are utilitarian and also allow them to be inconspicuous - as much as they can be, anyway. Every Iron Slave also has a unique quirk that becomes noticeable in the early afternoon through until late morning- they emit a red glow. Iron Slave players are required to have red illumination at least as bright as a large glow stick at each wrist, each ankle, and the neck. This glow must penetrate cloth, and be visible at a distance.

Advantages

Available Skills at 3 points each:

Brawling, Carry, Escape Bonds, Iron Fists (Pre-Req: Brawling)

Refuse, Rescue, Scrounge

Able Helper: If an Iron Slave roleplays assisting someone using the Building Tomorrow or Brewing Skill, the Iron Slave may expend 2 Mind Points to reduce the production time by 10 minutes (to a minimum of 2 minutes). Each Iron Slave may only use this Skill once per item being crafted or brewed, however, other Iron Slaves may assist and stack use of this Skill (once per Iron Slave). An Iron Slave may not activate this Skill for something they are creating themselves.

Strong Back: Iron Slaves are accustomed to hard work, and for all mechanical purposes, are considered to always have a Carry of 2 instead of the standard 1 that all other strains have. At base, Carry 2 allows carrying one person at a run or two at a walk. Items may be marked with a Carry rate as well, requiring that much Carry rating to move. The skill 'Carry' can be used to increase this advantage for short periods of time- an increase of 1 grants an Iron Slave have a carry rate of 3, etc.

Disadvantages

Bioluminescent: Iron Slaves glow and are branded as property. Because of these unique aspects, Iron Slaves can never use the following skills: Cover of Night, Disguise, Fade in a Crowd, or Vanish.

Humble Roots: Due to their deprived origins, Iron Slaves may not come into play with any of the following starting professions: Caravan Driver, Distiller, Doctor, Gambler, Hook-Up, Mad Scientist, Martial Artist, Psionist, Sniper, Spy, or Tinker. These professions, if applicable, can be learned in game via standard means. While Psionist cannot be taught as a Profession, items and means do exist to allow Iron Slaves to learn Psionist post-character creation.



LASCARIANS

Starting Statistics Health 10, Mind 5, Infection 5

When the world fell to pieces, those who would become the Lascarians found refuge in bomb shelters, subway tunnels, and lost cities beneath the surface of the earth. They survived on stocks of canned food, military grade rations, and any foodstuffs that could be scrounged- including the fallen.

Lascarian culture is a society of scavengers and survivors, able to find food and Scrap in nearly any environment and at almost any cost. The weak are culled and left behind, while the strong are fed and cared for. Natural selection has become more than a reality for the Lascarians- it is also a way of life.

In the brutal world beneath the surface, the Lascarians became sure of foot and strong of body, a necessity in the savage, lightless tunnels. Higher education has atrophied, replaced by a reliance on the simple realities of logistics and raw survival instincts.

Now Lascarians send squads of scavengers out to gather supplies and bring them back to the waiting families beneath the surface. For each Lascarian you see above the surface, you can be sure that half a dozen wait beneath who will never see the light of day, waiting for the shipments from the strong scouts that were sent out.

Lascarian culture is primitive, throwing away high culture and social structures in exchange for savage minimalism. Weapons, food, armor, and medicine are all that interest a Lascarian.

Strain Requirements

Lascarians are modern primitives in every sense of the word. They dress in dark colors, favoring ripped leathers and ragged clothes pieced together from scraps with no regard to 'modern' fashion, often in numerous piecemeal layers that only form an outfit when combined. It is unusual for a Lascarian to show much skin in any event, even during the summer months, and dark glasses or goggles are a must for their surface trips, as well as hoods, cowls or broad-brimmed hats to help keep off the hated sun.

Even two Lascarians from the same clan may look completely different, given that their fashion is almost entirely scavenged, though those that know what to look for will usually find some common marker- a strip of a certain color cloth, a painted twist of leather, a bit of rope tied around the wrist, etc. - that indicates their common ancestry. Small trophies are also popular, worn where they can impress friends and serve as a warning to enemies. There is no place for a politician in the Lascarian culture, and tribes are ruled by the strongest.

Advantages

Available Skills at 3 points each

Alert, Blind Fighting, Chase, Chop, Force Barricade, Melee Weapon Small Scrounge, Take Down

Cannibalism: A Lascarian can regain 2 Health Points by consuming the flesh of a dead humanoid (not undead, downed zombies have no nutritional value), provided that it has died within 5 minutes. Only one Lascarian may regain these points per corpse - others may role play 'digging in' if they like, but only one person receives the Health Points. If in doubt, the first person to start feeding receives this benefit. Cannibalism must be role played for at least 2 minutes. Lascarian players are encouraged to carry fake body parts on them for when a person portraying an NPC needs to quickly leave instead of waiting to be consumed. Given that former living humanoids rot into the earth 5 minutes after Killing Blow, slow reacting cannibals go hungry.

Disadvantages

Light Sensitivity: Lascarians are raised in dark underground areas, and because of that, they must expend an additional Mind Point for every Skill they use while the sun shines bright on them. 100% skin cover is required to avoid this effect, even during overcast days, and dark glasses or goggles are part of this requirement.

Savage Culture: Lascarians are banned from ever having the following Professions: Charlatan, Entertainer, Gambler, Hook-Up, Merchant, Officer, Politician, Ring Leader



BLOD

MERICANS

Starting Statistics
Health 13, Mind 10, Infection 2

Many things were destroyed when the world broke apart. Society, culture, and education fell to pieces. As a rule, only those who were strong, smart, and lucky were able to adapt and move forward after the fall of society. However, some folks were just too damned stubborn to die.

When the apocalypse happened, some people were so pigheaded about giving up how their life was that they outright refused. Not willing to give up their homes, their beer, and their sports teams, these people dug in and took the apocalypse on the chin. Stalwart or not, the apocalypse killed the vast majority of these stubborn people; however, some survived by sheer dumb luck and dogged determination.

Holding on to values handed down by that first determined generation, a pride in a country that doesn't exist anymore, and buckets of gumption, the Mericans were forged. Not the best educated of people, and without a doubt not the most spiritually minded, this well-meaning Strain nevertheless views itself as the bastion of hope for the future. Shotgun in one hand, a beer in the other, and an eye on the neighbor's daughter, the Mericans look to redefine their fallen nation.

While stronger and built tougher than most Strains, the Mericans have an issue in regards to the zombie virus. Many scientists believe that sometime in this Strain's history there was a failed anti-virus called "high fructose corn syrup". This substance, as well as the many other strange chemicals in a Merican's body, results in most Mericans succumbing to the virus and joining the undead faster than other Strains. Merican zombies never progress beyond the incubation phase of the infection process, and the widespread Merican culture explains the sheer number of zombies in the shambling horde.

Mericans come from all over what was considered the pre-Fall American continent. While heartland Mericans lean towards the tradition of cowboy hats and quick guns, it is not uncommon for far south Mericans to be confused with Natural Ones. To the north, Mericans tend to lean more towards hearty jobs like being a lumberjack while on the eastern and western coasts the Merican is often found working hard in foundries and forges.

Strain Requirements

MERICA! Love it or get run down. Merican men and women love blue jeans, cowboy hats, ironic t-shirts (whether or not they get it), tall boots, big belt buckles, and gun belts with lots of firearms. Social animals in every sense of the term, Mericans are never more than a few paces from a bottle or someone attractive to share it with. They have a natural distrust of authority, especially if it isn't another Merican in charge, and tend to mock anyone in elegant or fancy attire, accusing them of "puttin' on airs" and such. Well, most fancy attire with the noted exception of hats. All Mericans respect a properly impressive hat, though they will often bother other strains about "getting it right" by adding eagle feathers, playing cards, bullets, written slogans, ironic buttons and other outlandish and showy adornments.

Mericans collect souvenirs from places they have visited, love to engage in drinking and athletic contests, and seem incapable of realizing when they have gone too far. While mistaking their conversational volume for stupidity is often a fatal error - genuine idiots don't tend to last long in this ravaged world - it is true that Mericans are loud, always think they have a great idea, and in the end look out for number one.

Advantages

Available Skills at 3 points each:

Bolt-Action, Brawling, Melee Weapon Large, Melee Weapon, Two-Handed Throwing, Throwing Javelins

Merican Mob: Mericans have a tendency to celebrate in unruly numbers. Mericans gathered in celebration may regain 10 Health Points per half hour of celebration as long as five Mericans are part of the celebration and each has consumed at least one brewed item (requires Brew card).

Disadvantages

Social Pariah: Mericans can never tell when they are interrupting or intruding on a private social situation, unless it is specifically pointed out to them. This does not mean they are deliberately rude -though they certainly can be!- just that they have no natural ability to tell when they're not wanted, at least not until they're told. Thus even well-intentioned Mericans often find themselves offending others by offering advice when none is desired, approaching people who obviously want to be left alone, or speaking up at a gathering where they're clearly an outsider.

Yeeeeee-Haaaaaw!: Lacking subtlety, Mericans can never have the professions of Martial Artist or Spy.



nation of accensor

Starting Statistics
Health 8, Mind 8, Infection 5

When everything came crashing down, some people looked to the military or the government for safety. Others banded together and trusted each other, doing whatever it took to survive. A few, who saw this as the long-prophesied end of the world, threw themselves into the arms of their faith.

For some, this meant death at the hands of the creatures that came with the apocalypse. For others, this meant that they at least found peace when the bombs began to fall. For a small group, however, it provided true sanctuary. Sanctuary from the restless dead, sanctuary from the beasts of the fallen earth, and sanctuary from the world that was falling around them. And when the ash began to settle, they found themselves changed by being spared.

Those who found themselves shielded by their faith were able to tap into something within the human mind -or soul, as some would argue- that was not awakened before. The mind of those of the Nation is keen, and they find genuine pleasure in testing themselves and bringing aid to those who need it. As time passed, members of the Nation took on a more iconic appearance. Their clothes, armor, and tools are very personalized, often made by the person that wields them and designed to match the owner's personal habits.

Deep within those of the Nation is strength and a desire to do what is right, regardless of what challenges are placed in front of them. Some continue to fight because of those challenges; others feel they can achieve redemption by bringing the acts of good into a godless land. This higher cause and purpose often causes Templars to travel alone since they cannot abide those who do not follow their strict moral codes. While those of the Nation will aid any who ask for it, they cannot long travel with those who do not share their desire for selfless betterment.

Strain Requirements

Members of the Nation of Accensor dress in utilitarian clothes -often with a religious theme or ornamentation- follow strict moral codes, and abide by the letter of the law of their faiths at all times. As they progress along their path, their deep connection with their faith causes them to gradually lose their connection with ordinary people, and they slowly become more alien in both thought and appearance. Once a member of the Nation achieves one hundred Experience Points expended on their sheet, that individual appears more and more 'inhuman' and unearthly in appearance, which must be represented with suitable costuming and makeup. These inhuman traits should be restricted to variations of the flesh, sprouting new growths, and keeping to more organic and visceral physical changes.

Advantages

Available Skills at 3 points each:

Building Tomorrow, Challenge, Faith Healing, First Aide
Mind Resistance, Patch Job

Meditation: An Accensor regains 5 Mind Points and 5 Health Points for every 30 minutes in active prayer. During prayer, the Templar may take no other actions, use no skills, and must remain unmoving. They may speak briefly, but must devote the majority of their attention to silent motionless prayer. While these rituals are specific to each person, it should be obvious through props and behavior that the Accensor is engaged in some kind of religious or meditative activity, and not simply napping or staring off into space. Sleep, day-to-day activities, and other forms of 'I am meditating while I do other things' are not appropriate. The Skill meditation is an introspective and collecting of will related directly to being an Accensorite, not specifically linked to the Accensorites morality or faith.

Blessed Life: Accensorites may begin play already baptized to one of the major in-game faiths. (Lesser faiths always require in-game baptism.) They may choose not to do so, but until they are formally baptized into some kind of faith their Meditation ability requires 1 hour of prayer or meditation instead of 30 minutes.

Disadvantages

Code of Ethics: Each Accensor has a strict moral code that they adhere to unwaveringly, and find themselves alienated by those who do not follow their zeal. Many Accensor base their moral code on the tenets of their faith -see the Religion branch for details- and those that do not follow established larger faiths should submit their code to the storytelling staff for approval, in order to ensure that it is suitably representative of their strong sense of morality. Accensorites that do not follow their code may have their Strain advantages suspended until they atone.

First In, Last Out:

Regardless of their individual beliefs, members of the Nation of Accensor always put the well-being of others of their faith above their own. An Accensor cannot tend to their own wounds until all other injured members of their own faith that are present are taken care of.



~~Natural One~~

Starting Statistics Health 10, Mind 6, Infection 4

Some wise men say that the fall of man was the fault of the mad, unrestrained hand of "science" and "progress." As the bombs fell and the hordes came, shattering the landscape and destroying the world as it once was, there were those who took that wisdom to heart. They went back to the basics, living off the land and finding oneness with the earth.

These nomadic peoples survived by retreating to the deep wilderness and wide open plains, forming tight communities, gangs, mottles and troupes to survive together in an unforgiving and forever changed world. Choosing a personal style of fighting from adolescence onward, they lived by the blade instead of the gun, never wasting what precious few resources they could still find. The Natural Ones found that they could live a simpler life (many would say an easier life), unfettered by the need for fanciful technologies of the past and meaningless luxuries.

The Natural Ones developed a bond with the earth, and each other. It was only a matter of time before tribes would meet on regular intervals of the seasons. These gatherings bring the wandering tribes together, to trade, matchmake, and test themselves against one another and the elements in celebration of their survival as a whole.

The Natural Ones are a pragmatic people, and might makes right by nature's law. What cannot be settled peacefully is settled in ceremonial combat, overseen by tribal elders and leaders. In the spring of each year, the ceremonial combat takes a different tone, serving as both celebration and a system by which new leaders, champions and suitors are chosen amongst the warriors of the tribes. Through the massive three day feast, participants duel for glory and prestige, with the outcomes affecting the future of the tribes, as new bonds are forged, new leaders chosen, and the strong given a chance to rise.

Strain Requirements

All Natural Ones must have a prominent tribal society mark, including but not limited to such elements as prominent tattoos, scarification, body paint, use of particular colors, clothing styles, trophies, etc. It is also very common for tribal members to display unique accents, slang terminology, or religious views as further means of establishing their identity. Tribal society marks are not subtle at all, by design- they are intended to clearly identify an individual as part of a greater whole, and are a source of great pride to members. Insulting a tribal society mark is a fast way to earn a dire enemy, if not immediately result in drawn blood. Players should work with staff and other members of their tribe to design an appropriately vivid tribal society mark that is unique to their tribe.

Apart from their marks, Natural Ones tend to favor simple, primitive clothing and adornments, with rough but durable furs and leathers being common, and rarely carry items that don't have a practical use. While they can wear more modern clothing and equipment, they favor utilitarian pieces, and often do so in a distinctly primitive style -draping a jersey like a toga, for example- or completely transform it with primitive elements like paint, trophies, knotwork and beading. In addition, Natural Ones adhere to the spring high holiday every year, regardless of where they are. In societies where not many Natural Ones are around, prominent warriors of other strains are invited as guests at a Natural One's table.

Advantages

Available Skills at 3 points each:

Cure Toxins, Melee Weapon Large, Melee Weapon Small, Melee Weapon Standard, Melee Weapon Two-Handed, Throwing, Throwing Javelins

Natural Aim: Due to their incredible skill with primitive weapons, Natural Ones do one additional point of damage with bows, melee, and thrown weapons.

Disadvantages

Shun the Boomstick: Bolt Action and all ranged skills (requiring technology) cost double the number of Experience Points to purchase.

Xenophobic: Anyone not of your tribal structure, even if they are other Natural Ones from different societies, is treated with a degree of distrust.

Backward: Natural Ones may not begin play with the Mad Scientist, Engineer or Gun Slinger professions, though they may acquire them later during play.



PUREBLOODS



Starting Statistics
Health 6, Mind 12, Infection 3

Being the top dog has its perks, especially if you were one of the precious few with enough money to ensure your safety and luxury was protected behind high walls, armed guards, and sealed bulkheads. That top creme de la creme knew the right people, had all their pieces in place, or simply had the good fortune of just being ahead of the game. They survived with their lifestyle intact while the world around them burned. They watched from their strongholds and waited until they could capitalize on this turn of fortune.

As resources dried up, these families ensured that water still ran clean in their homes. When munitions were scarce, they kept mercenaries employed to control the flow of weapons. When societies began to rise from the ashes, they arranged their elevated position in society through the resources they controlled. These families were controlling, sophisticated, and most importantly, pure. The Pure Bloods were made of the finest of the old world, and they had what it took to bring order to the rabble.

Pure Blood families are most often found among the leadership of settlements, with carefully orchestrated pairings to ensure beauty, wits and charm get them and their lines all that they desire. They are distinguished by their dress, clinging to old symbols of status and wealth, forgoing more sensible and utilitarian fashions and trusting their guards and minions to do the heavy lifting for them. Material wealth is second only to the power of the family line in Pure Blood social circles, and wealth must be demonstrated at all times.

This game of plumage and affluence leads to all manner of complicated politics among Pure Blood lines. Some lesser known lines become indentured to more famous and powerful families through arranged marriages and intricate business deals. These things are never discussed in mixed company, of course, and much is left to speculation as to how the Pure Bloods sort out who is truly the most powerful. What no one contests is that Pure Bloods have maintained a unique level of social grace and business acumen as a result of their rarified and sheltered growth as a people.

Strain Requirements

Pure Blood characters must dress in an eccentric high style that suggests a rich lineage - business suits, formal wear, steampunk attire, or other expensive looking clothes are de rigueur for the ruling elite of the apocalypse. They shun monochromatic outfits, favoring plenty of color to catch the eye, and eccentric uses of makeup and oversized jewelry also allow these peacocks to attract the attention and respect they feel is their natural right. Above all, there is the family - whether the character is a favored son or on the run, a Pure Blood's lineage is never far from his thoughts. Even those that distance themselves from their family often take a perverse degree of pride in their roots; for better or worse, their family has made them what they are today. Indeed, a degree of greed, pride in your family name, as well as a natural insight into networking are all encouraged for each Pure Blood.

Advantages

Available Skills at 3 points each:

Backstab, Bolt-Action, Charisma, Cheat, Check Value, Income, Literacy

Investment: All Pure Bloods receive one additional Credit for each level of Income they have.

Disadvantages

Weakness to Radiation: When the apocalypse began, the Pure Bloods were confident that strong walls and hardened mercenaries could keep raiders and zombies at bay, but they were terribly paranoid regarding the unseen threat posed by radiation. Most took extreme precautions to avoid even mild exposure, and many families still shun the slightest contact with radiation in order to prevent the "pollution" of their bloodline due to mutation. Because of this, Pure Bloods have not been hardened to radiation nearly as much as other survivors, and suffer terribly in its presence, sometimes as much from fear and anxiety as actual harm. All damage (to armor or health) done by radiation causes the loss of an equal number of Mind Points. This very quickly makes a Pure Blood near useless in "hot" parts of the wasteland.

Peacocks: Pure Bloods pride themselves on their fashion. Any time that a Pure Blood is not wearing at least 4 different visible colors (of sizable portions), elaborate jewelry, and/or extensive makeup, the Charisma skill costs double for the underdressed Pure Blood, and using Refuse against the Charisma skill of other Pure Bloods also costs double. When costuming, please keep the genre aesthetics in mind.



RECLAIMERS

Starting Statistics
Health 8, Mind 13, Infection 2

The Reclaimers are a proud people who take their genetic source from the ancestry of the pre-fall cities of Montreal, Toronto, and Winnipeg. While culturally the three different pre-fall populous were as varied as day is to night, the way in which the infection was introduced into the territories bordering on the Frozen North is reported to be the same.

The plague which ravished mankind and brought about the end of 'humans' did not evolve originally in the Reclaimer homes. These territories, due primarily to fierce winters and having a healthier people, were sadly dragged into the plague of mankind due to overloaded borders. As the fungal infection caused the undead to rise from the grave and twisted the first generation of humanity into horrific cannibals, those who were looking to escape the plague surged northward. Many of those that were looking to escape the plague were already carriers of the deadly spores within their lungs, carrying the plague northward. Within the warm bodies of the infected the plague was able to not only mutate to adapt to their environment but also find means to spread to the ancestors of the Reclaimers.

The first Reclaimers initially contracted the infectious plague when fighting against the southern influx of Americans who threatened to overtake the northern cultural centers. While the ancestors of the Reclaimers had successfully fought the infected away from the borders of their civilizations, this resistance was at a heavy cost. The first outbreaks of the infection claimed tens of thousands of those that had fought on the front lines. Initially there were outbreaks of blood red blisters erupted along the hands, arms, and shoulders of the infected. Doctors theorized that a combination of engaging the sieging southern threat in close combat action combined with hauling the bodies of the fallen had allowed the infection to spread.

It was a death sentence to be 'caught red handed', as even the compassionate cultures of the north had no choice but to euthanize or exile individual that showed signs of infection. Hundreds of thousands of families suffered the agony of seeing their loved ones forced beyond the gates of the great cities, given enough gear and supplies to face off against the undead threats of the new wasteland. The choice of an instant death or a chance of protecting their culture caused many a terminally infected person to walk into the wastes thinking they would never return.

With years passing and more and more people showing the signs of infection, small communities of infected not unlike leper colonies began to form. Waiting for the plague to take its bloody cost, these communities formed as a means to defend their uninfected loved ones from both the undead and living threats. However, death by infection never came for the first Reclaimers. Their hands and arms permanently discolored crimson and showing a leathery degeneration, it seemed as if the first Reclaimers had built up a resistance to the plague that had claimed so many.

As the generations moved forward, the untainted 'humans' of the first generation slowly began to fall to the threats of the wasteland while the 'Reclaimers' were found to be more resilient to the threats of the wastes. It is said that at the end of the third generation the last 'human' was born in Thunder Bay, and that the child lived for all of five minutes.

Strain Requirements

Reclaimers are born with a severe discoloration and warping of their arms. From shoulder to finger tips the Reclaimers arms are a mottled deep crimson in color. The flesh of the arms is pocked as the upper most layers of the skin pull open, leaving a torn net of pocked leathery flesh and muscle. Makeup and costuming is required if exposed, or, gloves worn must go from the bicep to the finger tips to cover this area.

Pure Reclaimers are born with either piercing blue or silvery gray eyes. Those born without blue or silver eyes are considered of mixed or impure heritage. This coloring is well beyond the spectrum of most normal eyes, and requires contacts for portrayal.

Due the extended musculature of the back and shoulders of the Reclaimer, the strain tends to stand perfectly upright without slouching or leaning. Strain and exhaustion tends to find itself primarily in the back, shoulders, and legs of the Reclaimers due to their unique musculature. To combat the long term tiring of the back and torso, often times Reclaimer laborers bind themselves in belting and corseting that supports the back and shoulders.

Advantages

Available Skills at 3 Points Each:

Balance, Carry, Charge, Melee Standard, Hunters Mark, Avoid

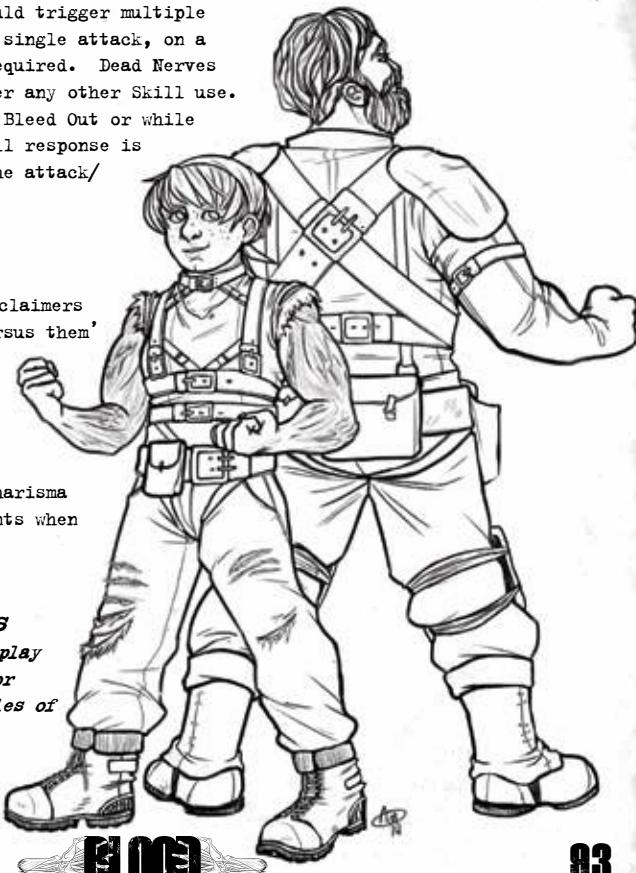
Dead Nerves: At the cost of 10 Mind Points, Reclaimers may call 'Dead Nerves' as a response to Sunder Limb or Mangle Limb. The effect of the Mangled Limb or Sunder Limb is negated, as if the strike or ranged attack had been parried or avoided. In the instance that an effect would trigger multiple Mangled or Sundered Limbs in a single attack, on a single use of Dead Nerves is required. Dead Nerves must be recorded the same as per any other Skill use. Dead Nerves may be used during Bleed Out or while unconscious as long as the Skill response is declared within 3 seconds of the attack/effects use.

Disadvantages

Selective Breeding: The Reclaimers are accustomed to being 'us versus them' in regards to survival. Due to their secluded nature, it is difficult for Reclaimers to truly open up to outsiders (non-Reclaimers). Due to this social echo-chamber, uses of Charisma and Entertain cost 10 Mind Points when targeting non-Reclaimers.

Location Requirements

Reclaimers are limited to play in territories within Canada, or those game sites within 100 miles of the Canadian border.



RED STAR

Starting Statistics
Health 6, Mind 6, Infection 6

When order was needed and resources became scarce, those that lived in communities accustomed to limited rations and sharing among smaller groups were already well adapted for survival. The most cut-throat and efficient communities were able to thrive, keeping properties tightly held within the group while those that opened their door to outsiders often fell. Localized communism, and tightly knit communities, exist all across the fallen wastelands.

Red Star travel in small groups that are tighter than the standard family structure. Every member of a Red Star family structure is not only considered equal, but they are also considered part of a polygamist commune. Children are raised by the cell until the time at which they are considered adults, and are expected to travel from the commune to join or begin another. Sometimes "trades" are made where family members move between cells in order to ensure suitable breeding stock is maintained.

Those of the Red Star are at heart a martial people, focusing on the pragmatic needs of their cell instead of succumbing to temptation and escapism. They are often considered grim or somber to outsiders, with men and women both displaying an external strength and a demeanor of cold logic. With their eerie harmony, dour attitudes and striking appearance, a cell of Reds always makes an impression wherever they travel.

Found in the remains of Westernized communes, rural centralized communities, or in the frozen wastelands the Red Star are a culturally varied people. While the Red Star embrace unity, togetherness, and the abandonment of the capitalist system, it is not completely unheard of for Red Star to allow non-Red Star to serve their communes. These non-Red Star, while not completely equal, are considered useful tools and allies in ensuring the growth and strength of the individual cell.

Strain Requirements

Those born of the Red Star are as deadly as the reaping scythe and as hard as the hammer that crosses it. They prefer dark, modest clothes that do not show much skin or accent their figure, almost exclusively in red and black. (Military olive drab sometimes appears when large amounts of black would be impractical, such as hot summer months.) Those of the Red Star tend to speak very directly and expect the same honesty in return, giving them a reputation as a stern, humorless people. In truth, away from the eyes of outsiders they can be as warm and effusive as any other Strain, but only to other Red Star.

Red Star live in small communes, sharing all property with their cell members and reaching decisions as a group. Individual leaders are chosen only when absolutely necessary, and are expected to step down once the current crisis passes. Red Star do not believe in independent marriage, and instead are considered collectively "wed" to all other eligible members of their cell. This is not a hedonistic arrangement, but simple practicality - Red Star see the jealousy and interpersonal rivalries that accompany exclusive romantic relationships as poisonous to the overall solidarity of the cell. Red Star do not follow these guidelines out of choice, but instead are a requirement of every Red Star.

Advantages

Available Skills at 3 points each:

Avoid, Barricade, Bomb Awareness, Brewing, Fearful Glare
Frightening Force, Melee Weapon Large

Collective Pride: Members of the Red Star cells are deeply linked to one another, and that loyalty has strength. No effects can ever force a member of the Red Star to attack or betray their fellow Red Star, not even zombification.

Disadvantages

Reject Free Enterprise: Reds do not believe in capitalist systems and as a result reject the symbols of the capitalist free market. Red Star may not possess nor accept any forms of currency (credits, gems, marks, etc.) nor willingly partake in the capitalist free market.

Opiate of the Masses: Reds can never follow any faith or religion, nor can they ever have the following professions: Caravan Driver, Charlatan, Entertainer, Gambler, or Priest. In addition, Red Star may never receive the benefits of faith powered Skills (Call the All Mighty, Faith Healing, Holy Rites, Live Again, Life Giver).



remnants

Starting Statistics

Health 5, Mind 5, Infection 6

As humanity staggered from one disaster to another, attempting to survive the apocalypse, people tended to stick together. Communities, religions, and even whole nations arose to assist members in their daily fight for survival. While most survivors eventually fell in with one of the groups that would become the nations of the fallen lands, facing down radiation, riots, and undead hordes together, such was not the case for everyone.

Wanderers who adhere to their own worldview and do not fit in with any of the established Strains, Remnants are more the lack of a defined Strain than a true Strain unto itself. Remnants can come from just about anywhere, representing a tremendous range of cultures and making each Remnant as unique and individual as falling radioactive snowflakes. While this personalized culture offers much in the way of diversity, it also causes a sense of separation.

Remnants sometimes result when an individual manifests genetic or psychological variations that set them too far apart from their community, such as a Retrograde who isn't physically twisted, or a Natural One that possesses a natural talent and instinct for technology. Remnants of other cultures, while not always immediately ostracized, do not receive either the benefits or the drawbacks of their parent Strain.

Ironically, Remnants tend to make up for their lack of clearly defined roots by taking intense pride in their origins and their social views. A remnant with mixed strain ancestry may take pride in the fact that their parents came from two distinctly different cultures.

Strain Requirements

Remnants do not have a single form of dress, appearance, or social structure that sets them apart from the crowd, other than the fact that they do not adhere to the appearance of the majority Strains. Remnants are known to have mild mutations in regards physical appearance, with certain physical aspects becoming more pronounced. In addition new physical growths sometimes occur such as small horns, mild skin discoloration, unique social quirks, and mental abnormalities. Rare social origins, extreme mutations and other cosmetic aspects for your character require staff approval before arrival at game.

As a whole, Remnants can be as eccentric or plain as you can imagine - however they cannot imitate unique physical quirks of other Strains. Remnants cannot have the glow of an Iron Slave, rotted appearance of a Retrograde, light sensitivity of a Lascarian, or the visual apparitions of faith of a veteran Accensor.

Advantages

Dabbler: Remnants start with two Professions instead of the standard one.

Disadvantages

Rootless: Remnants do not have any Strain Skills, and by that, cannot self-teach.

Love Me: In hopes of finding a means of acceptance, all Remnants must join an organized faith as soon as possible once they enter play. Remnants will generally put extra effort into being recognized by other members of their faith, though generally not to overzealous or antisocial extremes. Should a Remnant not have been baptized into a recognized faith by their sixth game event, they lose all access to or benefits from any Skills from their second Profession, and cannot learn any new Skills for that Profession until they are so baptized. Only events attended as the Remnant character count toward this time limit - missed events or events played as a different character do not count.

If a Remnant leaves their faith later on during play, willingly or otherwise, this should be marked as "Crisis of Faith" on their card. Once again they have five events to join another religion or lose the benefits of their second Profession. This includes the event where their faith was lost.

This disadvantage never affects a third Profession. It does not automatically affect Advanced Professions - unless the lost Profession is prerequisite. If so, the character loses access to their Advanced Profession so long as they are also denied the use of their second Profession.

Not Like the Others: As noted previously, Remnants may not have unique physical appearance traits specific to other Strains (red glow, rotted faces, angelic traits, etc.).



Retrogrades

Starting Statistics
Health 10, Mind 10, Infection 4

When the dead began to walk the earth and the bombs began to drop, many cities were lost. Due to the cities' vast population, and the number of dead that had been buried, there was little that could be done by most to survive. Those with enough money locked the doors behind them as they ran into their gilded cages. Those who were on the outer fringes and could leave the dangerous zones did so without ever looking back. But for those who lived in the inner city, or the vast metropolises around the world... there was no place to run to. So they did what they could- they dug in and they clung to one another as though their lives depended on it.

Retrogrades survived years of radiation, disease, scrounging for essential supplies, and dealing with the shambling hordes on a daily basis. Being exposed to some of the worst strains of the virus, the Retrogrades began to take on corpse-like features. Those that survived the days and nights became harder, stronger, and more willing to do whatever it takes to survive. As their faces became more skeletal and more hideous, the Retrogrades needed a way to distinguish themselves from the restless dead, to prevent themselves from being cut down when scavengers started to return. To identify themselves as not among the dead, it became custom to wear masks, to not only hide their hideous features but also to signify that they were not to be shot on sight.

These masks, unique and bright, signal to the inhabitants of towns that the Retrograde who wears the mask is indeed a sentient person instead of one of the walking dead. Some Retrogrades wear bright beautiful masks to mock outsiders who cannot see beyond their scarred image. Other Retrogrades wear minimalist masks, just enough to cover the mouth region, to signal that they are not carnivorous corpses. A small percentage of Retrogrades do not wear masks at all, but instead flaunt their rotted skin in the faces of all others as a political gesture. Unfortunately, most of this third group find themselves at the business end of a shotgun.

Strain Requirements

All Retrogrades have skeletal features, sunken faces, and even mottled, corpse-like skin. To avoid getting shot due to being mistaken for a zombie, Retrogrades have taken to wearing a variety of masks, often painting them as a sort of second face. Gas masks, opera masks, elaborate veils, hockey masks, archaic helmets, surgical masks, wrapped scarves, rebreathers - the choices are nearly endless, and often reflect the personality and history of the individual Retrograde more than they might believe. Unmasked Retrogrades must use some form of makeup, facial prosthetic and/or skeletal mask to show their zombie-like appearance. There should be no question that an unmasked Retrograde has a clearly damaged, corpse-like face; many will use similar makeup on exposed skin as well (though this is not required).

Apart from their use of masks -or decision not to use one- Retrogrades have no dominant fashion. Some favor a practical or military look, while others echo the style of dominant strains where they were raised, such as wearing Merican hats or horrible Vegasian fabrics. In no event should a Retrograde be easily mistaken for another Strain, however - their distinctive mask or their hideous unmasked appearance should always be a dead giveaway.

Advantages

Available Skills at 3 points each:

Barricade, Cover of Night, Disguise, Escape Bonds, Feign Death
Melee Weapon Standard, Scrounge

Half-Life: Retrogrades take half damage from all Radiation sources, rounded down.

Disadvantages

Rot Face: Retrogrades are hideously mutated and have the effective appearance of undead. In a shoot first and don't ask questions environment, this often causes a fatal first impression.

Unfriendly Face: Retrogrades must expend two additional Mind Points when attempting to use Charisma when not wearing a mask.

Warning: Retrogrades all become particularly dangerous types of zombies after the infection takes a strong enough hold- and everyone knows it. Some cities order that any Retrogrades that fall during combat are not to be allowed to get back up, and Retrogrades emerging from the Morgue can expect to be greeted with extreme suspicion if not outright hostility until their living status is verified.



ROVERB

Starting Statistics
Health 8, Mind 8, Infection 4

The Wastelands of the world are populated by more than hordes of undead, sparse villages, and mutated beasts. Trade and information are the blood of this blasted world, it's said, and caravans are its veins. If that's true, then Rovers are the heart that keeps the whole thing pumping. Rovers are instrumental in maintaining the few caravan routes in this ravaged world. More importantly however, these extended families have thrived in those places least touched by the horrors of the past, where plants still grow wild, and the shambling hordes have difficulty reaching.

From mountaintops to hidden ravines, the Rover families maintain stopovers for many scavengers and caravan drivers besieged by packs of Hunters or just in need of supplies. From these way stations they trade goods for information and safety. And yet despite their seclusion, they maintain a healthy respect for the successes of the past, even when staring down the vacant, hungry stare of its failures.

Generosity and honor bring respect, while rudeness and hoarding brings contempt. This is the encompassing ethos of Rovers, and it is for this reason that Rover hospitality is justly legendary. How well one treats their guests, charges, or employees is a measurement of a host's virtue, the worth of one's reputation. A guest can expect safety, politeness, and food when placed in the care of a Rover, even if that guest is their mortal enemy. A Rover would rather know thirst and starvation than breach the laws of hospitality.

This same courtesy is expected in return, however, and it is assumed that guests will be on their best behavior and not overstay their welcome. To do otherwise is horribly rude by Rover standards. Deals and agreements are much the same- if hospitality is the civilizer of society, they are the tempered steel. Any deal a Rover makes can be counted on to be fulfilled to the letter, and punished in kind if broken.

This isn't to say that all Rovers will hand the first person that asks of them everything they own, allow themselves to be taken advantage of, or cannot be the most dastardly of Merchants. They do not feel any need to offer hospitality to the undead, or bloodthirsty Raiders, or enemies openly attacking them. It does mean that they will think themselves lesser persons to not offer the best they can to those that come into their homes or charge.

Strain Requirements

All Rovers possess a number of rules of hospitality they abide (and expects other to abide) by at all times, be it keeping weapons and boots off their tables, never spilling drink, or cleaning blood from face and weapon as soon as conflict is settled. They can be rude, angered, shunning and even unwelcoming, but such acts are reserved for those who repeatedly and willfully disregard their laws of hospitality or lay them repeated insult- Rover shunning and justice can be terrifyingly meticulous, and word spreads very quickly among all their Strain. For clothing, warm and cream colors are favored, with scarves and abundant lengths of cloth popular in any weather.

It is said that many Rover caravans also use their scarves to pass discreet messages, with the color, placement and even knot-work of each sash providing such details as marital status, occupation, places visited and even local hazards to those who know how to read them. As each group has its own variations, cataloging the code is virtually impossible, making it a surprisingly secure way of passing on information. Players are encouraged to develop their own "sash code" for their character's particular family or caravan.

Advantages

Available Skills at 3 points each:

Bartender's Tongue, Check Your Sleeves, Head Shrink, Melee Weapon Small Refuse, Scrounge

Bond of Salt: To share food and drink with someone is to take responsibility for them, and often their well-being is more important than a tarnished reputation. Once per Twelves, a Rover may opt to lose up to 10 Health to allow another to recover the same. This advantage requires food or drink to be consumed at the Rover's home/campsite/place of business and at least 10 minutes of roleplay.

Disadvantages

Bond of Salt: If a Rover consumes food or drink from an individual, all skills that would adversely affect the sharer cost 2 additional Mind Points for the next hour or while they remain in their home/campsite/place of business (whichever is longer).

Word of Bond: If any deal a Rover makes is broken by the other party, they will pursue justice and exact reparation until the wrong is redressed to their satisfaction, with two-fold rancor. Further, a Rover cannot willingly break a formal deal that is shaken on under any circumstance. If fate prevents them from keeping their word, they make no excuses, and will seek to right the wrong immediately, to the exclusion of all else. Skills and effects may force a Rover to fail to uphold their word; however, they still feel obligated to either complete the deal or to right the wrong.



Salt Wise

Starting Statistics
Health 13, Mind 8, Infection 3

The Salt Wise are an ocean born strain of what was once humanity, which lives the majority of its life out to sea on massive community sized vessels. Intending to keep themselves removed from the plague, eventually this plan fell short when landing parties carried dormant plague spores back to the ships. Mutated by the infection carrying plague early on, the Salt Wise adapted to the Ocean's depth within the first generation of ship-born descendants born after the fall of man.

The Salt Wise tribes grew from communities of the infected born from the water adaptive survivors of the first plague. The children of the first survivors who began to show signs of mutation at birth, and survived being ostracized and cast out from the ocean born human tribes.

Generation after generation the Salt Wise tribes became bound, and often named after, the settlements and communities they were born to. Surrounding and living in flotilla townships, small islands, pre-fall platforms, and makeshift cities out to sea, the Salt Wise became a network of tribal minded communities not too unlike the dock worker cultures of The Mass or even the gangs of Old York. Each community, based on an area, trusted only its community members for survival. While the Salt Wise would make deals with outsiders, unless someone was accepted into their ranks the partnerships they held were considered bonds of convenience at best.

As the population of the Salt Wise has grown, so has the spread and need of the communities. Salt Wise settlements have been found closer to the shores of populated mainland, even building shipping towns on the shore itself. The Salt Wise will never abandon their salt laden oceanic homes, however, since their lives are bound to the Ocean.

The Salt Wise are one of the few 'Global Communities' that travel freely along the coasts of many continents. While it is not unheard of for the Salt Wise to do trans-continental trips, it is rare. Even for the sea born Salt Wise; traveling across the ocean, completely away from shore, requires an extensive number of supplies and resources that make the trip not worth the expenses.

Due to their ties to the Drowned Saints region, as well as their ability to travel and carry water born supplies, the majority of Salt Wise have been inducted into Guild Membership. As members of organizations such as Murder Inc, the Wet-Works, and other local branches of the greater Guild, the Salt Wise have learned to master discretion and work under a code of silence.

Strain Requirements

All Salt Wise are androgynous, appearing as either male with very female features or females with masculine features. Salt Wise have developed gills in addition to their fully functioning lungs, and due to this, do not like high collar clothing or materials that surround the neck. Salt Wise dress in layers, making their outfits easy to remove in pieces. Salt Wise have a second white membrane that covers their entire eye. These membranes extend when the Salt Wise has spent more than a day on land or is under water.

Advantages

Available Skills at 3 Points Each:

Sailing, Fishing, Lore: Aquatic, Melee: Small, Guild Membership, Lie, Escape Bonds

Oceanic Masters: Salt Wise using the Fishing Skill may utilize thrown weapons, melee two handed, javelins, or bolt action weapons instead of a fishing pole physical representation. When fishing the Salt Wise using a two handed melee weapon, thrown weapon, or bolt action weapon instead of a fishing pole physical item, the Salt Wise may spend an additional 5 Mind Points per use of the Fishing skill to reduce the time required for fishing to 1 minute. This Skill does not lower the required roleplaying time for fishing augments such as Boats, Gizmos, or Unique Items. If a Salt Wise is gaining the advantage of these unique augment items, then the Salt Wise may not benefit from the Oceanic Master time reduction.

Water Breathers: Salt Wise are immune to damage taken from 'Pull Under' as well as most forms of drowning damage.

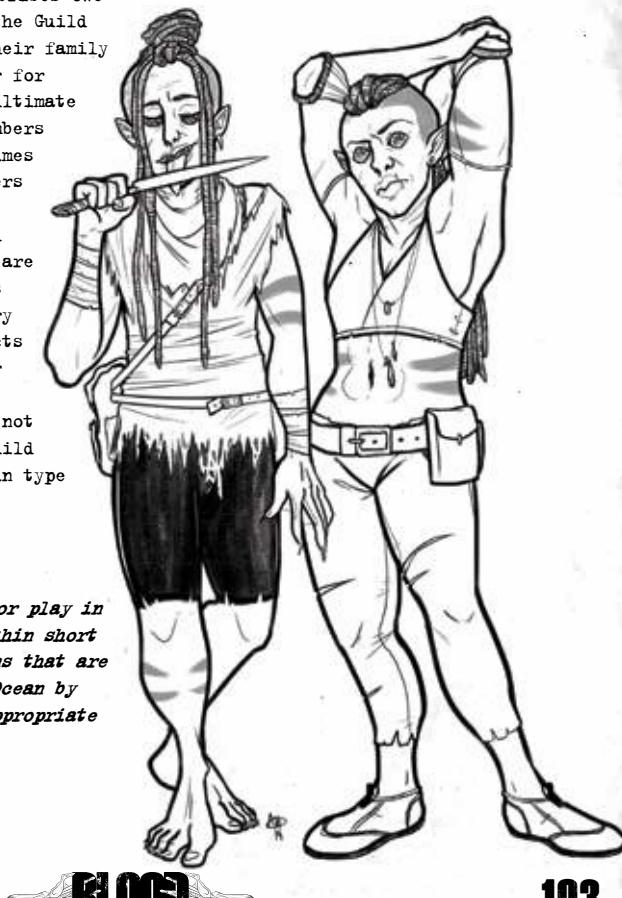
Disadvantages

Ocean Bound: Salt Wise cannot spend extended time away from the open ocean. Salt Wise do not refresh Mind Points at the 12s if they are at an event that is more than 75 miles from the ocean (must be ocean). Due to the shifts and changes of post-apocalypse maps, players and branches should use real world shore to game site measurements to determine if this flaw applies.

Debts Owed: Most Salt Wise tribes owe debts to organizations such as the Guild and Murder Inc. With many of their family members actively working with or for Murder Inc., Salt Wise pay the ultimate price if one of their family members fails to pay their debts. At times Directors or assigned Storytellers may provide tasks to players of Salt Wise that must be completed without reward. If these tasks are not completed, the repercussions of failure may involve back story family being punished or contracts being leveled against any number of Salt Wise in play. These assignments from Murder Inc. do not require the Salt Wise to be a Guild Member, or to even be an assassin type character.

Location Requirements

Salt Wise are appropriate for play in maritime locations and areas within short distance of the Ocean. Locations that are over 100 miles inland from the Ocean by real world maps are not genre appropriate for branch play.



SEMPER MORT

Starting Statistics
Health 10, Mind 10, Infection 3

Before the Fall of Man, a few hundred thousand individuals were placed into a cryogenic state of suspended animation. Some of these individuals chose to be frozen because they were sick and dying and were in possession of enough money to allow for private companies to ensure their bodies were suspended in a form of undeath. Other cryogenically frozen individuals were part of scientific and military programs that hoped to preserve human life until after the infection had come and gone from the earth.

In the fourth generation since the Fall, the majority of these suspension chambers have given up the ghost. Having finally lost power, run out of chemical supplies, or reacting to automated activation controls, the cryogenic suspension control chambers have ceased to operate. This was unfortunate for those individuals suspended within the sleep chambers.

For better or for worse, many of these slumbering individuals never awoke. Beyond the ability to be recovered, the frozen bodies of the cryogenically suspended simply thawed and began to rot. For those that did become infected however, the awakening in the post-Fall world was horrific. The once slumbering escapees from a lost time were ravaged by the infectious plague, and became host for the mutated plague that had caused the gradual transformation of the other strains of humanity.

The minds of the Semper Mort were ravaged by both the virus and the process of being awakened from suspended animation. Knowledge of former communities, technology, and lives before the Fall were completely eradicated in only a few moments. For those that had been stored in cryogenic sleep as just a head or a partial form, the first active memories the Semper Mort had were those of the painful process of their bodies re-growing from the curse/gift of the infection.

The undying strain of humanity known later as the Semper Mort climbed out from their technological crypts like babes newly born to the world. With a hunger driven by the infection, suspended between life and death, the Semper Mort emerged from the remains of humanity like a nightmare from legends past. Living, but in need of blood to offset the anemia from the suspension process, the Semper Mort now live and reproduce as other Strains would but have an insatiable hunger for the blood of the living.

Strain Requirements

Semper Mort are babes in the post-Fall world, and due to their unique condition are often regarded with fear and disgust. With no origins that they can hold to, no memories of growing up, and no knowledge of their past, the Semper Mort tend to approach life slowly and with a degree of distrust. All Semper Mort must have enlarged fangs in their mouth, either a full set with every tooth sharpened or a pair of pointed fangs, and must depict their twisted, clawed hands as well. With a hunger for the blood within the bodies of the living, the Semper Mort have a difficult relationship with most other Strains, similar to that of the Full Dead and to a degree the Lascarians.

Advantages

Available Skills at 3 points each:

Brawling, Charisma, Chase, Iron Fists, Nerve Punch, Tie Binds

Hunter's Claws: All Semper Mort have twisted hands and pronounced nails, but some develop these claws into dangerous weapons. If a Semper Mort learns the Brawling Skill, they can use claws as base 3 damage weapons. Red brawler beaters are used as the physical representation of these claws. Knucks cannot be used on claws, but applied poisons may be used on them. The Iron Fists Skill is still required to block using claws without taking damage.

Mortal Bonds: Semper Mort may heal 1 point of Health by draining 2 points of Health by biting living targets and draining their blood. This attack requires the use of their Hunter's Claws (and thus the Brawling Skill) by striking with both red brawler beaters at the same time. If both beaters strike their target, the Semper Mort is considered to have grabbed the target with both claws and can bite the target. The Semper Mort does not need to strike again, but instead just holds both beaters on the target and counts for three seconds: "Bite 1, Bite 2, Bite 3, 2 damage". If the target breaks free of either brawler, the bite comes to an end.

Blood is the Life: Semper Mort in Bleed Out may be stabilized as though First Aide had been used on them by having someone feed 10 Health points of blood from damage. Note that blood cannot be carried or preserved in-game without use of a suitable recipe or device.

Disadvantages

Curse of Slumber: All

Semper Mort begin play with the Derangement: Amnesia, which can never be soothed or removed. All knowledge of existence prior to becoming Semper Mort is lost forever.

Predator's Need: Semper Mort may not gain the advantage of any beneficial ingested Meals or Brews unless they consume blood worth at least 10 Health of damage from a living target immediately before consumption. This does not apply to poisons and harmful substances.

Twisted Hands: Semper Mort can never learn the Pugilist profession, cannot use Knucks (with or without their claws), and may not begin play with the Martial Artist profession.



SOLESTROSE

Starting Statistics
Health 6, Mind 6, Infection 4

Before the fall of man, there existed a number of cultures that were financially oppressed by the wealthy and the well-to-do. The ancestors of the Solestros were a people treated unjustly, as lesser, and unfairly controlled by the rich and socially powerful. The ancestors of the Solestros would labor, and tend to the needs of the rich, without ever truly being able to reap the fruits of their own labors. All along the territory that would stretch from what is now known as the city of Fallen Angels, down to the territories of Bravo and the Sunken Saints, the Solestros came to be.

The Solestros are only a slight variation of genetics from the Pure Blood. If one were to look at the evolution of the Solestros, one would find that the Solestros appear to be Pure Bloods who have been able to adapt to the environmental conditions of a deadly world. The Solestros do not suffer the same as Pure Bloods do from Radiation. The Solestros, from their time being cast into the role of middle manager and subservient to the Pure Blood families, have become inspirational leaders and organizers of survivors, unlike their Pure Blood cousins who have ruled and lead the world from behind protective walls and garrisons.

The Solestros, if not for the relations that they have had with the reclusive Pure Bloods, would truly be a powerful economic and social powerhouse in the wastelands. However, those with money and power tend to do whatever it takes to ensure that money and power stays exactly where it is. The Pure Bloods, seeing the rise of the Solestros as a threat to the Lineage League and the old money families, have used their influence and cultural sway to paint the Solestros as somehow being less important than the Pure Bloods. The network of the Lineage League, powerful Pure Blood families involved in religion, Pure Blood families that oversee politics and territories, and the economic powerhouses that oversee the largest trade communities all actively network and fight to ensure that the Solestros will never be as influential and powerful as the Pure Bloods are.

Solestros are a family focused people. With the arrogance of the Pure Blood genetics being denied by generations of how the Pure Bloods have victimized the Solestros, what remains behind in their cultural echo is the love and devotion that the individual has to their own home and community. As a Strain the Solestros tend to have more of a worker's look to them while still carrying the charisma inherit in most Pure Blood families. This cultural difference, due to the struggles that have been forced upon them and their earnest family focused drive, has caused the Solestros to not have the delicate features of most Pure Bloods. Solestros, as they did not evolve in the ivory towers of the Pure Bloods, have endured irradiated landscapes and unflinching sun which has given them a more world weathered and hardened appearance than the Pure Bloods and their delicate sensibilities.

Strain Requirements

The Solestros run the gamut of having a worldly appearance to them. Solestros tend to have an appearance appropriate for a hard working merchant or upper middle class caste. While not as flamboyant as their Pure Blood ancestry, the Solestros are still well-dressed. They wear well-tailored survival gear made from enduring materials and visually appear to almost be a hybrid between the fashion senses of the Pure Bloods while keeping some of the utilitarian approach of the Bay Walkers. Solestros are not afraid to get their hands dirty and work hard, so their clothes are very much defined by their related professions.

Solestros speak pleasantly, are an earnest people, and overall tend to put the health and survival of a community over their own personal wealth. Solestros are leaders who tend to lead by example instead of leading from afar. Due to this tendency for hands-on interaction, Solestros have a difficult time organizing their networks and ties beyond the local community.

Advantages

Available Skills at 3 Points Each:

Income, Deep Pockets, Literacy, Charisma, Balance, Melee Weapon Standard, Refuse

Middle Manager: Solestros have evolved to become some of the most charismatic 'hands-on bosses' in the wastelands. Whenever using the Skill Charisma, they may use the Skill with a 'By My Voice' effect at the expenditure of an additional 10 Mind Points beyond their cost for using Charisma. Instead of requiring social interaction with each individual target for 5 minutes, the user of Middle Manager must engage in a combination of menial labor and conversation with at least 3 targets for 10 minutes. No effects may ever lower the cost of this additional 10 Mind Point expenditure, and during the 10 minutes prior roleplay all the way until the By My Voice effect is called, the Solestros may not leave a 10 foot area (no starting the effect and then walking into another area to trigger it). The effects of Middle Manager share the effects, duration, and restrictions of the Charisma Skill. Targets that enter the room after the start of the 10 minute roleplay are still effected by the 'By My Voice, Charisma'.

Disadvantages

Second in Command: Pure

Bloods are immune to all uses of Charisma, Cheat, Fear, and Lie used by a Solestros.

Glass Ceiling: Solestros are victims of Pure Blood financial warfare. If a Solestros has the Income skill, when the player collects their currency from income they must spend 3 Mind Points per level of Income being used to represent the extra efforts that a Solestros must make to be a financial contender.

Location Requirements

Solestros are found no further than 75 miles from the California coastline and within 100 miles of the Southern border of the United States of America. Solestros, due to the oppression of the Pure Bloods, have not been able to advance or expand outward to the rest of the wastelands.



un.born. of teixiptla

Starting Statistics
Health 4, Mind 4, Infection 7

At a distance one could mistake the Unborn of Tēixiptla as Natural Ones or some sort of simple primitive tribe. However, upon getting closer to the Unborn of Tēixiptla, the observer would need to be blind to not see the difference. Due to the rebirth process of the Grave-Mind producing the Unborn from ancient remains prepared for the fall of man, the physical form of the unborn is strikingly different from how most Strains appear.

The Unborn of Tēixiptla are primarily primitive and similar to Natural Ones in their distrust of technology, however, unlike the Natural Ones the Unborn of Tēixiptla are willing to adapt and utilize any technology they can. While the greater number of the Unborn of Tēixiptla carry naturally crafted bows, spears, melee weapons, and leather clothes, some of the scouts and individual's tribesmen who have interacted more with outside cultures have begun to carry rifles and pistols. Only through seclusion due to natural environment and the overall relatively 'newness' of the strain have the Unborn of Tēixiptla not advanced culturally and technologically as far as the rest of the wasteland survivors.

The Unborn of Tēixiptla are a family oriented community that operates with a two level caste system. The first caste, The Wisened, are the children and grandchildren of the leaders of the first generation of Unborn. The Unborn of Tēixiptla that are a part of the Wisened caste are seen as leaders of the people. Decisions in regards to defense, war, spirituality, and even cultural ties are made by members of the Wisened. The Wisened caste system is divided into warlords, priests, and appraisers. While all three portions of the Wisened caste have equal say in all aspects of day-to-day life, it is the warlords and the appraisers that use their influence the most often. The warlords and the appraisers regularly determine what tribes the Unborn of Tēixiptla will go to war with, which cultures will be allowed to share commerce, and which individuals will be allowed within the mountain cities that the Unborn of Tēixiptla call home. The priest caste does not often use their power to make decisions, however, any detail that the Unborn of Tēixiptla accept as being a matter of 'the gods' involves the priest caste taking total control.

The priests of the Unborn of Tēixiptla believe in blood offerings, sacrifice, and communing with the wisdom of the 'Great Dead God'. Using hallucinogenic brews made from select portions of zombie extracts, the priests of the Unborn of Tēixiptla perform rituals to commune with the spirits of the dead. These toxic hallucinogenic brews, according to the priests, allow the imbiber to listen to the voices of all the ancestors who have died before them.

The lower caste, the working caste, makes the majority up the Unborn of Tēixiptla population. Farmers, hunters, warriors, cooks, and tradesmen of all sorts make up the lower caste level of the culture shared by the Unborn of Tēixiptla. Families are known for their skill in regards to their trade and craft, and are expected to share the knowledge of their trade down from generation to generation.



Strain Requirements

The Unborn of Têixiptla are grown from a mixture of the Grave-Mind biomass and especially pre-fall prepared organics. This process has caused the flesh that was reknitted together to be oddly colored with a faint sickly pale green hue to the skin. The veins of the Unborn of Têixiptla are teeming with the infectious material that makes up the undead plague. The veins of the Unborn of Têixiptla around the wrists, arms, legs, throat, and along the jaw are most predominantly visible with a sickly purple color visible through the skin. While there is blood within the body of the Unborn of Têixiptla, the amount of infectious material within the blood is so potent that the veins have become discolored. Lastly, the eyes of the Unborn of Têixiptla are milky white and require contact lenses (Either full eye or contacts that have a clear pupil but are white around the iris). Due to these visual features, extensive costume and makeup is required for continued play.

Advantages

Available Skills at 3 Points Each:

Melee: Two Handed, Psionic Basic Skill (Maximum of 5 Purchases), Throwing Javelins

Undead Hearts: Unborn of Têixiptla are immune to Poison, Diseases, and Radiation sickness. The Unborn of Têixiptla are immune to area effect or zone damage that has the Poison, Disease, or Radiation modifier connected to it. While the Unborn of Têixiptla will still take the initial damage of ranged attacks, melee, or brawling strikes that have one of these damage modifiers; the Unborn of Têixiptla will not suffer the ill effects normally related with Poison, Disease, or Radiation. This includes being immune to area effects, location (module) effects, or traps that use these three modifiers. The Undead Hearts advantage does not prevent damage from poisons or effects that cause either Psion Bane or Unborn of Têixiptla Bane. (Example: By my Voice 5 Poison was called. The Unborn calls Undead Heart and takes no damage. Second Example: The Unborn is stabbed with a blade that normally does 3 damage, but has a poison on it that does +5 Poison damage. The Unborn takes 8 damage, but is not poisoned.)

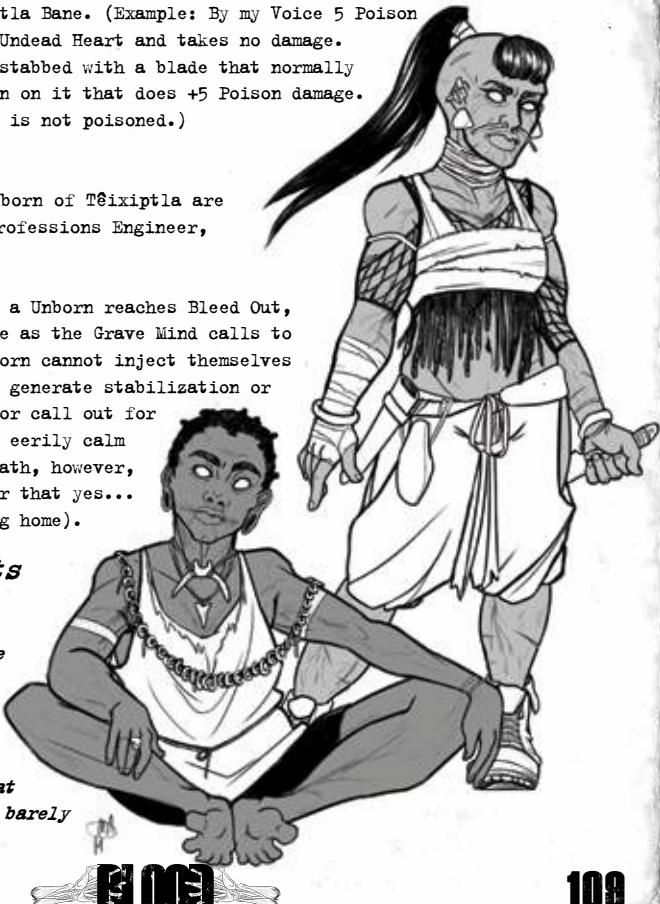
Disadvantages

Limited Potential: The Unborn of Têixiptla are banned from ever having the professions Engineer, Mad Scientist, or Psionist.

Called to the Grave: When a Unborn reaches Bleed Out, they reach a strange calm state as the Grave Mind calls to them. During bleed out an unborn cannot inject themselves with Brews, activate Gizmos to generate stabilization or healing effects, or even yell or call out for help. Unborn in Bleed Out are eerily calm as they are bleeding out to death, however, if asked they may calmly answer that yes.... they are indeed dying (or going home).

Location Requirements

The Unborn of Têixiptla are only appropriate for play in the Pridelands, and at game locations that are denoted as Necropolises: Games that have high numbers of Full Dead, Semper Mort, and are focused on communities that are composed primarily by the barely living.



VEGASIANS

Starting Statistics
Health 5 Mind 10, Infection 5

One of the greatest cities of the old age, a place full of great lights sequestered in the middle of a desert, Vegasia was untouched for many days when the outbreak started. Instead of hordes of undead slaughtering in the streets, complete lawlessness ran across the great gambling Mecca. By the time the infection spread to this desert oasis, the city itself was already in flames. Swarms of slaver gangs quickly took sections of the map for their own ownership, and gang warfare raged across the miles of neon streets. Drugs, prostitution, and slave ownership became Vegasian currency.

Vegasians, descendants of the great slaver city Vegasia, come from a warped moral stock. Anything and everything has a price to a Vegasian, and if they truly set their heart on something they will do anything it takes to have it. Vegasians believe that morality, codes of honor, and the concept of a fair deal were all lost when society fell. Raised as either potential slaves or as slave owners, Vegasians are ruthless in their desire for personal power and advancement.

Vegasians learned that in the desert, survival means more than simply killing zombies. Sometimes survival means leaving your moral compass spinning and doing things others would find reprehensible. Duty, honor, and loyalty are all weaknesses that can get you killed.

A Vegasian is 'raised' to understand that no one is more important than yourself, and that if others must suffer for your advancement then so be it. Vegasians come from a culture where slavery is acceptable, caravans travel across the great desert, and one man's downfall is another's windfall.

Rumor has it that some slaver communities still keep ties with Vegasians, using those contacts as go-betweens with 'civilized' society.

Strain Requirements

There is no such thing as a fair deal, if a crooked one will serve you better. There is no such thing as going back for someone who fell behind, unless they might pay a handsome reward (or be worth a hefty ransom). There is no point in telling the truth, unless it pays better than a lie. These are truths every Vegasian learns, and even those that don't follow the criminal ways of their brethren have a hard time being anything but ruthlessly pragmatic when it comes to personal interest. Clothes are oriented towards traveling in the desert, so flowing cloth and turbans are common. The traditional fabrics of the Vegasians include suede, polyester, and garish colors that only a lounge lizard would love. Ostentatious, classless and tacky displays of wealth are common among those Vegasians who can afford them; those who can't wear cheap forgeries and knock-offs all the same.

Advantages

Available Skills at 3 points each:

Backstab, Black Market Connections, Cheat, Entertain, Lie, Literacy

Meat Market: A Vegasian can spend five Mind Points to receive an advantage similar to the 'Entertain' skill for slave camp communities. While this does not prevent the encampment from double-crossing the Vegasian later, it at least gets the individual in the door as a free slave owner. Using this advantage only encourages the distrust of Vegasians by civilized society, however, and most Vegasians know better than to use it in the presence of members of other Strains.

Coward's Way Out (AKA Buddy Fucker): Vegasians are notorious for their ability to put others between themselves and harm's way. Once per event, a Vegasian may declare "Coward's Way Out" immediately after receiving an injury or harmful effect from an outside source, and nominate a person in brawling range. (They cannot select the source of the damage.) That person becomes the new target of the attack or harmful effect. They may not apply defenses against this attack. Melee, ranged, psionic and even trap effects may be redirected with Coward's Way Out, though Area of Effect attacks nor ingested damage cannot.

Disadvantages

Born Coward: Any power, Skill, or effect that causes a Vegasian to defend against a fear or terror effect must be activated twice for every single such effect used against them. Vegasians are cowards by default, and the very concept of staying in a fight when instinct tells them to leave is completely alien to them.

Bad Rap: Vegasians are universally distrusted, considered criminals by most everyone they meet, and always assumed to be up to no good.

Shady Dealers:
Vegasians are banned from ever having the professions of Guard, Gun Slinger, Martial Artist, and Officer.





Starting Statistics

Health 15 Mind 5, Infection 4

There is a large lake, a hole in the world, where their home once was. As the streets ran thick with the undead, friends and family dragged themselves many floors above the killing zone that was their streets. The survivors, those that were able to claw and climb their way fifty floors up, looked to the skies for help. They waited for the airlifts to pull them out of the hell hole.

As they looked to the sky, waiting for metallic angels to lift them to sanctuary, the sky came to them... as the first warheads struck in the horizon.

The York of old is gone, destroyed with such force that a crater cracked the lands between Manhattan and the Great Lakes. The city that never slept was swarmed with the undead, cooked in radioactive waves, and then drowned in a flood of biblical proportions.

Yet somehow, despite the death and destruction that rained down upon the land, some survived. Hardened by the very environmental hell they came from, Yorkers became the hardened steel nail that would be the final stroke in many undead coffins.

Yorkers are a strong people who have dealt with atrocities, violence, and horrid living conditions- and this has killed them all a little inside. With hollow eyes and grave expressions, a Yorker carries along with them the ghosts of a hundred horrible nights.

While the largest portion of Yorkers are from Old York, the Yorker strain has been found in large settlements and in locations where pre-fall major cities once existed. From coast to coast and even across the ocean Yorkers have evolved as a Strain.

Strain Requirements

Yorkers are a very callous people, capable of whatever violence is required for survival. They have a difficult time making friends due to the fact that they are accustomed to everyone they know dying. At the same time they see little worth in moping and depression, and tend to have colorful, sarcastic, somewhat larger than life personalities- they party as hard as they fight, and make sure their friends and enemies both know exactly how they feel about them. Yorkers dress in sturdy, versatile clothes and favor hoods, multiple layers of shirts, and jeans that have been patched a thousand times. Artifacts of pre-fall cities are highly prized, with ratty old baseball caps, frayed sports team patches, re-stitched and repurposed jerseys and similar mementos all evoking fierce hometown pride. Armor with shreds of fabric from pre-fall luxuries are not uncommon.

Advantages

Available Skills at 3 points each:

Barricade, Bomb Awareness, Chase, Entertain, Interfere, Melee Weapon Standard

Pissed-Off Yorker: Every Yorker has a mean streak in them that comes out especially strongly when they feel they are being kicked around. If a Yorker is put into Bleed Out and then stabilized and healed, the first strike they make after being 'taken out of the fight' inflicts three additional points of damage. This strike must be within 10 minutes of being knocked down; otherwise the Yorker calms down and does regular damage. During these 10 minutes the Pissed-Off Yorker is also immune to Fear, Terror, and Charisma effects.

Disadvantages

Commitment Issues: Yorkers have a hard time trusting others, but when they do, they become unwaveringly loyal. Once a Yorker has chosen to let someone past the hard outer shell they will do anything for them, including putting themselves in danger or even facing certain death to protect them.

Angry Streak: Yorkers are easily goaded into a fight, and when Challenge is used on them they must expend twice for Refuse to negate the effects of Challenge. In addition, Yorkers have a natural hatred for Bay Walkers. Refusing a Challenge from a Bay Walker requires three expenditures of Refuse to negate the effects of Challenge.

Mean Streets: Yorkers are banned from ever having the following professions: Charlatan, Officer, and Politician.



WHAT DOES YOUR CHARACTER DO?

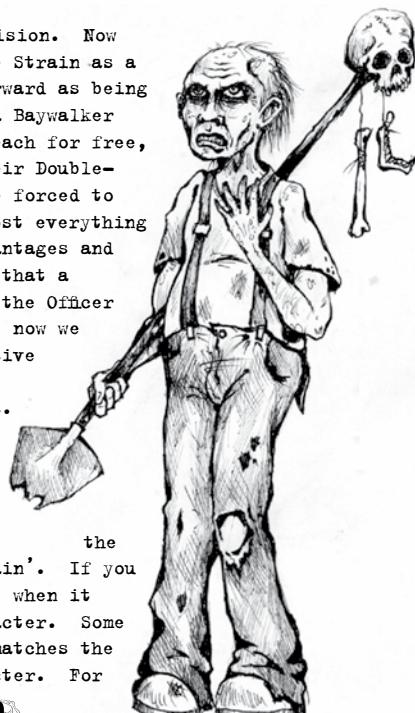
The Concept Design of Professions

The Dystopia Rising LARP game system utilizes a few unique game designs that help the thematic flow game. These differences tend to hide in plain sight, and if left unexplained, could be seen as flaws or shortcomings in the system. The choice of what Skills are available as Strain based self teaches, skills available on Profession trees that have requirements outside of a single Profession, and a disjointed feeling when a player attempts to just purchase every Skill in a Profession tree, are all examples.

Professions, and the Skills available as Strain self-teachable Skills, are specifically designed to require particular Profession combinations or Strain to Profession combinations to be more efficient. To give an example of this, let's look at the Baywalker Strain. Baywalkers have a skill set of Analyze Creature, Double Tap, First Aide, Instruct, Literacy, and Parry. You will note that there are no melee Skills on the Baywalker strain list to go along with the Parry Skill. Scrounge and Big Dig, two very appropriate Skills for the genre of the Strain, are not available as Strain self-teach Skills.

The lack of these Skills was an active decision. Now looking at the Skill set and the concept of the Strain as a whole, a number of Professions seem to jump forward as being natural matches for the Baywalker Strain. If a Baywalker were to start as a Jones, the Baywalker gets Teach for free, learns Scrounge for 3, and is able to learn their Double-Tap from their Strain list without having to be forced to purchase the Disarming Shot prerequisite. Almost everything on the Jones list feeds into the Baywalker advantages and self-teach Skills organically. Another option that a Baywalker could choose, to great advantage, is the Officer profession. Again the Teach Skill is free, but now we have a melee Skill to combine with the inexpensive Double-Tap Skill as well as the Strain's Parry feeding into the available melee related Skills.

The active decision of what Skills are available for a Strain is based on the ideas of 'what Skill does a Strain ABSOLUTELY have to have' and 'what Skills will encourage the appropriate Professions to be chosen for a Strain'. If you think about it, there are two trains of thought when it comes to choosing the Profession for your character. Some players choose the Profession and Strain that matches the concept that they have in mind for their character. For



this sort of player, choosing Officer over Guard is based on mentality and history of the character instead of mechanics. Other players look at what combination of Strain and Professions will provide the most economic base for Skills, as well as provide the widest array of Skills for what it is they are looking to do. Fortunately, due to the thought process that went into choosing Skills for Strains and professions, both conceptual design and mechanic design players often times come up with the same character and Profession combinations.

Professions are also not designed as a linear tree. Taking the variable of Strains out of the equation, each Profession is designed to be most efficient when a Profession is combined with a second Profession which compliments the Skill set of the first. At times there are Skills available on a Profession tree that prerequisite purchase requirements that are not on the Profession tree. This decision achieves the same design needs as choosing what Skills are available to a Strain. By leaving specific Skills off of Profession growth trees, and at times making requirements that exist across different profession sets, it encourages both mechanical and conceptual design players to choose Professions which complement the initial Strain.

Now with this design concept in mind, take a longer look at what Professions encompass. Professions represent the Skill set that each person has the capacity to learn due to the nature of their field of study or training. Each character starts with one single Profession, but can purchase a second and third Profession either at character creation or additional down the line from other players as well as staff represented characters.

You will notice that not everything that can be done in the world is represented by a Skill. While ten thousand Skills could be written to give mechanics to everything from bocce playing to xylophone use, we find that the system would become more unwieldy and more visible in doing so. If you cannot find a Skill for something that you wish to do, then contact the staff and discuss what your idea is. As this is a living document, we may find that the Skill set you describe fits well in the world and add it.

Professions, Strain, and the Open list are the three areas that define what Skills you may have as well as the cost for these Skills. Always be sure to check your Strain to see if you can purchase some of these Skills innately for lower rates.

Each Profession also has a "Play A (Name of Profession) If..." section, which is designed to give you an idea of what the Profession does, how it fits into the game world, what it's capable of, and even how it often interacts with other Professions. It should be noted that this section talks in terms of potential, not in terms of automatic benefits - just because Doctors are described as amazing healers doesn't mean that picking up the Profession instantly makes you one. You still have to pick up the right Doctor skills, but as you purchase more Skills from that list, you'll come to see exactly what makes them the versatile and powerful healers that are described in the write-up.

Some Professions note that they may bring the practitioner to the attention of the Guild. While not every member is tapped, and openly advertising an interest in joining such a secretive and lethal organization is a sure way to a bad end, this sinister cabal is known to keep track of survivors who display an affinity for certain... morally questionable Skill sets. If they are so approached, whether or not a survivor chooses to accept "the offer you can't refuse" is their own business, but the offer is never made lightly, and refusal may carry certain consequences. Members of such professions are encouraged to keep their mouths shut about the Guild in any event, because you never know who's listening.



Profession and Profession Advancement

Quick Lists

Complete Basic Professions List

Assassin	Hook-Up	Pugilist
Caravan Driver	Hunter	Ring Leader
Charlatan	Jones	Sawbones
Cook	Mad Scientist	Scavenger
Distiller	Martial Artist	Scoundrel
Doctor	Merchant	Sniper
Engineer	Officer	Soldier
Entertainer	Politician	Spy
Farmer	Priest	Teacher
Fishmonger	Primitive	Thief
Gambler	Printer	Thug
Guard	Psionist	Tinker
Gun Slinger	Publican	

Profession Concentrations

Combat Profession Concentrations

Agility Combatant Focus, Ranged Combatant Focus, Short Range Combat Focus

Civilized Society Profession Concentrations

Civil Servant Focus, Socialite Focus, Resource Manager Focus

Grafting and Production Concentration

Consumables Producer Focus, Quality Producer Focus, Quantity Producer Focus

Advanced Professions

Apocatastian Templar	Mercenary	Sage
Avontuur	Merican Ba-Das	Saint
Bone Breaker	Mind Killer	Shadow
Entrepreneur	Monk	Shepherd of the Land
Free Radical	Mountebank	Survivor
G-Man	Nephilim	Techno Savant
Gear Head	Oni	Thought Bender
Grave Robber	Overlord	Veteran
Marksman	Reaper	Villon

Open Skill List

Skill Name	Cost	Prerequisites
Avoid	9	
Barricade	9	
Bolt Action	9	
Brawling	9	
Check Quality	9	
Check Value	9	
First Aide	9	
Force Barricade	9	
Literacy	6	
Lore (Type)	6	
Melee Weapon, Small	6	
Melee Weapon, Standard	6	
Melee Weapon, Two-Hand	6	
Parry	6	
Pistol Whip	9	
Shield	6	
Society Membership (Varies)	0	Must receive in-game, cannot start with society membership
Teach	1	
Throwing	6	
Throwing, Javelins	6	
Tie Binds	6	

Skills on the Open Skill List may be purchased by any character at the listed cost, regardless of Profession or Strain, unless otherwise barred due to other existing character restrictions.



ASSASSIN

Skill Name	Cost	Prerequisites
Alert	3	
Avoid	3	
Backstab	3	
Balance	3	
Black Market Connections	6	Disguise
Blinding	3	
Choking Blow	3	
Cover of Night	3	
Disguise	3	
Fade In The Crowd	3	
Guild Member	6	Backstab & Cover of Night
Melee Weapon, Small	3	
Murder Most Foul	6	Guild Member
Parry	3	
Throwing	3	
Vanish	3	

It doesn't matter whether they were born to the highest class or the lowest dregs- the Assassin keeps company with death and visits it on others. All are born with a knife in their hand, relentless footfalls, a hard look, and a desire to hunt the greatest prey the world has to offer.

Play An Assassin If...

You want to play a dedicated contract killer. As an Assassin, you approach your targets with stealth or trickery, use a variety of dirty tricks to land some devastating attacks and slip away before your victim can retaliate. You work best when your target is unaware of your presence, or when others are around to offer distractions- a straight up fight with an alert foe usually isn't the best idea. Be careful about associating with too many unsavory types, at least openly; the last thing you need is more attention.

Be advised that the Guild watches this profession, and tends to frown on "freelancers." Assassins without Guild Member are either offered to join, extorted, or killed.



Caravan Driver

Skill Name	Cost	Prerequisites
Bartender's Tongue	6	
Bolt Action	3	
Brawling	3	
Charisma	3	
Check Quality	3	
Check Value	3	
Feign Death	6	
Income	3	
Instruct	3	Teach
Melee Weapon, Standard	3	
Pistol Whip	3	
Refuse	3	
Teach	0	
Trade Ties	3	

When societies broke down and community went out the window, humanity began to lose its way. Caravan Drivers saw this and took control, becoming Fathers and Mothers of the road. Caravans became makeshift villages, with people of all walks of life falling in line to the sound of one voice, the voice of the Caravan Driver. They offer education, trade, salvage, and protection - for a fee.

Play An Caravan Driver If...

You want to play a hardened merchant prince of the road. As a Caravan Driver, you are one part trader, one part leader, and one part all-around ass kicker, equally able to keep your caravan safe against the dangers of the wild and negotiate a fair price for your goods when you make it to town. You stand fine on your own, but work best when you have a group behind you, preferably some rough types to ward off trouble as well as some gatherers and scavengers to keep you supplied with goods to bring to market. Distillers, Cooks and brewers of all varieties are natural customers for the Herbs your Trade Ties bring in, while Engineers, Tinkers and Mad Scientists appreciate a steady flow of Scrap.



BLOOD

Charlatan

Skill Name	Cost	Prerequisites
Alert	3	
Avoid	6	
Beg For Life	6	Charisma
Charisma	3	
Cheat	3	
Cure Toxins	6	Educated
Educated	3	Literacy
Escape Bonds	6	Tie Binds
Interrogate	3	
Melee Weapon, Small	3	
Mind Resistance	6	
Tie Binds	3	
Torture	3	
Unlock	3	

Everyone in the world works hard to make their way; they work hard to keep their property, their food, and their very lives. The Charlatan knows this and works hard to take those things from them. Charlatans are skilled at the art of taking from others through lies, coercion, or as a very last resort, by force.

Play An Chalatan If...

You enjoy playing a silver-tongued huckster. As a Charlatan, you will be talking your way into—and right back out of—trouble as often as possible, and always on the lookout for the right person to talk to in order to get ahead in a situation. You have some killer social skills to help you bring people around to your position, so don't be afraid to use them to turn situations to your advantage. You also have some relatively uncommon practical skills, so make sure to offer them up whenever you can—for the right price, of course. Doctors and Sawbones often appreciate some extra assistance when there's a lot of toxins that need curing, while local law enforcement may find your ability to restrain a subject and put them to the question—sweetly or not so sweetly—quite the rare and invaluable talent. However you sell yourself, make sure somebody's always buying.



Cook

Skill Name	Cost	Prerequisites
Analyze Compound	3	
Charisma	6	
Disguise Contents	3	Healthy Feast
Educated	3	Literacy
Healthy Feast	3	Prepare Meal
Income	3	
Instruct	3	Teach
Literacy	3	
Nail	3	Throwing
Prepare Meal	3	
Rescue	3	
Scrounge	6	
Teach	0	
Throwing	3	

Zombies and Raiders are not the only threats in the world; malnutrition, starvation, and food based poisons are just as deadly. A capable Cook is someone who not only can make food taste good, but understands that you need to have a balanced diet to stay alive. They can produce meals that refresh your flagging spirits or even cure what ails you. Of course, if you make them angry, they know how to incorporate all kinds of nasty things into their food and flavor it so that you'd never notice until it's too late...

Play A Cook If...

You enjoy playing a crafter whose food keeps other survivors at peak performance. As a Cook, your meals offer the most efficient way in the game for characters to recover valuable Mind Points, so expect to be highly in-demand after battles and other major dust-ups. More exotic recipes offer a variety of additional benefits too, so keep an ear out for tasty new dishes to prepare. Of course, proper meals require quality Produce, so keep an eye out for fresh Herbs as well as all kinds of meat and any other foodstuffs. Scrounge what you can when you can, but it's worth getting to know as many Farmers, Hunters, Fishmongers and Scavengers as possible in order to keep your kitchen well stocked.



Distiller

Skill Name	Cost	Prerequisites
Analyze Compound	3	
Bartender's Tongue	6	Brewing
Brawling	3	
Brew Master	6	Brewing
Brewing	6	Analyze Compound
Check Quality	3	
Cure Toxins	3	
Educated	6	Literacy
Income	3	
Literacy	3	
Melee Weapon, Large	3	
Melee Weapon, Standard	3	
Scrounge	3	
Teach	0	

Booze, Moonshine, Grog, Juice, Red-eye, and Hooch. These are the trades of the Distiller. He crafts his potions strong; strong enough to shut out the world as needed. Strong enough to cure what ails you, and strong enough to fight back the cold, long nights. Distillers seek out safety in their stills, brewing to keep the people happy, and thereby, keeping themselves paid and entertained.

Play A Distiller If...

You enjoy playing a crafter whose brews restore, relax and enhance your fellow survivors. As a Distiller, no other profession can equal your raw brewing skill, and your craft is among the most diverse around, capable of producing many different Brews with results ranging from simple intoxication or hallucinations to instant health or almost godlike resilience and anything in between. You're not bad in a brawl either, and tend to know more than people might think about what's going on. Your skills require steady supply of fresh Herbs, so scrounging and getting to know local Farmers and Scavengers is a good idea, as is becoming acquainted with Merchants and Publicans who can market your wares to a thirsty public. Because why do the boring part, when the brewing is so much more fun?



Doctor

Skill Name	Cost	Prerequisites
Bolt Action	3	
Check Status	6	Educated
Cure Toxins	6	Literacy
Educated	6	Literacy
First Aide	3	
Fix Limb	3	
Income	3	
Literacy	3	
Mangle Limb	3	
Medical Assistance	6	Literacy
Medical Genius	6	Medical Assistance
Melee Weapon, Small	3	
Sever	3	
Teach	0	
Torture	3	

Doctors are rare men and women who have acquired a formal education in the art of healing and mending the wounded and the sick. Medical skills usually help Doctors save or extend lives, although those same skills can also allow them to harm in ways that can unearth even the deepest secrets. In any community, Doctors are revered for their skills and knowledge. Many seek them out to further their education and medical training.

Play A Doctor If...

You want to be a versatile and powerful healer. As a Doctor, your Skills are costly to learn but incredibly effective once obtained, allowing you to treat patients much more quickly and efficiently than any other type of healer around. Your knowledge of anatomy makes you surprisingly dangerous in a brawl, and can also provide a comfortable income if you're so inclined. The one type of injury you cannot cure is trauma of the mind, so it's good to get to know which local Teachers and Entertainers can help when it comes to treating deranged individuals. In addition, you must choose one type of person you cannot ever charge for your services or refuse to treat: children, the diseased, those hurt defending the town, etc. This choice must be approved by Storytelling staff and noted on your card.



BLOOD

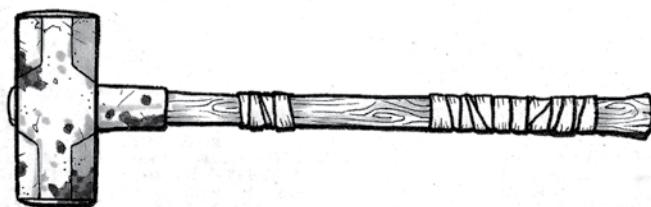
Engineer

Skill Name	Cost	Prerequisites
Barricade	3	
Check Quality	3	
Chop	6	
Florentine	6	
Force Barricade	3	
Forging the Future	6	
Income	3	
Literacy	3	
Melee Weapon, Small	3	
Patch Job	3	
Repair	6	
SCIENCE!	6	
Smelt	3	
Weld	6	

Weapons, guns, and armor are all very important, but so are fortifications and safe houses. Engineers specialize in improving the shanties and structures where the world's populations dwell, making them stronger, more durable and more efficient. In some cases, Engineers can even improve upon their design, adapting them for the specialized purposes in the short term. Be it incorporating inspiring signs of faith into a crumbling church, or double-layering walls to resist the Tank trying to force them down, the Engineer plans to outlast her problems, rather than outmaneuver them.

Play An Engineer If...

You want to play a crafter who reinforces strongholds and builds structures that offer powerful benefits to large groups of people. As an Engineer, you're usually the first one called to build a barricade, and you're quite capable with a weapon in each hand, but your real love is building structures that enhance the skills of your fellow survivors for months or years at a time. Of course, such big benefits also carry big costs, so you'll often need to Chop, Scrounge and buy as much Scrap metal as you can, as well as keep in touch with local Merchants and Scavengers for your more exotic building materials.



Entertainer

Skill Name	Cost	Prerequisites
Balance	3	
Bartender's Tongue	6	Cheat
Bolt Action	3	
Bomb Awareness	3	
Cheat	6	Lie
Check Value	3	
Disarming Blow	6	Melee Weapon (Any)
Entertain	6	
Head Shrink	6	Entertain
Income	3	
Lie	3	
Melee Weapon, Standard	3	
Refuse	3	
Throwing	3	

The Entertainer is a rare breed of individual in this fallen world. Be it oratory, music, dancing or any other performance style, the Entertainer is well known in their local community. The Muses have spoken through them, and Entertainers have a unique ability to affect the emotions of those around them. While the Entertainer may honor their craft, it is rarely the most profitable of professions. As such, most Entertainers pick up various other skills to round themselves out and keep them going until their next big gig.

Play An Entertainer If...

You want to bring some art and passion to a burning world. As an Entertainer, you have a good array of social skills, you know what things are worth and you even have a few dirty tricks if a scene gets nasty, but your real strength is performance. Not only does it entertain others, but it also restores valuable Mind Points, and you can even learn how to use it to soothe the troubled minds of the deranged. You work well when paired with a local Publican or other business owner, trading your talent for a space to perform and more business for their establishment. *Note: You need not be OOC talented to be an Entertainer, but you must be willing to actively perform in some fashion.*



BLOOD

Farmer

Skill Name	Cost	Prerequisites
Alert	3	
Analyze Creature	3	
Animal Handler	3	
Brawling	6	
Brewing	3	Crop Tending
Carry	3	
Chase	3	
Crop Tending	3	
First Aide	3	
Income	3	Crop Tending
Melee Weapon, Standard	3	
Take Down	6	Brawling
Throwing	3	

In this fallen world, cultivating both edible vegetation and animals suitable for consumption is extremely difficult, not to mention dangerous. Large farms attract Raiders, having too many animals will attract zombies, and so much of the soil is simply irradiated and useless. Having a Farmer who is able to raise crops and take care of small amounts of animals is a godsend when it comes to the overall survival of the species.

Play A Farmer If...

You want to play a combat-ready gatherer who provides very valuable and perishable commodities. As a Farmer, you're close to the land, able to identify strange creatures, track elusive targets and generally be quite capable of defending yourself in a brawl. You can even make a limited but surprisingly effective field medic in a pinch, should you be so inclined. However, your signature talents are your ability to tend crops and handle animals, which allow you to gather plenty of fresh Herbs as well as bring to market animal products such as meat, milk and wool. Cooks and Distillers are your natural customers, though wool and some of your more exotic Herbs can sometimes find a market with Engineers, Mad Scientists and Tinkers.



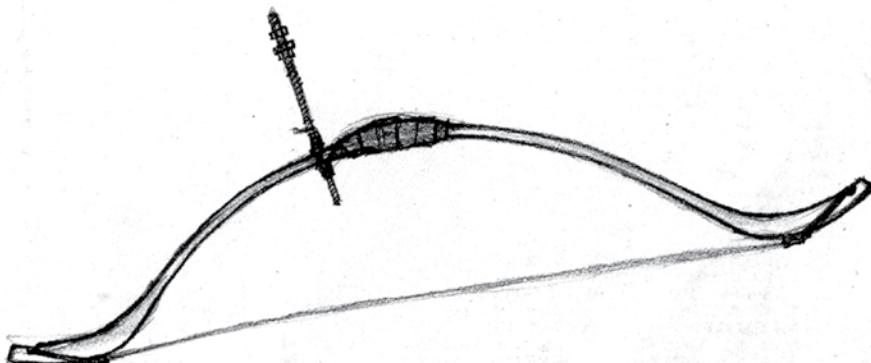
Fishmonger

Skill Name	Cost	Prerequisites
Alert	3	
Analyze Creature	3	Fishing
Avoid	6	
Bow	3	
Brawling	3	
Cheat	3	
Fishing	6	
Lie	3	
Melee Weapon, Two-Hand	3	
Nail	3	Throwing, Javelins or Bow
Sailing	3	
Throwing, Javelins	3	
Tie Binds	3	

Fishing itself is not a demanding profession; however, it is at times a deceptively dangerous one. Sea travel is risky on its own, especially when one considers how few safe ports are left, and before going to market Fishmongers need to know how to sort out mutated or irradiated sea creatures from more edible stock. Even the seemingly simple act of finding a safe area to be alone long enough to haul in a decent catch is hazardous in a world where Raiders, mutants and zombies are never too far away.

Play A Fishmonger If...

You want to be a tough, exotic trader who brings fish for market and raw materials to keep the town running. As a Fishmonger, you are the only profession that can sail, making you invaluable for certain expeditions as well as giving you access to information and resources that no other profession does. You are at home in a saloon, whether playing cards and swapping stories or throwing punches and swinging chairs, and as deadly with weapons held as weapons thrown. Your ability to bring Scrap and Herbs ashore makes it easy to find steady customers among all manner of builders and craftsmen, while your fishing makes it possible to bring Cooks edibles virtually on-demand.



Gambler

Skill Name	Cost	Prerequisites
Backstab	6	Melee Weapon, Small
Bartender's Tongue	6	
Black Market Connections	3	
Brawling	3	
Charisma	3	
Cheat	3	
Check Your Sleeves	6	Cheat
Disarming Blow	3	
Feign Death	3	
Lie	3	
Melee Weapon, Small	3	
Pick Pockets	6	
Throwing	3	
Unlock	3	

Ever since the world fell apart, every day has been a gamble. Sometimes the only way to survive in this hell on Earth is to pay your money and take your chances. Those who call themselves Gamblers live by their wits and the luck of the draw, winning what they need in a dice game or a hand of cards. While style and skill are important to these cocky thrill-seekers, when all else fails they're not above plain old lying, cheating and stealing to make ends meet. In addition to counting cards and shaving dice, Gamblers often pick up other illicit skills that help them pocket enough credits for their next game, or squirm out of the trouble that inevitably follows.

Play A Gambler If...

You enjoy taking outlandish risks and don't mind using dirty tricks to beat the odds. As a Gambler, you walk a fine line—your best Skills involve fleecing others, but if you do it too badly or too often you won't be able to find anyone to use them on anymore. Channel your worst nefariousness away from friends and neighbors whenever possible, the better to catch them off-guard later if you need a quick fix. Use your social skills to stay ahead of trouble, but don't hesitate to do a little dirty fighting if it catches up.



BLOD

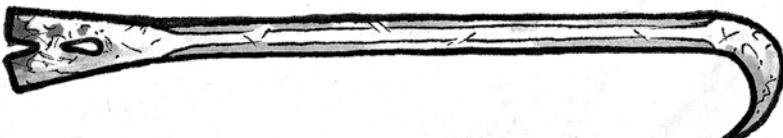
Guard

Skill Name	Cost	Prerequisites
Barricade	3	
Blind Fighting	6	
Bounce	6	Shield
Break Shield	6	Melee Weapon (Any)
Break Weapon	6	Melee Weapon (Any)
Carry	3	
Fearful Glare	3	
Force Barricade	3	
Interfere	3	
Knock Down	6	Shield
Mangle Limb	6	Melee Weapon (Any)
Melee Weapon, Standard	3	
Parry	3	
Shield	3	
Wide Strike	6	Melee Weapon, Any

Not everyone has the smarts or the connections to find their next meal or obtain needed equipment through their own efforts. Some of these individuals turn to crime, while others decide to stop them. Whenever food, supplies or other valuables exist in any quantity there is a need to keep them safe from Raiders, thieves and the relentless threat of the walking dead. When there are supplies to defend, innocents in need of protection, or travelers looking for safe passage, Guards step up to keep threats at bay.

Play A Guard If...

You want to play a stalwart protector and powerful defensive combatant. As a Guard, you fight best in the thick of a melee, with a stout shield in one hand and a wicked weapon in the other, protected by the best armor you can find. Bodyguard work is often your best chance for steady employment, particularly if you can find a member of a lucrative but less combat-capable profession such as a Merchant or Politician. You'll also want to get to know some local Tinkers who can improve your gear, not to mention repair it after all the abuse it inevitably suffers in the line of duty.



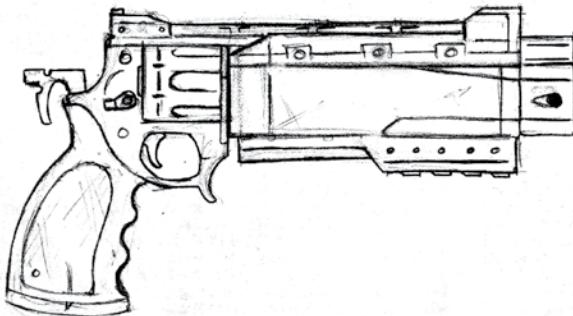
Gun Slinger

Skill Name	Cost	Prerequisites
Blinding	6	
Bolt Action	3	
Challenge	3	
Concentrated Fire	6	Bolt Action
Destroy Shield	6	Bolt Action
Destroy Weapon	6	Bolt Action
Double-Tap	3	Bolt Action
Fearful Glare	3	
Gun Aficionado	6	Bolt Action
Pistol Whip	3	
Scatter Shot	3	
Sniped Shot	6	Gun Aficionado
Teach	0	
Throwing	3	

Some people are lucky enough to have possession of a working firearm. A few are even good enough to use it without losing eyes or fingers in the process. And a handful of those are skilled enough to be called Gun Slingers. As feared as they are admired, Gun Slingers have an almost inhuman connection with their firearm, allowing them to make incredible shots and take down enemies others can only dream about, all without letting their opponents get close enough to take a single swing.

Play A Gun Slinger If...

You want to be an absolute badass with a gun in your hand. As a Gun Slinger, you have access to all the shooting skills a survivor can learn, and you can take out many enemies without them getting close enough to ruffle your duster. Of course, sometimes there are just too many enemies to gun them all down before they step up and say howdy, so you tend to work best with a nice screen of Thugs, Guards, Soldiers and other melee-happy lunatics out in front of you, keeping rude strangers at bay while you work your black powder magic. It's important to have a killer firearm, so make friends with the local Tinkers to ensure that you always carry the absolute best shooter you possibly can.



Hook-Up

Skill Name	Cost	Prerequisites
Attach	3	
Bartender's Tongue	6	
Black Market Connections	6	Bartender's Tongue
Building Tomorrow	6	
Check Quality	3	
Check Value	3	
Fade In A Crowd	3	
Income	6	
Patch Job	3	
Rescue	3	
SCIENCE!	6	Patch Job
Scrounge	6	
Trade Ties	3	
Trap Making	6	
Unlock	3	

A lot of stuff got left behind when the dead started to walk and the cities got bombed out; a lot of useful stuff for those who know what to do with it. Sometimes you need a few more shells for that six-shooter your father left you, sometimes it's a bottle of hooch for Saturday night's festivities. Sometimes it's just a new pair of socks. That's when you turn to everyone's pal, the Hook-Up—he's got a half box of shells, a jar of the good stuff, and even a pair of wool ones that actually match. And he never asks you any troubling questions about why you want it or what you'll do with it... so long as you return the favor.

Play A Hook-Up If...

You like being “the guy who knows a guy” who’s always scheming ways to get ahead. As a Hook-Up, you don’t have the contacts that legit merchants do, so get creative and stress your “other” services. A quick fix in the field? No problem. Pull someone out of danger? Sure thing. Make a trap? You’re one of the few who can. Hustle, baby. You’ve got something for everyone; they just don’t know it yet. Sure other people might do the same sort of work, but you’re right here, right now, and ready to make a deal.



BLOOD

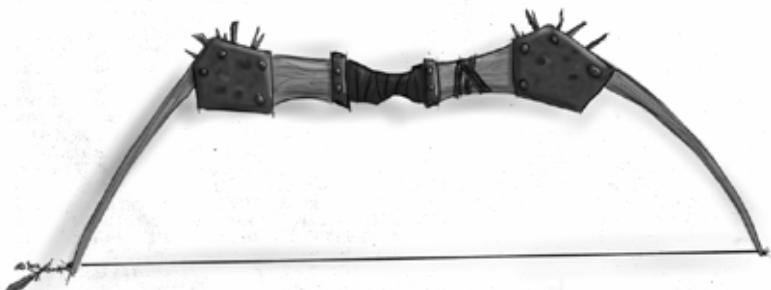
Hunter

Skill Name	Cost	Prerequisites
Alert	3	
Bow	6	
Carry	3	
Charge	3	
Chase	3	
Double-Tap	6	
Frightening Force	6	
Hunter's Mark	6	Alert & Chase
Melee Weapon Expert	6	Melee Weapon, Large
Melee Weapon, Large	3	
Melee Weapon, Small	3	
Melee Weapon, Standard	3	
Nail	6	Throwing, Javelins
Throwing, Javelins	3	

It's out there, in the woods, in the wastes, in what's left of the city, and when you track it down at last, one of the two of you will be food for the other. Whether bringing down a feral pig to feed her family, or putting one between the eyes of one of the shambling dead to protect her companions, a Hunter is always prepared to cross that divide between predator and prey. A handy person to have around when food is low or trouble is in the wind, few people are as versed in using available weapons and tactics as a Hunter.

Play A Hunter If...

You like being a tracker and a master of primitive weaponry. As a Hunter, you have access to a wide variety of melee weapons, and can put down even the toughest zombies on the first fall with a well-timed Double-Tap. You can pin enemies in place with ranged attacks, track elusive and fleeing enemies with ease and strike with terrifying power, making you an excellent scout and skirmisher for any armed force. Naturally, you can also learn to hunt all manner of wild game, bringing valuable meats to market that cooks can use in preparing their meals.



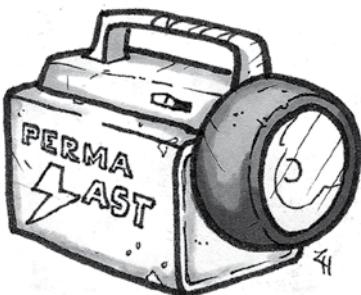
Jones

Skill Name	Cost	Prerequisites
Attach	3	
Balance	3	
Big Dig	3	Bomb Awareness
Bolt-Action	6	
Bomb Awareness	3	
Brawling	6	
Concentrated Fire	6	Disarming Shot
Disarming Shot	3	Bolt-Action
Double-Tap	6	Disarming Shot
Escape Bonds	3	
Literacy	3	
Pistol Whip	6	Disarming Shot
Scrounge	3	
Teach	0	
Unlock	6	Bomb Awareness

Civilization has crumbled, and many struggle to hold on to some semblance of what once-was. While others try to hold on to past ideals, a Jones is dedicated to recovering the actual artifacts of civilization prior to the Fall, as well as living up to the expectations of the historian-adventurers of old. Jones' delve into the ruined cities and crumbling shrines of a dead world, battling hordes of zombies with naught but wit, luck, and a trusty pistol, all for the sake of finding even just a single useful remnant of the past.

Play A Jones If...

You like being an action archaeologist, relic in one hand and pistol in the other. As a Jones, you emulate a great hero of old, fearlessly diving into all manner of dangerous ruins in search of lost artifacts and forgotten truths. Your ability to dig for relics is unique to this profession, and most Jones see their work as a sort of higher calling, though others are mercenaries who gladly sell their finds to the highest bidder. You're a natural fighter, as good with your fists as a pistol, but you also pair quite well with Teachers, who can help analyze some of your more exotic finds. Your skills are also quite in demand when it looks like there may be traps ahead, and you wouldn't have it any other way.



BLOOD

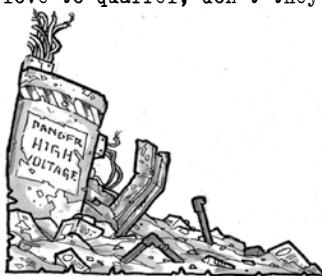
Mad Scientist

Skill Name	Cost	Prerequisites
Black Market Connection	6	
Bomb Awareness	6	Literacy
Building Tomorrow	6	
First Aide	3	
Income	6	
Literacy	3	
Melee Weapon, Two-Hand	3	
Mind Resistance	6	
Patch Job	3	
Repair	3	
SCIENCE!	6	Repair
Scrounge	3	
Teach	0	
Torture	3	

While Doctors might have their Code of Ethics and Tinkers may have their Scientific Process, Mad Scientists have no time for such atrophied concepts. Genius does not come in gentle currents, but as a tidal wave that takes over Mind and Health alike! It cannot be stifled by such things as 'procedure' and 'morality'. There is no length that a Mad Scientist will not go to, nothing that will stop them from completing their current project. Indeed, past experience has taught them that some martial skill is required to protect themselves from the angry unenlightened as well as thieves and zombies, and they have a knack for knowing when they are just about to set off a disastrous trap.

Play A Mad Scientist If...

You enjoy playing a slightly shady craftsman with a flair for the dramatic and a knack for bizarre logic. As a Mad Scientist, you are one of a rare few who understands SCIENCE!, which mean you will find your skills in demand when it comes to deciphering certain difficult blueprints, figuring out obscure technologies or puzzling out weird theories. Most of your basic crafting work requires Scrap metal, so befriending Engineers and Scavengers is a good idea, though between your grand projects you may also find that you can make a rather decent living repairing arms and armor for the more pugnacious locals - after all, those lesser minds do so love to quarrel, don't they?



BLOD

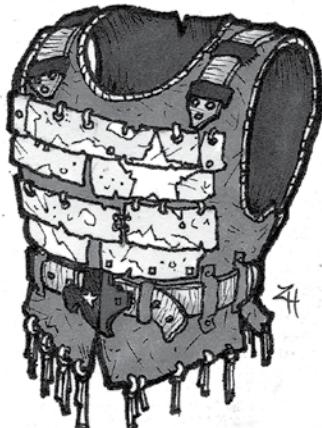
Martial Artist

Skill Name	Cost	Prerequisites
Avoid	6	
Balance	3	
Bow	3	
Brawling	3	
Carry	3	
Choking Blow	6	Brawling
Escape Bonds	3	
Iron Fists	6	Brawling
Knockout	6	Iron Fists
Literacy	3	
Nerve Punch	6	Brawling
Takedown	3	Brawling
Wide Strike	6	Brawling

Perhaps you have been trained in an ancient martial tradition dating back centuries. Perhaps you've heard of a member of Telling Visions speak of an old Saturday morning ritual where a good man fought to uphold justice for the common people. No matter how you came by your knowledge, you have dedicated yourself to becoming a living weapon. Through rigorous study and practice, you are as deadly with your body as any Gun Slinger's pistol or Guard's ax.

Play A Martial Artist If...

You enjoy being able to use a combination of brawling attacks and exotic special moves to destroy your enemies. As a Martial Artist, you need to get in close to the enemy and fight fearlessly, but fortunately it usually only takes one or two of your best moves to end most fights in your favor. You have limited ranged combat options, however, so make sure you can close the distance with your enemies quickly when battle begins. Your arsenal of tricks also tends to burn through your Mind Points quickly, so make friends with the Cooks, Priests and Entertainers who can help replenish that resource.



BLOOD

Merchant

Skill Name	Cost	Prerequisites
Analyze Compound	3	
Barricade	6	
Bartender's Tongue	6	
Beg For Life	6	Charisma
Black Market Connections	6	
Carry	3	
Charisma	3	Lie
Check Quality	3	
Check Value	6	
Check Your Sleeves	3	
Disguise	6	
Fade In A Crowd	3	
Income	3	
Lie	3	

Let's face it; no matter how the world changes or how much it goes to hell, people will always need stuff. And you are just the type of person to have what they're looking for. The world still operates on the tenets of supply and demand, and you do your best to make sure that the Distiller gets the best return on his newest brew, a Cook has the materials to keep their customers happy and that all the Tinker's hard work is appreciated.

Play A Merchant If...

You like being the one who always has a stack of goods to sell and a taller stack of credits from doing it. As a Merchant, your challenge is finding a niche in the market and filling it, so early on you want gather as many credits as you can while taking a good look around and see who's selling what to whom: who's gathering materials, who's crafting with those materials, and what everybody's charging for those privileges. Once you've got that down, it's time to act as a go-between- you want to make it known that you will pay for a certain commodity, then turn around and re-sell it at a profit. Don't be afraid to use your social skills to help carve out a market, and be ready to defend your market share as new Merchants and suppliers come into the picture.



BLOD

Officer

Skill Name	Cost	Prerequisites
Bolt Action	6	
Brawling	3	
Break Armor	3	
Challenge	3	
Charge	6	Melee Weapon, Large
Destroy Armor	6	
Disarming Shot	6	
Fearful Glare	6	Break Armor
Florentine	6	
Frightening Force	6	
Instruct	3	Teach
Literacy	3	
Melee Weapon, Large	3	
Teach	0	

You would think that a world so devastated would have a greater understand of community and ethics, but those who become Officers know this isn't true. Order must be maintained and the weak protected from those who would take advantage of them. Perhaps more importantly, military force becomes dangerously unstable and cruel when it's not headed by strong authority figures, and your strong voice and iron discipline ensures that it does not become a leaderless, rampaging mob.

Play An Officer If...

You want to take charge of tactical situations while still being to throw down alongside the troops. As an Officer, you have a versatile assortment of weapon skills and the talents to use them, as well as abilities that will ensure some enemies can't even face you in the first place. You work best at the head of an organized military force, where you can direct the troops to the best effect: sending Hunter and Snipers out for recon and flanking attacks; forming a strong battle line with Soldiers, Guards, Engineers and Thugs; deploying "specialists" like Gun Slingers, Assassins and Psions where they can inflict the most damage. No matter who's under your command, however, you need to learn their strengths and weaknesses so that you can do your best to make sure they're always deployed where they're most needed and don't wind up over their heads in a bad situation.



BLOODY
BONES

Politician

Skill Name	Cost	Prerequisites
Avoid	3	
Backstab	6	Melee Weapon, Small
Bartender's Tongue	6	
Beg For Life	3	
Charisma	3	
Cheat	3	
Check Your Sleeves	6	Cheat
Educated	3	Literacy
Entertain	6	
Escape	3	
Escape Bonds	3	
Literacy	3	
Melee Weapon, Small	3	
Income	3	
Lie	6	Income

Nature abhors a vacuum and so does politics. Luckily, real Politicians recognize this and fill it with their personality, intellect and charm. The old governments might be gone but society still needs figureheads and ambassadors. Someone still needs to grease the wheels, shake the hands and kiss the babies. More importantly, having a single executive decision maker allows a community to react swiftly and decisively during a crisis- if that decision maker just happens to be you, so much the better!

Play A Politician If...

You like being a key player in personal and political intrigue. As a Politician, you have a powerful assortment of social skills to help you stay in the loop and bring others around to your point of view, as well as some handy defensive skills for getting out of trouble if a situation turns violent. You work best when you make extensive connections with other community leaders such as Merchants, Publicans, Officers, Ring Leaders, Priests and Caravan Drivers. After all, it's in your interest to keep yourself informed about local developments such as treaties, trade routes and relations with other settlements, not to mention keep tabs on the private lives of the relevant figures involved.



Priest

Skill Name	Cost	Prerequisites
Avoid	3	
Barricade	6	Faith Healing
Bless Weapon	3	Pray For Justice
Call The All Mighty	6	
Carry	3	
Charisma	3	
Educated	3	Literacy
Escape	3	
Faith Healing	6	
Holy Rites	3	Educated
Interfere	3	
Literacy	3	
Mind Resistance	3	
Pray For Justice	6	Faith Healing
Refuse	3	

The world has entered a dark time where hope is a rare thing. In such dire circumstances, people turn to a variety of faiths to find purpose and guidance. It is the Priest that provides the channel to these for his congregation. A Priest looks beyond his own concerns and focuses on the needs of his flock, as dictated by the doctrines of his faith.

Play A Priest If...

You want to play a powerful spiritual leader with the ability to perform amazing miracles. As a Priest, you are among the most versatile of professions, with strong defensive skills, useful healing talents and a few potent offensive capabilities; combined with your leadership role among the faithful, you can easily become the focal point of a large group of followers. In return, you must strive to uphold the tenets of your faith whenever possible, and do your best to see that your followers do the same - while you need not be a humorless zealot, there should be no question in word or deed that you are a walking embodiment of your chosen faith. Give them something to believe in, preacher!

Specials: Unlike most characters, Priests may begin play already formally baptized to the faith of their choosing. Staff must approve this choice during character creation.



BLOOD

Primitive

Skill Name	Cost	Prerequisites
Analyze Creature	3	
Avoid	6	
Bounce	6	Shield
Bow	3	
Brawling	3	
Challenge	6	
Chase	3	
Chop	3	
Mangle Limb	6	
Melee Weapon, Two-Hand	3	
Melee Weapon Expert	3	
Shield	3	
Throwing	3	
Tie Binds	3	
Wide Strike	6	Melee Weapon, Two-Hand

The time for technology came, destroyed the world, and left ... and the Primitive could not be any happier. They have learned to live in the wastes with nothing more than their wits, their weapons, and their drive for survival. From an early age, Primitives strive to learn as many combat tactics as possible, ensuring that they have every edge in their battle for survival, no matter what tools are available to them.

Play A Primitive If...

You want to play the a savage warrior who's deadly with all manner of primitive weapons. As a Primitive, you are skilled at ranged fighting but especially devastating in close combat, equally capable of defensive fighting with a shield in hand or all-out offense with you laying waste with a giant weapon. You run well with Hunters and Scavengers, patrolling the fringes, and can do well with a sideline in selling crafters the Scrap metal you collect from chopping the weapons of fallen enemies. When trouble threatens, step up and show it what a bad decision it is to mess a weapons master.



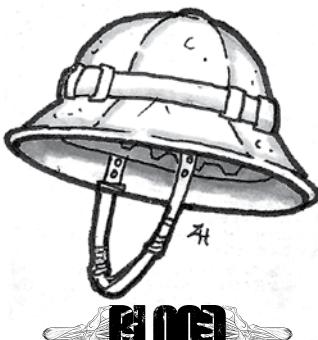
Printer

Skill Name	Cost	Prerequisites
Bartender's Tongue	3	
Black Market Connections	3	
Bolt Action	3	
Charisma	6	
Educated	3	Literacy
Escape	6	
Fade In A Crowd	3	
Income	3	
Instruct	3	
Literacy	3	
Mind Resistance	3	Educated
Teach	0	
Transcribe	3	Literacy

In an age of illiterate and uneducated cattle, being skilled in written communication allows a Printer to provide a service that has a limited demand, but even less competition. Often sought after by craftsmen, from brewers to Tinkers, Printers can find themselves either in the lap of luxury or begging to scratch out an existence. Whenever a new Blueprint or other valuable document surfaces, however, a Printer can be sure that they will be approached not long after, whether to create a backup copy for 'insurance' or getting a cut of the price the owner is charging other craftsmen for their copies.

Play A Printer If...

You want to play a well-connected craftsman who provides a vital service for every other crafter in town. As a Printer, you have the unique ability to copy the special Blueprints, patterns and recipes that allow craftsmen to make the best, rarest and most powerful items, making your services indispensable whenever new designs hit town or two crafters want to exchange their best trade secrets. Of course, you've got other tricks too - you're a natural researcher, you can dabble in less than legal activities on the side, and you have more than a few tricks to get out of trouble if you get in over your head. Make sure to advertise your services to every crafter you meet - Cooks, Tinkers, Distillers, Engineers, Mad Scientists - so that they know who to contact when they need a copy made of that priceless pattern they've got their eye on.



Psionist

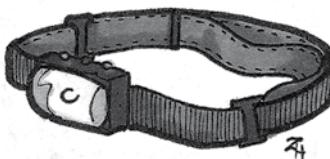
Skill Name	Cost	Prerequisites
Alert	6	
Blind Fighting	6	
Blinding	6	
Chase	3	
Double-Tap	6	
Lie	3	
Literacy	3	
Melee Weapon, Small	3	
Mind Resistance	3	
Psionic Basic Skill	3	
Psionic Intermediate Skill	6	Psionic Basic Skill x2 Per
Psionic Advanced Skill	6	Psionic Intermediate Skill x2 Per
Refuse	3	
Throwing	3	

Evolution evolved. The next link in the chain. Freak. Whatever they choose to call themselves, Psionists are different. Since the bombs fell, some people have managed to tap into the latent power of the Grave Mind, an ability to manifest one's will upon the landscape and denizens of the plains of Armageddon. No matter what its origins, it offers strength and survivability in harsh lands.

Play a Psionist If...

You want to play a dangerous freak with seriously badass psychic powers. As a Psionist, you have some basic fighting abilities, but your real strengths are your mental powers - they are expensive to learn but offer powerful, unique advantages found in no other profession. Your powers are costly to use, however, so you will want to invest heavily in Mind Points, as well as befriend some local Cooks, Priests and Entertainers so you can avoid being tapped out at a bad time. Last but not least, remember that not everyone loves your "gifts", so be careful when searching for your fellow psions and watch your back for zealous types who might look to make an example out of you. It's a dangerous life, but it's not like you can change... and besides, the power is its own reward.

Special: This profession must be taken at character creation - it cannot be taught. There are unique items which allow people to become Psionists, but these items are rare. Players of Psionists should be aware that many outside sources hunt Psions to kill them due to their link to the Grave Mind.



4

BLOD

Publican

Skill Name	Cost	Prerequisites
Bartender's Tongue	3	Charisma
Beg For Life	3	
Charisma	3	
Check Quality	3	Trade Ties
Check Your Sleeves	6	
Deep Pockets	6	
Entertain	6	Charisma
First Aide	3	
Income	6	
Literacy	3	
Medical Assistance	6	First Aide
Melee Weapon Small	3	
Pick Pockets	3	
Trade Ties	6	Deep Pockets

Zombies and raiders aren't typically interested in the finer things in life; they're much more intent on destroying what dirty Scraps remain. By contrast, the Publican's goal is to offer shelter to survivors coming in out of the wastes, or set up a little slice of home in a small township, someplace warm and comfortable for everyone to come back to. From caravan waystations and bars to hostels and medic tents, Publicans attempt to provide services to their tired, hungry and conversation-starved fellow survivors.

Play A Publican If...

You want to be the proprietor of a pleasure business in a grim world. As a Publican, you may operate a bar, a casino or maybe even a "co-ed leisure establishment", but no matter what you know how to keep people happy. You are a natural partner for Distillers and Entertainers, capable of supplying the Herbs to keep the brews flowing as well as a place for performers to showcase their talents. You have a knack for gossip and know how to run a clean establishment, though you've picked up a couple of tricks along the way to help you out in a pinch. Even if it's not your name above the door, locals know that if you're running it, they'll always get exactly what they want.



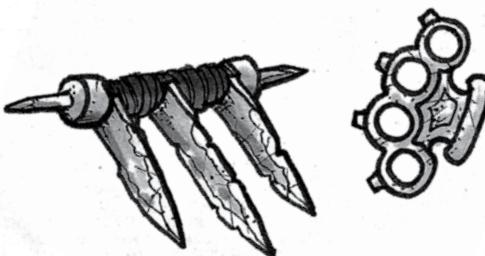
Pugilist

Skill Name	Cost	Prerequisites
Black Market Connections	6	
Blind Fighting	6	Brawling
Brawling	3	
Challenge	6	
Charge	3	
First Aide	3	
Income	3	
Iron Fists	6	Brawling
Knockout	6	Take Down
Nerve Punch	3	
Parry	3	Brawling
Pick Pockets	6	
Takedown	3	Brawling
Teach	0	
Torture	6	

Tools break and weapons jam. The fist, though, is forever. Be it due to a rough and tumble life or pure, desperate need, the Pugilist has learned how to use their fists and make it count, mastering the ol' One-Two, perfecting that right hook, and breeding an iron jaw. Life is never easy in these dark times, but the Pugilist trains hard so they can take the worst of it on the chin and keep going for another ten rounds, easy.

Play A Pugilist If...

You want to play tough-as-nails bare-knuckle brawler, perhaps with a few shady connections on the side. As a Pugilist, you need to wade into fights and get up close and personal with the bad guys, so be ready to invest in some extra Health and solid body armor to help you stay in the fight. You may not have as many exotic moves as a martial artist, but make up for it with some medical talents, a couple seriously dirty tricks and a knack for getting in touch with dangerous people.



Ring Leader

Skill Name	Cost	Prerequisites
Attach	3	
Black Market Connections	6	Charisma
Blinding	3	
Bolt Action	3	
Charisma	6	
Cheat	3	
Check Value	3	
Chop	3	
Disguise	3	
Income	3	
Mangle Limb	6	Melee Weapon, Standard
Melee Weapon, Standard	3	
Scatter Shot	6	Bolt Action
Trap Making	6	

While some are born to follow, the Ring Leader naturally takes charge. Other survivors feel drawn to them, and there's strength in numbers, so why would they turn them away? Their talent lies in their ability to draw and keep the attention of others, keep them guessing, and keep them organized. A Ring Leader is more than capable in a fight -gotta lead by example, right?- but their biggest survival technique is usually keeping a few bodies between them and their aggressors. Whether a gang or posse leader, a cult leader shepherding their flock, or just someone who would rather let others do their dirty work, Ring Leaders know the danger in going alone. So why risk it?

Play A Ring Leader If...

You want to be a tough leader who's not afraid to get their hands dirty. As a Ring Leader, you combine combat talent, leadership skills and a few dirty tricks into a vicious -but highly effective- package. Of course, a leader's nothing without a gang, so you'll want to find a group of dangerous individuals in need of someone to organize their capacity for violence and show them exactly why you deserve to be in charge, whether it's with honeyed words or broken limbs. After all, every pack needs an alpha, right?



BLOOD

Sawbones

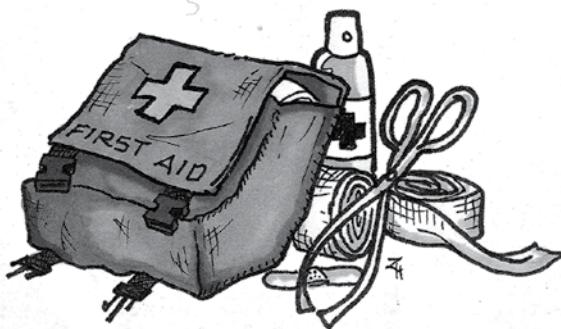
Skill Name	Cost	Prerequisites
Avoid	3	Rescue
Black Market Connections	6	
Brewing	6	Literacy
Carry	3	
Check Status	3	
Cure Toxins	3	
First Aide	3	
Guild Member	9	Black Market Connections, Interrogate
Income	3	
Interfere	3	Rescue
Interrogate	6	Melee Weapon, Small
Literacy	3	
Mangle Limb	6	
Medical Assistance	3	
Melee Weapon, Small	3	
Rescue	3	
Sever	3	Melee Weapon, Small

You're a medical professional! Well, kinda. A bit. Maybe. (Sorta.) A combat medic, you don't have fancy formal training like those snooty Doctors, but you've learned the hard way how to patch people up and keep them going, and that's enough for you.

Play A Sawbones If...

You want to be a true combat medic with a lot of tricks up your sleeve. As a Sawbones, you can rescue a fallen comrade from the midst of battle, patch them up quickly and deliver wicked strikes to anyone who gets in your way. Off the field, you can brew medicines (and hooch!), question prisoners, and make some seriously shady connections in order to get your hands on the best illicit supplies to fuel your "practice."

Be advised that the Guild has a need for tough medics who don't ask too many questions.



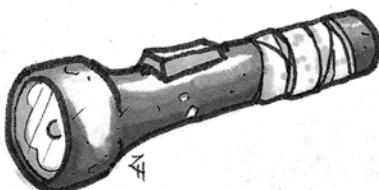
Scavenger

Skill Name	Cost	Prerequisites
Analyze Creature	3	
Avoid	3	
Barricade	3	
Beg For Life	3	
Brawling	3	
Check Quality	3	
Check Value	3	
Chop	3	
Cover of Night	6	
Escape Bonds	3	
Feign Death	3	
Melee Weapon, Two-Hand	3	
Patch Job	6	Chop
Scrounge	3	

They are the brave new world, the unsung heroes of settlement and caravan alike. They are the future, surviving on the bones of the past. Scrappers, Gatherers, Trash-Pickers. Scavengers eke out their living through an uncanny knack for finding and exploiting the useful pieces of a wasted world. They survive at all costs, and at all costs provide. Without the tireless efforts of the Scavenger, the guns have no ammo, the builders no Scrap, the medics no medicine, and the world no chance.

Play A Scavenger If...

You want to be capable of pulling valuable raw materials out of just about any situation. As a Scavenger, you can chop weapons for Scrap and pick up Herbs and metal you scrounge in the wild, so make sure you spend plenty of time out searching for raw materials and always be quick to salvage the weapons of fallen enemies. It's dangerous to go alone, though, so make sure you bring friends on your scrounging runs, and make note of the spots you make big finds. Most any craftsman has a need for the goods you provide, so introduce yourself around and let them know when you're selling.



Scoundrel

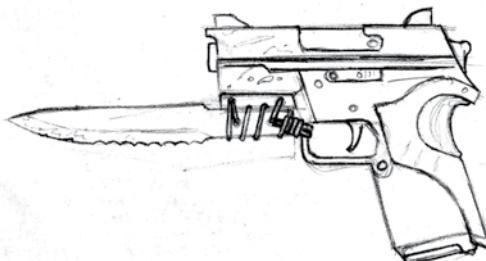
Skill Name	Cost	Prerequisites
Attach	3	
Backstab	6	Melee Weapon, Small
Black Market Connections	6	
Blinding	6	
Bolt Action	3	
Brawling	3	
Charisma	3	
Cheat	6	Charisma
Choking Blow	3	
Disarming Blow	6	Melee Weapon (Any)
Guild Member	6	Backstab & Black Market Connections
Interrogate	3	
Lie	3	
Melee Weapon, Small	3	

There are two types of people in the world: those who play by the rules and those that break them. Scoundrels know that the only way to get the job done is by breaking every rule. Lying, cheating, stealing, making dangerous friends and always fighting dirty are just the small cross section of their repertoire, and while that makes them exceptionally well-rounded criminals, it doesn't exactly bring respect and admiration. This isn't aided by the fact that some silver-tongued Scoundrels have been known to talk people into helping them in their illicit activities; their hapless victims unaware until it's too late.

Play A Scoundrel If...

You want to be a criminal jack-of-all-trades. As a Scoundrel, no wallet, body or conscience is safe with you around, and you like it that way. You've got a touch of a con man mixed with a bit of a thug, and connections with all kinds of dangerous people to back it up. You operate well alone, but also do well as a Ring Leader's right hand man, organizing the Thugs, Thieves, Charlatans and worse to keep things running smoothly.

Be advised that the Guild watches this profession to see just how deep you're willing to go.



Sniper

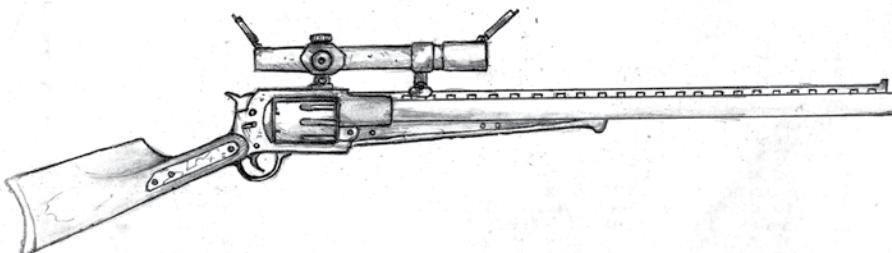
Skill Name	Cost	Prerequisites
Alert	3	
Attach	3	
Balance	3	
Bolt Action	3	
Concentrated Fire	6	Bolt Action
Cover of Night	6	
Destroy Shield	3	
Destroy Weapon	3	
Disarming Shot	3	
Guild Member	6	Murder Most Foul
Gun Aficionado	6	Concentrated Fire
Murder Most Foul	6	Sniped Shot
Sniped Shot	6	Concentrated Fire
Vanish	3	

One shot, one kill. Staying far away from your target and shooting before they even know you exist is the easiest way to ensure your enemies stay dead, and you stay alive. Best way to become an expert Sniper? Don't miss.

Play A Sniper If...

You want to fire that amazing shot from ambush, drop your enemy and disappear before anyone knows what happened. As a Sniper, you don't have all quite the variety of shooting tricks as a Gun Slinger does, but make up for it with acute senses and advanced stealth techniques. Oh, and the ability to fire a killing shot the likes of which most powder jocks could never dream was possible. You work well with Hunters and other scouts, and while some Snipers fall in with a sinister crowd, many are just marksmen who love the challenge of making that one perfect shot. As most Snipers treasure their rifle above all else, you'll want to get to know local Tinkers to make sure it's the best it can be.

Be advised that the Guild sometimes approaches snipers to see if they want "regular work."



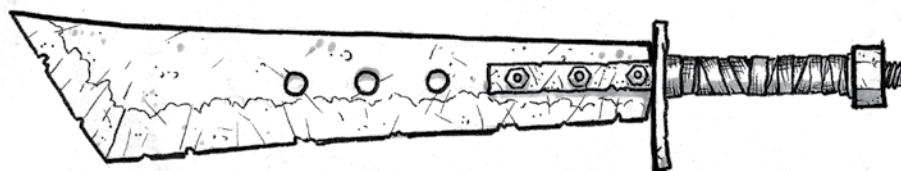
Soldier

Skill Name	Cost	Prerequisites
Avoid	3	
Break Shield	6	
Charge	6	
Double-Tap	6	
Florentine	6	
Force Barricade	6	Charge
Interfere	3	
Melee Weapon Expert	6	Melee Weapon, Standard & Melee Weapon, Large
Melee Weapon, Large	3	
Melee Weapon, Standard	3	
Nail	3	
Sever	3	
Shield	3	
Throwing, Javelins	3	

This is a world where the only means of ensuring your own safety is through military force. Trained in both ranged and close combat and operating with greater coordination and discipline than Thugs, Guards and other amateur warriors, it is on the blood, sweat, and tears of Soldiers that the new world will be built.

Play A Soldier If...

You want to be a well-balanced melee bad-ass, equally at home with two weapons as you are with a weapon and shield. As a Soldier, you are one of the most versatile melee fighters around, with a mix of offensive and defensive skills that you can tailor to suit your fighting preferences or even switch up to meet the needs of the moment. You make a mess of shield walls, you cut down soft targets easily, you can take down fortified doors in a hurry and you can make sure even the toughest zombies don't get up a second time. In short, Soldier, you are the heart of the line, so stand strong and let your example inspire the wannabe warriors around you.



Spy

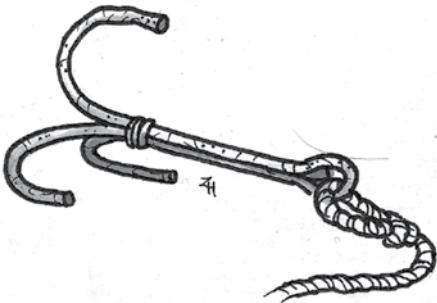
Skill Name	Cost	Prerequisites
Balance	3	
Bartender's Tongue	6	
Blinding	3	
Chase	3	
Cover of Night	6	
Disguise	6	
Escape	3	
Escape Bonds	3	
Fade In A Crowd	6	
Feign Death	3	
Guild Member	6	Unlock and Lie
Income	3	
Lie	3	
Scrounge	6	
Unlock	3	

One thing has retained its value from before the fall of society, and that thing is forbidden knowledge. The more that someone does not want some information to come to light, the more others will pay to find out what is being hidden. Yours is the profession of getting top credit for acquiring dark secrets, vital information, and hot items.

Play A Spy If...

You enjoy the challenge of learning secrets you're not meant to know. As a Spy, your abilities center on getting places you're not meant to be, avoiding detection and getting out of trouble. Thieves make good partners when you need particular items, while Charlatans can help you get close to a target socially, and Assassins can remove... "complications." Remember, though, information isn't worth much if a target knows you've stolen it, or if it gets passed around too easily, so gather secrets freely but share only with your client. Lastly, a quiet reputation is good— a well-known spy is soon a retired one.

Be advised, the Guild is always looking for those with a knack for learning dark secrets.



BLOOD

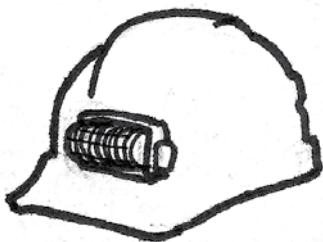
Teacher

Skill Name	Cost	Prerequisites
Analyze Compound	3	Literacy
Analyze Creature	3	Literacy
Check Quality	3	Literacy
Check Status	3	Literacy
Check Your Sleeves	3	
Educated	3	Literacy
Feign Death	6	
Head Shrink	6	
Instruct	3	Literacy
Literacy	3	
Lore (Any)	3	Requires in-game teacher
Patch Job	3	Educated
Refuse	6	Check Your Sleeves
Teach	0	

Books are rarer than clean beds. Paper is a luxury that may, one way, run out. And the knowledge of past, present, and future is at risk of being lost forever to anarchy, replaced by how to properly pack a shell or skin a kill. Teachers try to face this crisis with a brave face, imparting what knowledge they can, and spreading some measure of literacy and enlightenment whenever they can. Whether teaching letters to the little ones or a 'hard knocks' style weapon specialist, the Teacher is a rare sight in this age, the knowledge they retain a valuable commodity to those with an eye on the future.

Play A Teacher If...

You want to have answers to the most difficult questions, and the tools to find out whatever you don't already know. As a Teacher, your strength is your education, which allows you to quickly identify everything from poisons to animals to whether a person is diseased or insane. Indeed, you are one of the few who is capable of treating insanity, so expect your services to be called on when survivors emerge from the Morgue. You also learn Lore skills quite cheaply, and since these represent rare and valuable information, always be alert for the chance to learn them when you can. Expect to invest in Mind Points, as researching your Lore skills and curing insanity are both costly.



Thief

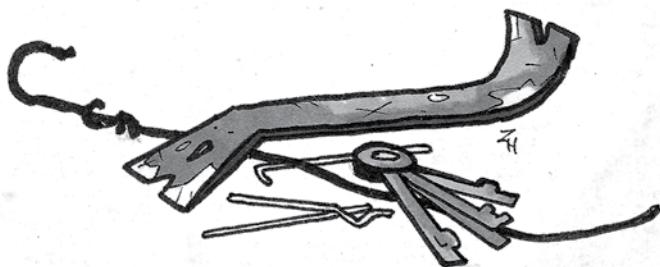
Skill Name	Cost	Prerequisites
Avoid	6	
Attach	3	
Blinding	6	
Black Market Connections	6	Pick Pockets And Lie
Disguise	6	
Escape	3	
Escape Bonds	6	
Fade In A Crowd	6	
Feign Death	3	
Lie	3	
Melee Weapon, Small	3	
Pick Pockets	6	
Scrounge	3	
Trap Making	6	
Unlock	3	

The best items are often found in locked boxes, tight pockets and behind barricaded doors. While some people still respect the concept of personal property, you have a more pragmatic approach - whoever can hold onto items, keeps them. After all, they say possession is nine-tenths of the law, which puts you in the right more often than not...

Play A Thief If...

You want be able to look at most any item and say, "Yeah, that could be mine, no problem." As a Thief, you have an incredible arsenal of tricks when it comes to bypassing hazards and getting your hands on other people's things, as well as getting out of trouble if anyone catches on and back market contacts to fence the good after. You make an excellent partner for a Spy or "acquisitions" expert for a Scoundrel, Ring Leader or Charlatan. Not that you must necessarily be a criminal - making and selling traps is a respectable living, and quite a few thieves work as "security experts", showing settlements where they're vulnerable. Whatever you do, remember that the best targets are the ones you're not likely to see again - robbing your fellow townsfolk is a risky gamble indeed.

Note: All in-game theft requires a Staff Member be present. OOC items cannot be taken.



Thug

Skill Name	Cost	Prerequisites
Barricade	3	
Bolt Action	6	
Brawling	3	
Carry	3	
Force Barricade	3	
Frightening Force	6	
Melee Weapon Expert	3	Melee Weapon, Std. & Large
Melee Weapon, Large	3	
Melee Weapon, Small	3	
Melee Weapon, Standard	3	
Patch Job	3	
Sever	6	
Shield	3	
Take Down	3	Brawling

Fighting is easy - shoot it, stab it or beat it until whatever you're hitting stops moving. You don't need fancy gestures or slippery motions to avoid attacks; that sort of show-boating will just get you killed. No, all you need to get your point across is a truly excessive amount of violence, applied in focused manner. Once people see that up close, you find you seldom have to ask for anything twice.

Play A Thug If...

You want to be a serious melee fighter who's not afraid to kick down a door to get to your target. As a Thug, there's nothing subtle about what you do - you pick up a weapon and put down enemies. Fortunately for you, you're damn good at the job. You hit hard -really hard- and even reinforced barriers have a way of toppling when you come knocking. In a pinch you're not bad on defense, especially with a shield in your hand, but you definitely have the most fun when you're cracking skulls. You make excellent muscle for take charge types like Ring Leaders or Publicans, and you can also be a solid "offense is the best defense" sort of bodyguard for Charlatans, Politicians and other delicate flowers. Invest in serious armor as well as some nasty-looking weapons, and wait for the fun to begin.



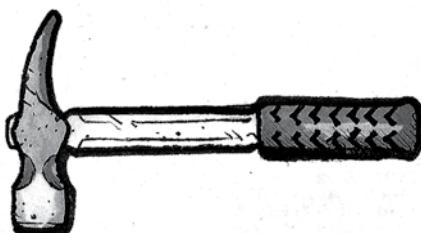
Tinker

Skill Name	Cost	Prerequisites
Analyze Compound	3	
Building Tomorrow	6	Literacy
Check Quality	3	
Chop	3	
Educated	3	Literacy
Improved Armor	6	Educated
Improved Pistol/Bow	6	Educated
Improved Weapon	6	Educated
Income	3	
Literacy	3	
Master Craftsman	6	Improved Armor, Pistol/Bow, Weapon
Patch Job	3	
Repair	3	
SCIENCE!	6	Educated

In a world where everything seems to be falling apart or already destroyed, a Tinker often seems to be the only person who can actually put it back together. At an early age, Tinkers began to investigate the world around them, poking, prodding and examining anything they could get their hands on. Armed with a sharp mind and skilled hands, they see the desolate landscape for its true potential. They know that with some time, materials and a little elbow grease, anything can be fixed or improved.

Play A Tinker ...

You want to be the best around at building, repairing and improving weapons, armor and other essential items. As a Tinker, you are a crafter first and foremost, and the only profession capable of improving weapons and armor to make them more powerful. This makes you a friend to most everyone in this dangerous world, and particularly such hazard enthusiasts as Gun Slingers, Snipers, Soldiers, Assassins and other lovers of improved and specialty combat gear. You need a lot of Scrap metal to do your work, so chop what you can and befriend Scavengers, Fishmongers, Engineers, Caravan Drivers and other steel hounds so you know where to go when you need more metal.



Introduction to Skills

Skills represent unique abilities that players cannot easily or safely represent during the duration of a game weekend. Skills also allow for players to streamline skills and activities that normally would require a number of hours (or months) of work in a period of time that is much more satisfying for a gaming experience.

Skills are provided a series of mechanics which outline what the Skill is capable of doing. On occasion a player may build or come across equipment or gear that allows for Skills to be used and modified in different ways. Items exist in play such as Trade Route cards, Big Dig Equipment, or Engineering Tools to name a few. These unique cards allow for the mechanics and effects of the use of a skill to change, or allow for a simple modification of Mind Point costs for using the Skill.

Whenever a player is using a Skill, the Skill listed specifically does ONLY what the mechanics of the Skill states unless the player has a mechanic changing Physical Representation and Item Card with them.

In life, as soon as a rule is written down, the debate in regards to the scope and design of a Skill begins. Over the generations people have spent their lives attempting to create written documents that outline every potential instance, scenario, and implementation of a rule. Lawyers can spend years debating and interpreting laws. Philosophers can spend lifetimes debating religious outlines and their meanings. In the world as a whole, almost no rule is going to be completely immune from interpretation.

With this in mind, we have attempted to change the design of Skills from a technical documentation to more of an easy to read and understand 'spoken format.' It is our hope that by explaining the spirit of the rule and outlining specifically what the rule does, we can avoid as much rules argument as possible. With the concept of explaining the spirit and mechanics of the rules in mind; instead of giving a stereo instruction style listing of just mechanics, we will be outlining what the individual Skill mechanics are capable of doing.

The outlined mechanics for what a Skill does is the limits of how a Skill can be applied. In the past players would look at the name of a Skill and infer and guess how they could use that Skill in their day to day game experience. Now players will read what a Skill does, and unless a mechanic providing device states otherwise, that is all the Skill will do.

Regardless of our efforts, we KNOW that despite the years of testing, taking feedback, applied review, and hard work of professional writers and editors, there STILL will be items that we need to clarify for the network. It is our hope that we can keep these clarifications to a minimum; however, what clarifications we do need to provide will be provided on a Network level on the Dystopia Rising LARP Network home page. This way any confusion or interpretation is settled across the entire Network instead of being interpreted on a branch by branch basis.

List of All Skills

Alert	Destroy Shield	Melee Weapon Expert
Analyze Compound	Destroy Weapon	Melee Weapon, Large
Analyze Creature	Disarming Blow	Melee Weapon, Small
Animal Handler	Disarming Shot	Melee Weapon, Standard
Attach	Disguise	
Avoid	Disguise Contents	Melee Weapon, Two Handed
Backstab	Double-Tap	Mind Resistance
Balance	Educated	Murder Most Foul
Bartender's Tongue	Entertain	Nail
Barricade	Escape	Nerve Punch
Beg For Life	Escape Bonds	Parry
Big Dig	Fade In A Crowd	Patch Job
Black Market	Faith Healing	Pick Pockets
Connections	Fearful Glare	Pistol Whip
Bless Weapon	Feign Death	Prepare Meal
Blind Fighting	First Aide	Pray for Justice
Blinding	Fishing	Psionic Skill: Basic
Bold Action	Fix Limb	Psionic Skill: Intermediate
Bomb Awareness	Florentine	Psionic Skill: Advanced
Bounce	Force Barricade	Refuse
Bow	Forging the Future	Repair
Brawling	Frightening Force	Rescue
Break Armor	Guild Member	Sailing
Break Shield	Gun Aficionado	Scatter Shot
Break Weapon	Head Shrink	SCIENCE!
Brew Master	Healthy Feast	Scrounge
Brewing	Holy Rites	Sever
Building Tomorrow	Hunter's Mark	Shield
Call the Almighty	Improved Armor/ Shield	Smelt
Carry	Improved Pistol/Bow	Sniped Shot
Challenge	Improved Weapon	Society Membership
Charge	Income	Take Down
Charisma	Instruct	Teach
Chase	Interfere	Throwing
Cheat	Interrogate	Throwing, Javelins
Check Quality	Iron Fists	Tie Bonds
Check Status	Knock Down	Torture
Check Value	Knockout	Trade Ties
Check Your Sleeves	Lie	Transcribe
Choking Blow	Literacy	Trap Making
Chop	Lore	Unlock
Concentrated Fire	Mangle Limb	Vanish
Cover of Night	Master Craftsman	Weld
Crop Tending	Medical Assistance	Wide Strike
Cure Toxins	Medical Genius	
Deep Pockets		
Destroy Armor		



Skill Descriptions

The following is an alphabetical listing of the basic Skills available to players in Dystopia Rising. Advanced Professions have unique Skills that are not listed here, but instead listed under their Advanced Profession heading. Many creatures also have special abilities that may not be listed here. When using a Skill, the Mind Points costs of that Skill are expended regardless of success or failure in regards to the Skill use. Missed strikes, misuse of Skills, unnecessary expenditures, parried attacks, and resisted skills are all considered expended uses of the Mind Points.

Alert (MP-5)

This skill counters all stealth Skills, such as Vanish, Fade In A Crowd, Whisper Walk or Cover of Night, as well as any other effects that actively hide a single character. In order for Alert to work, the target has to be in your line of sight (that means that if they're hiding behind a tree or you can only hear them, you're out of luck). You then need to spend 5 Mind Points, point toward the other person using a stealth Skill and say "Alert!" When using the skill Alert, the stealth effect that the targeted player was using immediately drops. This skill means that your character has sharp senses and/or superior training. Using it should not be seen as "meta-gaming" in any way. If your character is targeted with Alert and was using a stealth Skill, then you can't use another stealth Skill for at least 1 minute after Alert was used. (This does not apply to targets using Flight or Burrowing as a means of disappearing.)

Analyze Compound (MP-1)

This Skill counters Disguise Contents. In order to use this skill, spend 1 Mind Point and then declare "Analyze Compound" while examining a substance (like a Brew or a Meal). This automatically gives you details about the single unknown brewed substance. Usually, this means that you get to read the attached Item Card, though certain rare or plot-specific brews may require speaking to game staff at Logisties. You can also use Analyze Compound to uncover 'spiked' food or drink. In certain plot-specific situations, you might also be able to use this Skill to get more details after spending more time roleplaying an intensive examination of a compound; these situations will be announced by storytelling staff when available.

Analyze Creature (MP-1)

This Skill is countered by Disguise. In order to use the Skill, spend 1 Mind Point and say "Analyze Creature, what are you?" The character (whether a NPC or a PC), will then tell you relevant details per Mind Point that you spend. To activate this Skill you must actively role play analyzing a target; this may include measuring the creature's limbs, roleplaying dissecting the creature, and other actions for a minimum of 30 seconds minute before Skill use. At bare minimum, a player must be within 10 steps of a target, observing the target without using any other Skills or engaging in combat, before using the Analyze Creature Skill. You cannot simply point at a creature located across a field and learn about it. Analyze Creature reveals only creature name, creature type, overall threat level - 1, 2, or 3 - with 3 assumed for sentient beings and any vulnerabilities. In certain plot-specific situations, this Skill may also provide more details; such opportunities will be announced by storytelling staff when available.

Animal Handler (MP-NIL)

We all need to eat, right? Raising animals for food and supplies is an important part of survival. If you have Animal Handler, during the Check In process you can receive one of the following Named Herbs/Scraps for each level of the skill you possess (player's choice): Milk, Beef, Eggs, Chicken, Lamb, or Wool. This Skill may be purchased up to 5 times; each new purchase requires a teacher who has more levels of the Skill than you currently possess. This Skill may only be used by a character at their home game.

Attach (MP-Variable)

This Skill is countered by Bomb Awareness. This Skill allows a character to mount and prime an existing Trap to go off when triggered. By spending 5 Mind Points and 5 Minutes per Crafts Level of the Trap, the trapper may install the Trap in an appropriate location and trigger as specified on the Trap card. When a Trap is placed, you must use a length of black thread to mark the trigger of the Trap, with the Trap card attached to at least one portion of the string.

Container Trap: String hung inside of lid

Door Trap: String running from door to door frame

Trip Line: String running from anchor object to anchor object (non door/container)

Pressure Plate: String outlining trigger area. Breaking, touching, pulling on, or stepping within the bounds of an outlined trigger results in the Trap activating. Trap triggers should never be strung above chest level for safety reasons. Physical representation of the trap is not required, but strongly encouraged.

This Skill can also be used to disarm visible traps. By spending 2 Mind Points and 10 Minutes per Crafts Level of the Trap, the trapper may remove the Trap without triggering it. Note that the Trap is destroyed by this process, and cannot be re-used. This Skill cannot remove applied poisons.

Attaching or disarming a trap requires 2 hands, and can be interrupted if the trapper is forced away from target location, uses combat Skills, or takes any damage. If interrupted, the Trap is not expended or triggered, but all Mind Points invested are lost. The time to disarm or attach a trap can be reduced by spending an additional 2 Mind Points to reduce the required time by 5 Minutes per expenditure. The minimum time to attach or disarm a Trap is 1 Minute.

Avoid (MP-5)

This Skill counters Concentrated Fire, Destroy Shield, Destroy Weapon, Disarming Shot, Scatter Shot, Sniped Shot, Knockout, and any other successful, ranged targeted attacks. In order to use this skill, spend 5 Mind Points and clearly say "Avoid!" This skill is ineffective against Area of Effect attacks (such as bombs or "By My Voice" effects), as they do not target the user individually.

Backstab (MP-5)

Sometimes you just need to get past that armor. By spending 5 Mind Points, you can say "Backstab, X Body!" and strike an enemy in the back torso area with a Small melee weapon. This causes the strike to slip past all armor and deal damage to the person's body directly. Damage from backstab strikes may not be prevented, reduced by, or applied to armor of any kind, even if that armor would normally protect against such damage.



Balance (MP-1 or 5)

This Skill counters Knockdown and Take Down. By spending 5 Mind Points, you can call "Balance" and ignore one use of either Knockdown or Take Down. In addition, in situations such as walking across narrow paths, this Skill allows the user to receive one foot additional width on either side to represent their great sense of balance. Balance costs 1 Mind Point per use, and lasts for 10 paces or 1 minute, whichever comes first.

Bartender's Tongue (MP-Nil)

What's the word? This Skill allows a player to come into game with additional knowledge, including rumors and other inside information about what's been happening around town. To use this Skill, during Check In register that you have Bartender's Tongue and you will be allowed to read a special list. This list will not be accessible later on during the event, so make sure that you memorize all the scuttlebutt that you think is important! This Skill may only be used by a character at their home game.

Barricade (MP-Variabel)

This Skill is countered by Force Barricade. While anyone can guard a doorway, it's the truly desperate that will try to block one. It takes a certain degree of thought and effort to be able to barricade a door in a way that makes it defensible as well as extremely difficult to pass through. For every 2 Mind Points and 2 minutes that you spend roleplaying its creation, an in-game Barricade may be created. This Barricade will have a Crafts Level equal to every two points invested in its creation. For example: If you spend 4 minutes and 4 Mind Points, you'll wind up with a Barricade with a Crafts Level of 2. It's important to note that a doorway should never actually be obstructed (we'd like to avoid personal injuries, and there are fire safety reasons). Also note that attacking players should never attempt to kick open or otherwise forcefully attempt entry. Instead, this Skill allows the user to affix a standard size index card to the outside of the door listing the Barricade's Crafts Level. If players wish to add levels to the Barricade, they must repeat the crafting process to add Crafts Levels. You may attempt to add to a Barricade while it is under attack, though it should be noted it is a lot faster to tear one down than build one up.

Anyone looking to breach a Barricade must make loud knocking sounds, banging on the door with their weapons a total of 10 times, counting to 3 between each 'assault.' Each time this cycle is completed, the Crafts Level of the Barricade is lowered by 1. When the Crafts Level reaches zero, the Barricade is destroyed or "breached." Once a Barricade has been breached, the doorway is open and cannot have a Barricade built on it for 10 minutes.

Beg For Life (MP-1)

This Skill counters Killing Blows, but is countered by Refuse. If under the effects of Choking Blow, you cannot use this skill. Sometimes, all you can do is plead. This Skill allows a player to beg for their life and not receive immediate Killing Blows. Each declaration of "Beg For Life" costs 1 Mind Point, and prevents any Killing Blows from being called for either 2 minutes or until the user of Beg For Life takes any action other than groveling for their very existence. Beg For Life is an area effect, and not targeted at a single individual. Beg For Life is different from most other Skills in that it can be used during Bleed Out as well as before Bleed Out.

Big Dig (MP-Nil)

Some people specialize in making money, some people specialize in growing things. Someone with Big Dig specializes in finding stuff (we're being nice by not calling it "junk"). This skill is most often used at Check In to receive random 'stuff' - the 'artifacts' pulled up by Big Dig are completely randomized. Typically, it will be little more than Basic Scrap, Basic Herb, or a local currency. Rarely, it may even be a dud. But there's always a chance that you might actually find a real artifact of some kind, a useful trade good, or even special plot items. In certain plot specific instances, this Skill may also be used during an event to represent archaeological prowess; these opportunities will be announced by the storytelling staff. This Skill may be purchased up to 5 times, allowing for increased skill at finding things. Learning additional levels requires a teacher who has more levels of the Skill than you currently possess.

When checking in at Logistics the staff has a listing of 5 different difficulties of Big Dig locations. The largest Big Dig locations have the largest threats, but also provide the greatest reward. A player may start at any level of Big Dig that they would like, up to the cap of their Big Dig score (a character with 4 levels of Big Dig may start at a level 1,2,3, or 4 difficulty but NOT level 5). The player gets one roll per level of Big Dig that they have on their sheet, and they may LOWER the level they are doing their rolls at in between results. Taking the same example of a player with 4 ranks of Big Dig, if they started at rank 4 and received a large volume of damage from a Big Dig gone bad, they may in turn choose to go to a lower difficulty level for their next 3 Big Dig pulls. Big Dig is capable of killing character at rank 3 and above, so players are HIGHLY RECOMMENDED to cut ties and go to easier levels if their Big Dig is starting to go poorly. This Skill may only be used by a character at their home game.

Black Market Connections (MP-Nil)

There are those who slide under the law—who rest in the underbelly of a settlement. A person with this Skill has connections with the Black Market and may discreetly contact with them without fear of repercussions, as well as utilize their many services. Black Market Connections may fence hot items for you, launder money, sell certain forbidden goods or even connect you with people who need... "work" done. This Skill costs no Mind Points, and usually requires talking to storytelling Staff Members at Logistics. For the purpose of check in usage, this Skill may only be used by a character at their home game. If a character with Black Market Connections finds out, in character, where a Black Market meeting is in character when they are traveling to another game, nothing prevents them from attending the meeting.



Bless Weapon (MP-5)

This Skill allows a player to Bless a melee, brawling, ranged, or firearm weapon so that it gains the "Blessed" trait for the duration of one day (until midnight). In order to use this skill, place a hand on the chosen weapon and call "Bless Weapon" while spending 5 Mind Points. Certain religious items may require Bless Weapon to operate, as well as successful performance of particular religious rituals. Blessed weapons may inflict additional damage and/or bypass damage reduction with regards to some enemies, especially the undead. For clarity, add "Blessed (Faith)" to the damage called with affected weapons; for example, if a sword that inflicts 5 damage and is Blessed by the Final Knights, the damage call would be "5 Blessed Knights!" each time it hits. Bless Weapon is not primarily used as a damage augmentation tactic, but instead a means to imbue faith into objects that require it for operation.

Blind Fighting (MP-1)

This Skill counters Blinding as well as Gizmos and situational effects that would make you blind. Sometimes, it pays to practice fighting with closed eyes. This Skill allows you to continue to attack and defend with all forms of brawling, melee, bolt action, and bow attacks--despite having blinded effects. In order to use this Skill, say "Blind Fighting" and spend 1 Mind Point. This cancels 1 use of the Blinding skill. If you're using Blind Fighting, you may still use Parry, Avoid, Refuse, Mind Resistance, or Bounce; you may not use Skill augmented attacks, escape, stealth skills, thrown weapons, javelins, thrown Gizmos, or psionics until the Blinding effect ends.

Blinding (MP-5)

This Skill is defended against partially with Blind Fighting. This Skill can also be countered by Parry if the blow is dealt from the front. Fighting fair only gets you so far, and this Skill proves it. By spending 5 Mind Points and making a successful melee or ranged attack to the torso area, you may call "Blinding" and blind your opponent. This deals zero damage, but causes your target to use no Skills (other than Blind Fighting) and prevents them from running, walking away, attacking, blocking or avoiding strikes for 10 seconds.

Bolt Action (MP-Nil)

This Skill allows you to wield a single firearm. Using this Skill costs zero Mind Points; however, it requires a prop firearm to be present in one hand while packets are thrown from the other. Alternately, an approved weapon may fire contact safe toy darts instead of using thrown packets. As mechanical options change for foam dart toy weapons, the staff of Dystopia Rising needs to adjust what is and is not approved for regular use with a regularity that requires live updates instead of printed changes. With this in mind, please check the Dystopia Rising LARP network standards for what single action foam dart Physical Representations are approved for play. All dart guns must be approved on a branch by branch basis, the same as melee weapons, for safety. Players entering game with a firearm may only begin with a total of twenty contact safe toy firearm darts, but no limit to the number of packets that they have. Ammo fired may not be picked up in combat, but may be retrieved when the dust has settled. This represents how more ammo is quickly repacked. As ammo is lost and unable to be recovered, so is a portion of the total ammo a firearms user has available. Standard firearms do a base 3 Damage before improvements.

All weapon props must be approved before entering game; see the Logistics section for more details. A list of approved toy firearms can be found at the Dystopia Rising website. Some rules of thumb apply: it must be single shot or bolt action (no automatic firing weapons); it must fire soft, toy ammunition that does not require eye protection; and while decorating weapons is encouraged, it should always retain a clearly visible bright orange safety tip.

Bomb Awareness (MP-5)

This Skill counters Attach (to an extent). In order to use this skill, spend 5 Mind Points and say "Bomb Awareness." This allows you to take back an action that triggered a trap. This Skill must be used IMMEDIATELY after the action was taken. Bomb Awareness does not grant knowledge of how to disarm the trap, where it is located or even the exact nature of the trap. However, the Skill allows you to have a type of sixth sense that a trap is present, as well as the fact that you should avoid that specific triggering action.

Bounce (MP-1)

This Skill counters ranged attacks that successfully target a shield or weapon. This includes Concentrated Fire, Destroy Shield, Destroy Weapon, Sniped Shot and Scatter Shot—assuming the packets or darts hit the shield or weapon. In order to use this Skill, say "Bounce!" and spend 1 Mind Point in order to deflect a single firearms, thrown weapon, or bow attack by using a shield or melee weapon, negating its effects. This attack must have struck the shield or the weapon instead of the player itself and costs 1 Mind Point per deflected shot. Bounce may only deflect damage equal to or less than three times the Crafts Level of the shield or weapon. For example, a Crafts 1 shield can Bounce a 3 damage shot, while a Crafts 10 shield can bounce a 30 point shot.

Bow (MP-Nil)

This Skill costs no Mind Points to use, and allows you to wield a simple bow and arrow. Bows allow you to use ranged combat skills available to both firearms and thrown weapons. For example, a character with a bow could use Nail, which is normally performed with thrown weapons, as well as Concentrated Fire, which normally employs firearms. Standard bows do a base 2 Damage before improvements and are represented with an approved contact safe bow and packets. Each thrown packet requires your throwing hand to touch the bow and then 'draw' the packet before firing. Real bows, that are capable of firing real arrows, are not allowed at Dystopia Rising. Fake bows, that are not capable of firing real arrows, are allowed.

Brawling (MP-Nil)

Sometimes you just need to punch something. This Skill allows you to carry two small size melee boffers to represent fists. These boffers must be colored white to differentiate them from regular weapons. Damage is still taken when blocking incoming strikes, as they are part of the body. However, use of two brawling boffers does not require the Florentine skill, and they cannot be disarmed or broken like normal weapons (though the arm can still be Mangled). Brawling may be used off hand of a melee or bolt action weapon, with a brawling beater being wielded in the off hand. Effects such as 'Iron Fists' require a brawling physical representation to be in a characters hand to benefit from the bonuses of Knucks or brawling Skill augments. Brawling strikes do a base 1 damage each. Brawling can be augmented with items such as brass knuckles, usually just called "Knucks," which are represented by certain colored tape. Unless otherwise stated on the crafting print, Knucks do not block incoming damage. Only Iron Fists allows an individual to block using their Brawling Skill without taking damage.



Break Armor (MP-10)

This Skill can be countered by Parry if the strike is from the front. All armor has weak spots, and you know how to exploit them. By declaring "Break Armor" and making a successful melee attack, you can render a target's armor useless until it is repaired. This attack costs 10 Mind Points, inflicts zero damage, and must strike the armor itself.

Break Shield (MP-5)

This Skill can be countered by Parry. With a single successful melee attack that strikes a shield, you can declare "Break Shield!" and render a shield useless until it is repaired. This attack costs 5 Mind Points, inflicts zero damage, and must strike the target shield to work.

Break Weapon (MP-5)

This Skill can be countered by Parry, as long as the strike is from the front. With a single melee attack, you can declare "Break Weapon!" and render a single melee weapon, bolt action weapon, or bow useless until it is repaired. Natural weapons such as brawling boffers are unaffected by Break Weapon. Brawling augmenting Gizmos, such as Knucks, are not effected by Break Weapon if they are being wielded. However, Break Weapon may be used on Brawling augmented Gizmos if they are not currently being held (easier to hit a piece of metal on a table than a thin strip on a moving hand). This attack costs 5 Mind Points, inflicts zero damage, and must strike the target weapon to work. When using Break Weapon on a firearm, you must strike the arm holding the firearm instead of the gun (since most firearms are not boffer-safe props).

Brew Master (MP-Variable)

This Skill allows a character to get even more potency out of their Brews. During the Brewing process the Brew Master may spend an additional 2 Mind Points, 1 Rare Herb, and 10 Minutes of time roleplaying brewing at a Still, up to 5 times for a maximum of 10 Mind, 5 Rare Herb, and 50 Minutes. For each use of Brew Master, the resulting Brew's Craft's Level is increased by 1, and the Brew Master may choose to either increase the Brew's Numerical Effect by 1 or extend its effect's duration by 5 Minutes so long as the duration does not exceed 1 Hour. Note that in the case of brews with multiple numerical effects (restoring 5 Mind and 5 Body, for example), that all numerical effects are increased by 1. Many Brewing Recipes require Brew Master to unlock their full potential.

During the process of production a player may only use one item to manipulate crafting times or production results, unless the used items specifically state that they stack with other items.

Unless a piece of equipment, Gizmo, or mechanical device states otherwise a Brew may not be improved with Brew Master beyond crafts level 6. This is important to remember for brews that start at Crafts Levels higher than 1, as well as brews that allow for additional doses to be created with higher crafts levels.

Brewing (MP-Variable)

This Skill allows a character to distill powerful liquids from Herbs that have a variety of unique effects. By spending 2 Mind Points and 20 Minutes at a Still roleplaying brewing, the crafter may take the required Herb cards to Logistics to be traded in for a new Item Card. All brews start at Crafts Level 1 unless otherwise specified and have an expiration of 1 year. Crafting requires 2 hands, and can be interrupted if the crafter leaves the area within 5 feet of the Still, utilizes any combat Skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Some abilities or items may reduce the time requirement for Brewing. The minimum time for Brewing, without the assistance of an Able Helper, is 5 minutes.

All brews, once produced, require an appropriately sized physical representation to be used (as near a volume as possible). Brews can be administered one of four ways. Applied to target, Inhaled by target, Ingested by target, or Injected into target. Applied Brews may only be applied to an appropriate target, such as an item, person, or weapon. Applied brews that require a weapon strike do not affect armored health. Injectable brews may be self-administered during Bleed Out. Injected and ingested brews may not be administered to an unwilling target that is not Bound, Knocked Out, or in Bleed Out. Note that this does not prevent an unaware target from consuming a brew themselves.

During the process of production a player may only use one item to manipulate crafting times or production results unless the used items specifically state that they stack with other items.

The following table lists recipes automatically known by everyone with this Skill. Note that other recipes may be discovered in game with their own Mind, Skill, and Resource requirements to produce. Non-standard recipes must present while roleplaying Brewing, and presented to Logistics when getting the new item issued.

Name and Volume	Stats	Required Resources	Value
Generic Brew, 36 oz	No game mechanics, but can be sold for in game currency (teas, juices, etc). Counts as 3 servings.	Basic Herb xl	n/a
Hooch, 1 liter	Basic Alcohol, Ingested	Basic Herb xl	1
Snake Oil, 6 oz	Heals 5, Ingested	Basic Herb x3	5
Cough and Cold, 6 oz	Removes Toxin, Ingested	Basic Herb xl Uncommon Herb x2	10
Liquid Gold, 6 oz	Melee Damage +1, Ingested 30 Minute Duration	Basic Herb xl Rare Herb x2	10
Spirit Walk, 6 oz	Hallucinations, Ingested 30 Minute Duration	Uncommon Herb x3	10
Water of Life, 6 oz	Removes Toxins, Heals 20	Rare Herbs x3	20
Dirty Water, 6 oz	+4 Damage via Radiation Applied Single Strike	Uncommon Scrap xl Rare Herbs x2	20



Building Tomorrow (MP-Variable)

This Skill allows a character to take Scrap and build new items. By spending 3 Mind Points and 30 Minutes at a Workbench roleplaying the fabrication, the crafter may take the required Scrap cards to Logistics to be traded in for a new Item Card. All items start at Crafts Level 1 and have a five year expiration date unless otherwise specified. While roleplaying making the item, you must make a significant amount of noise (there is no "quiet" crafting!). Crafting requires 2 hands, and can be interrupted if the crafter leaves the area within 5 feet of the Workbench, utilizes any combat Skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Some abilities or items may reduce the time requirement for Building Tomorrow. The minimum time, without the assistance of an Able Helper, is 10 minutes.

During the process of production a player may only use one item to manipulate crafting times or production results unless the used items specifically state that they stack with other items.

The following table lists blueprints automatically known by everyone with this Skill. Note that other blueprints may be discovered in-game with their own Mind, Skill, and Resource requirements to produce. Non-standard blueprints must present while roleplaying crafting, and presented to Logistics when getting the new item issued.

Name of Item	Stats	Required Resources
Small Melee Weapon	Crafts 1 Damage 2 Value 5	Basic Scrap x2
Standard Melee Weapon	Crafts 1 Damage 2 Value 10	Basic Scrap x3
Large Melee Weapon	Crafts 1 Damage 2/3 Value 15	Basic Scrap x4
Two Handed Melee Weapon	Crafts 1 Damage 3 Value 15	Basic Scrap x5
Small Thrown Weapon	Crafts 1 Damage 2 Value 10	Basic Scrap xl Uncommon Scrap xl
Javelin	Crafts 1 Damage 3 Value 15	Uncommon Scrap x2
Bow	Crafts 1 Damage 2 Value 15	Uncommon Scrap x2
Patchwork Armor	Crafts 1 Armor 20 Value 20	Basic Scrap x10
Shield	Crafts 1 Value 15	Basic Scrap x5
Shooter	Crafts 1 Damage 3 Value 30	Basic Scrap x2 Uncommon Scrap x2 Rare Scrap xl
Universal Crafted Items	See Universal Crafted Item List	

Call the All Mighty (MP-10)

Sometimes all it takes is a little faith to get by. By calling upon divine intervention, you momentarily become a conduit for your deity, capable of miraculous healing powers. By spending 10 Mind Points and verbally calling on their deity to intercede, you can completely heal a wounded (but not dead) target other than yourself. The target (another target) is brought back up to their maximum Health Points and all mangled or severed limbs are repaired. However, derangements and poison/disease effects are not removed, and certain long-term "signature" physical injuries that are part of a character's costuming or back story may remain at the discretion of the staff or the affected player. A player may use this Skill only 2 times per Twelves, and at least 30 minutes of active prayer to that character's particular 'Almighty' are required within 2 hours after each use. This is an impressive capability, but one that carries a high cost in devotion as well: if the user ever fails to pray for the required amount of time, or acts against their god's will, this power may cause up to 100 body damage to the user of the Skill, or if prayer regularly ignored, the Skill be permanently removed from that player's sheet. A player who has been affected by Choking Blow, or similar Choking Blow affects from equipment, may not use Call the All Mighty.

Carry (MP-Variable)

This Skill allows you to lift and carry large weights for short periods of time. You cannot use this Skill while under the effects of a Mangled Leg and must have at least one functional Arm. For every 1 Mind Point, the character's strength is increased by 1, for up to 20 paces or 5 minutes, whichever is shorter. To use this Skill, you must call "Carry X!" with "x" being the total Mind Points spent plus 1 (all characters are assumed to have a base strength of 1). So long as you have strength equal to an object's Carry Rating, you may move at a walking pace. If you have strength greater than the object's Carry Rating, you may move at full speed. You cannot normally Carry more than two objects, regardless of your strength. To represent carrying a person, gently grip your target's hand after calling the effect and then walk your paces. All characters have a Carry Rating of 1, unless otherwise specified. Carry may only be used on willing targets or targets that are Knocked Out, Bound, or in Bleed Out.

Challenge (MP-5)

This Skill can be countered by Refuse or Choking Blow, assuming Choking Blow is used first. Knowing how to get someone's blood up can be useful in a fight. By pointing out a single target, spending 5 Mind Points, and obviously challenging them to combat, you can cause your target to only attack you if it wants to fight. (As an example for challenging a Yorker, you can say: "Hey, Rust monkey! I hear you smuggle with Bay Walkers! Challenge!") You will become the sole focus of that target's ire; however, the effect of this Skill ends if the target is attacked by others, leaving it free to attack as it sees fit (or stop fighting altogether). Note that Challenge does not compel a target to start fighting, only ensures that if they do, they must attack only you. Challenge is not and cannot be subtle in any way, shape, or form, and as such is seen as obviously picking a fight by onlookers. If the user of Challenge runs away from the fight, is no longer visible or otherwise cannot be reached by the target, this Skill's effects end.



Charge (MP-5)

This Skill can be countered by Parry if you strike the person from the front. Rushing into battle isn't always a bad thing. By declaring "Charge!" and expending 5 Mind Points, your first strike against a new target has its damage doubled. Charge may only be used the first time engaging a target in a combat, and requires the user to have both feet firmly planted before striking for this 'charged' attack. Charge cannot be combined with Backstab, Murder, or Frightening Force; however it may be combined with other Skills. Do not actually strike a target harder when using the 'charge' Skill.

Charisma (MP-1)

This Skill can be countered by Refuse or Choking Blow, assuming Choking Blow is used first. Well, aren't you charismatic? In order to use this Skill, you need to talk to your chosen target for at least 5 minutes. After that time, you can spend 1 Mind Point and then declare "Charisma." This causes your target to become temporarily entranced. While this will not cause a target to do self-destructive things, give away items or go against deeply held personal beliefs, it will cause them to treat the user as their best friend for 10 minutes. Treating the person under the effects of Charisma poorly, or outright attacking them, ends the effects. This is not actual mind control, simply the force of the Charisma user's personality. For their part, the target of Charisma should try to interpret the user's actions and words in the most favorable way possible, avoid harming them in any way, and generally treat them well. After all, what wouldn't you do for your best friend?



Chase (MP-5)

This Skill counters Escape and Rescue. You won't get away that easily! This Skill allows you to declare "Chase, Escape/Rescue Negated!" to block a single target's use of the Escape or Rescue Skill once for 5 Mind Points. When this Skill is used successfully, neither you nor the fleeing character move anywhere and the scene continues. It is obvious that the fleeing survivor tried to run, but had its path of escape denied by the user of Chase. Use of this Skill prevents further attempts to use Escape or Rescue by the same target for one minute.

Cheat (MP-5)

This Skill is countered by Check Your Sleeves. The slide of a hand can mean the difference between winning and losing. In order to use this Skill, spend 5 Mind Points to automatically win a single die roll or hand of cards. Simply announce "Cheat" and you are considered the winner of the round. As far as onlookers are aware, of course, you've done nothing wrong. In the event that multiple people wish to use the Cheat Skill, conduct a brief round of betting, with each person bidding additional Mind Points. (This additional bidding is considered out of game.) The person who bids the most wins the game, though all Mind Points are considered spent. When bidding in a cheat war, you may only raise and never match an opponent's bid.

Check Quality (MP-1)

It can pay to be observant. This Skill allows you to know exactly how much damage a weapon can do inherently, how much damage armor can take, as well as the Crafts Level of an item. Most of the time, this information will be on the Item Card. In order to use this Skill, you need to have line of sight to an object, and roleplay examining the item for at least 1 minute. Then, spend 1 Mind Point and declare "Check Quality." By this same token, those that do not use Check Quality have no idea what a weapon can do, or what benefits armor can give. Check Quality may be used at check in to see the current exchange rates for currencies. While this exchange rate (based on the population of a branch's town combined with the number of non-combat focused professions at the game) is the actual value of the currencies in play, this does not prevent characters from valuing them at whatever they feel like. Often time local currencies are worth more where those currencies are used.

Check Status (MP-1)

This Skill can counter Feign Death (range and duration requirements still apply). Doctor, what's wrong with me? In order to use this Skill, you have to examine your patient for at least 1 minute and expend 1 Mind Point. During this time, you must roleplay checking your patient's condition, such as taking their pulse, checking their eyes and talking with them. Simply watching them for one minute isn't enough for this Skill to work. After one minute of roleplay, you may then say "Check Status" and ask your patient questions about the following conditions: how many Health Points they possess and what their maximum is; whether they are under the effects of any drugs or poisons; if they are injured, and if so what injuries and their effects; if they are diseased, and if so what it is and its effects; and whether the target is under the effects of a derangement. This Skill also identifies whether a derangement is temporary or permanent, as well as its nature and effects. This Skill does not cure anything, but does identify conditions so that they may be treated. Without unique equipment allowing otherwise, Check Status may not be used more than an arm's length away from its target.

Check Value (MP-1)

When you're buying something, you probably want to know what it's worth. In order to use this Skill, spend 1 Mind Point to appraise an item's true monetary value as listed on the Item Card. This Skill immediately reveals counterfeit items and currency. Certain items without cards, such as precious stones, may still have value, which can be obtained at Logistics. This ability also allows the user to check in at Logistics for the current market prices and exchange rates for major currencies at their local game. Items without a listed value simply fluctuate too much to be accurately appraised.



Check Your Sleeves (MP-1)

This Skill counters Cheat. Sometimes, you need to have a good eye to spot a true cheater. By spending 1 Mind Point, you can keep someone from cheating. Note that this does not actually catch a cheater in the act; instead, it implies such vigilance that the cheater is unable to sneak marked cards or loaded dice into the game in the first place.

Choking Blow (MP-5)

Silence can be golden— and deadly. This Skill allows you to make a silencing strike from a single Small melee weapon, Thrown weapon, or brawling strike to either the front or back torso. With a successful strike and the expenditure of 5 Mind Points, you may call ‘Choking Blow, cannot speak, two minutes’. This keeps your target from vocalizing any in game statements or noises for two full minutes since the wound cripples a vital portion of the speech process. This skill also prevents use of any skills requiring speech: Beg for Life, Challenge, Charisma, Pray for Justice, Faith Healing, Call the All Mighty, etc. This skill cannot be countered by Parry.

Chop (MP-1)

Even broken items can still be used as Scrap. By spending 1 Mind Point you can trade in a broken item for 1 Basic Scrap. This Skill may also be used on fallen NPC weapons or shield (not armor) to produce 1 Basic Scrap. Note that in order to receive the Basic Scrap, you have to actively roleplay taking the weapon and breaking it apart with both hands for 10 seconds. You may not just point at an item and say “Chop” while running past. If you do not roleplay breaking down an item for Scrap for 10 seconds, you will not be provided the Scrap from the use of Chop, and the Mind Points will be considered expended. When an NPC falls, their equipment (regardless of quality) will be considered in a broken state. It is suggested that players Check Quality of the equipment they are about to Chop before they Chop it. Aside from NPC weapons, you may not Chop items that do not have an Item Card. This skill cannot be used to actively break working items – that is the domain of skills such as Break Weapon and Break Shield. Instead, it represents taking an already broken item and salvaging some usable metal from it.

Concentrated Fire (MP-1)

This skill is countered by Avoid or Bounce. This Skill costs 1 Mind Point per use and allows a ranged shot to be counted as striking a specific part of a target, regardless of where the target is actually struck by the attack. Note that the packet or dart must still hit the target; actual misses do not count, though the Mind Point is still spent. Valid uses of this Skill include called shots on limbs, weapons, shields, sections of the torso, as well as extremities such as hands or feet. Simply call “Concentrated Fire X” where X is the targeted area. While this Skill does not cause any particular crippling or mechanically significant effect itself, it can be and often is linked with other Skills to ensure that those Skills affect their intended target. For example, an attack could go something like this: “Concentrated Fire Shield! Destroy Shield!” A packet thrown and hits that target in the leg. Thanks to this Concentrated Fire, the shield is still destroyed, as in-game the shot was considered to strike the shield.

Cover of Night (MP-5)

This Skill is countered by Alert. Once the sun has completely set, and once you're out of bright, artificial light, you may travel in the dark completely unseen with the invisible symbol up. The "invisible symbol" is represented by having your arm up over the lower half of your face (think of holding a cloak in front of your face). By spending 5 Mind Points, no artificial light short of flood lights or interior building lights will cause you to be seen. Walking or running do not break Cover of Night, but speaking, picking up objects, entering lit buildings or areas of bright lights, lowering the invisible symbol or using any other Skills causes Cover of Night to end immediately. Interacting with the environment (opening doors, picking up items, talking, using Skills, etc) ends this Skill. This Skill requires unrestricted movement to use, so this Skill may not be used if under the effects of Nail or other effects which hinder movement (Mangled Legs, Binds on legs, etc.).

Crop Tending (MP-Variable)

A person with this Skill has access to valuable plants, either growing in a field or hidden in places around town, and can harvest them over the duration of a weekend. By spending the appropriate Mind Points, you can gather up the following:

5 Mind Points = 1 Basic Herb

10 Mind Points = 1 Uncommon Herb

15 Mind Points = 1 Rare Herb

20 Mind Points = 1 locally and/or seasonally available Named Herb

Please note that not all Herbs are available in all regions or during all seasons, and not all Herbs are able to be farmed. Using this skill requires 20 minutes of harvesting roleplay and an additional 10 minutes of role-play for every Herb gathered beyond the first. The roleplay time requirement for Crop Tending requires you mark your starting and finishing times on the back of your character sheet when you record the Mind Point expenditure (which happens before starting to roleplay).



The roleplay requirement reaches a cap of a maximum of 90 minutes of roleplay for a single usage of the Crop Tending Skill, regardless of how many additional Herbs are gathered on the single use of Crop Tending. After marking the use of the Skill, spending the Mind Points, and doing the required roleplaying, the player goes to Logistics where they will have their sheet checked and appropriate Item Cards given. Roleplay for Crop Tending should include activities such as checking for ripe berries, watering, weeding, and harvesting a farm-appropriate area (scratching at dirt in a parking lot doesn't cut it).

Any equipment that is used during farming, unless specifically otherwise stated by the item, only effects ONE Herb during a use of Crop Tending. Unless otherwise stated specifically on the equipment, only one piece of equipment may be used during the process of farming. If a player wishes to use an item over and over to have the effect on all Herbs, then each Herb must be farmed (and collected from Logistics) individually. This will mean that each Herb will require 20 minutes of roleplay instead of the 20 minutes of role-play and additional 10 minutes of roleplay per Herb up to the cap of 90 minutes.

Examples:

- 1) A player spends 80 Mind Points and spends 90 minutes to collect 16 basic Herb.
- 2) A player spends 80 mind and 50 minutes to collect 4 named Herbs.
- 3) A player spends 5 mind and 20 minutes to collect 1 basic Herb.
- 4) A player uses a tool which allows harvesting non-in season Named Herbs. The player spends 40 Mind Points and 40 minutes to get an out-of-season named Herb and two uncommon Herb.
- 5) A player uses a tool which allows harvesting non-in season Named Herbs. The player spends 20 Mind Points and 20 minutes to get an out-of-season Named Herb. The player gets their card, then returns to the field to spend an additional 20 Mind Points and 20 minutes to get a second out-of-season named Herb.

Cure Toxins (MP-5)

In these times, toxins of the blood are often more deadly than bullets, claws, and blades combined, but fortunately a skilled practitioner can use simple processes to purge these toxins. If you have this Skill, your character knows how to pierce lesions, administer remedies and apply leeches in order to remove most poisons and toxins. The process takes 10 minutes, and is typically quite painful; by spending 5 Mind Points, roleplaying treatment and causing 1 damage to your patient, you can drain the toxins from your patient. Toxins are defined as ongoing Poison or Toxic effects. Some plot specific Poisons or Toxic effects may need additional time, Mind Points, use of other Skills or possession of certain materials; these details will be noted on the victim's card or provided by staff.

Deep Pockets (MP-NIL)

This Skill represents access to steady suppliers of Herb. At Check In, you may purchase Herb at the following rates. Up to 30 Local Currency can be spent this way.

- 1 Rare Herb for 4 Local Currency
- 1 Uncommon Herb for 2 Local Currency
- 2 Basic Herb for 1 Local Currency

Named and Seasonal Herbs may be available at their own rates based on local game plots, items, and world events. When checking in, this Skill is always used last (i.e. after Trade Ties). This Skill may only be used by a character at their home game.

Destroy Armor (MP-10)

This Skill is countered by Avoid or Bounce. You are skilled at putting shots in places that make armor worthless. With a single ranged attack, you can declare "Destroy Armor!" and render a target's armor useless until it is repaired. This attack costs 10 Mind Points per attack, inflicts zero damage, and must strike the armor itself to work.

Destroy Shield (MP-5)

This Skill is countered by Avoid or Bounce. A shield doesn't offer any protection if you take it out directly. With a single ranged attack that strikes a shield, you can declare "Destroy Shield!" and render a target's shield useless until it is repaired. This attack costs 5 Mind Points per packet or dart, inflicts zero damage, and must strike the shield itself to work.

Destroy Weapon (MP-5)

This Skill is countered by Avoid or Bounce. Enemies become a lot less threatening when they don't have a way to hurt you. With a single ranged attack that strikes anywhere in the center torso or weapon wielding arm, you can declare "Destroy Weapon!" and render a target's melee weapon, bolt action weapon, thrown weapon set, brawling weapon, or bow useless until it is repaired. This attack costs 5 Mind Points per packet or dart, inflicts zero damage, and must strike the weapon or the torso of your target to work. Unlike break weapon, Destroy Weapon is able to render brawling weapons unusable.

Disarming Blow (MP-5)

This Skill is countered by Parry, unless the strike is made from behind. Sometimes, all you need to do to win a fight is get a person's weapon away from them. By spending 5 Mind Points, declaring "Disarming Blow!" and landing a melee strike against the offending weapon, you can cause your opponent to drop a single weapon for a full 5 second count. Weapons must be dropped at least three steps away. This strike inflicts no damage. Two handed weapons are not dropped, but instead are disarmed from one of the two hands and un-wieldable for 5 seconds. If disarming shot is used when a two handed weapon is carried in one hand, the weapon is disarmed. Disarming blow may be used against melee weapons, bows, and bolt action weapons but may not be used against thrown weapons, javelins, or brawling augmentation weapons (like Knucks). When disarming a ranged weapon, the arm must be targeted and not the Physical Representation.

Disarming Shot (MP-5)

This Skill is countered by Avoid or Bounce. By spending 5 Mind Points, declaring "Disarming Shot!" and striking the offending weapon or the forearm wielding it with a ranged attack - firearm, bow, or thrown weapon - you can cause an opponent to drop a single weapon for a full 5 second count. Weapons must be dropped at least three paces away. This strike does no damage. Two handed weapons are not dropped, but instead are disarmed from one of the two hands and un-wieldable for 5 seconds. If Disarming sShot is used when a two handed weapon is carried in one hand, the weapon is disarmed.

Disguise (MP-5)

This Skill counters Analyze Creature and can be countered by Tie Binds. Sometimes, it's better to not be yourself. By spending 5 Mind Points, adopting a full costume change and using a mask and/or extensive makeup, you can take on the appearance and physical mannerisms of someone else for 30 minutes. There must no question that the character using Disguise is not recognizable as their usual self. This Skill does not allow you to present yourself as a specific person, such as another player character or well-known NPC; however, you may present yourself as another persona you have created. It also makes you unidentifiable as the person that you are until the Disguise ends. Disguises may be ended at any time by making another costume and makeup change, but may not be removed unwillingly unless the Disguise user has had been restricted by the Skill Tie Binds. Use of the Disguise Skill is the only means to hide aspects



of your particular Strain from the public. (Retrogrades without Disguise that attempt to change how they look must still have rotted features, for example.) Analyze Creature does not pierce Disguise; however, it will reveal a costume changed individual who is not using the Disguise Skill.

Disguise Contents (MP-5)

This Skill is countered by Analyze Compound. This Skill allows a Cook to slip a compound into a prepared Meal. During the use of Prepare Meal, the Cook may spend an additional 5 Mind Points to add any 1 consumable Brew to a Meal that effects all servings. When the required components are traded in at Logistics for the new Meal card, the Meal card may be attached face down or in a sealed envelope so it cannot be read, and simply labeled as a Meal on the back. When the meal is consumed, the card is revealed and its effects are immediately taken. This new Meal uses the shortest of the expiration dates between the Brew and the Meal. Unless otherwise stated, a Meal may only have 1 Brew disguised into it.

Double-Tap (MP-1)

When you're dealing with the living dead, your enemies don't always stay down. By expending 1 Mind Point you can announce "Double-Tap!" when declaring a Killing Blow. Double-Tap not only is a successful Killing Blow, but if a creature has an ability or effect that would cause it to get up again after a Killing Blow, that capability is negated (this effect is specifically used on zombified creatures). In the event that the damage called after a Double-Tap is not sufficient to Killing Blow a creature, the cost of Double-Tap is still expended. Please note, do not attempt to Double-Tap every creature you come across- this will be a rather large waste of your precious Mind Points.

Educated (MP-Nil/10)

Not everyone has the benefit of a good education in the apocalypse. Going beyond the most rudimentary mathematics and comprehension of the written and spoken word, the user of this Skill has been educated in the finer arts. Not only does the user of this Skill have the capacity to understand complex documents, such as advanced blueprints, obscure texts and convoluted wiring diagrams, but an educated individual may also reduce Building A Better Tomorrow, Transcribe, and Brewing times by 10 minutes. In addition, Medical Genius time drops to 2 minutes. A character with the Educated Skill may also spend 10 Mind Points and 30 minutes once per event roleplaying researching in an environment such as a Library or a Lab (Item Card required for Library or Lab). At the end of the roleplaying period, the player may ask the storytelling staff three questions related to a Lore Skill they possess or materials related to an ongoing plot. The degree of detail uncovered by research varies from case to case, as some information is difficult or impossible to find; however, sometimes key information can be uncovered this way. When reporting this Skill use to Logistics, the Library or Lab card must be brought with the player using the Skill.



Entertain (MP-1/5)

There has to be something to break the tedium of killing zed- and Entertaining accomplishes just that. This Skill indicates having ability with a musical talent, dance, storytelling or other approved forms of performance entertainment. Players with this Skill should not be afraid of how talented they are out-of-character, but they are expected to actually perform - i.e., you cannot simply narrate "And then my character sings", you must really sing - and must do so at least once per event so that people always know who they are. This reputation has its own advantages. At any location where a club, bar, or private social event is going on that either restricts entrance or charges a cover, a person using the Entertain skill may walk up to the front door and expend 1 Mind Point. By expending this Mind Point, the person using the Entertain skill is able to pass the doorway at no cost through their reputation as an Entertaining person.

A character with the Entertain Skill may also spend 5 Mind Points to do a 'private showing.' A private showing requires a minimum of 30 minutes of roleplay of presenting your art to a single target. Neither the person using Entertain nor the recipient may use any other Skills or be in combat. At the end of the 30 minutes of uninterrupted roleplay, the target of the Entertain Skill regains 10 Mind Points. Interruption does not cause the Mind Points to be lost, but the whole performance must begin again as the clock is reset. Multiple targets may be affected at the same time with this Skill, increasing the roleplay duration by 5 minutes and adding 5 Mind Points to the cost per additional target (everyone must partake for 35 minutes and 10 Mind for 2 targets, 40 minutes and 15 Mind for 3 targets, etc.). Only one private showing may be given per Twelves, with a minimum of 4 hours between showings; what's more, a target may only regain Mind Points from this Skill once per Twelves regardless of the source.

Escape (MP-5)

This Skill is countered by Chase. You cannot use it while under the effects of Nail, a Mangled leg or Tie Binds. Standing and fighting isn't always the brightest idea. This Skill allows you to flee from combat in relative safety. By expending 5 Mind Points and declaring "Escape!" you can take 20 paces away from combat, during which time you cannot be targeted or pursued- unless your opponent has Chase. You must flee the combat, or at least seek safety in numbers; this Skill may not be used to engage in combat (you cannot Escape into a fight). While using Escape, you can open unlocked doors; however, a locked door or Barricade immediately stops the Escape. Characters using the Escape Skill may not be carrying additional people nor items that require the activation of the Carry skill to move. Iron Slaves using their Strain advantage may use Escape with a Carry rate 2 object, however, can not use Escape while Carrying another person.

Escape Bonds (MP-5)

This Skill counters Tie Binds. Knowing exactly how to wriggle free from ropes and chains can be useful in a tight spot. This Skill allows you to spend 5 Mind Points to instantly remove restraints that have been placed upon you using the Tie Binds Skill. Items such as handcuffs, which have a Crafts Level to them, are more difficult to escape; each Crafts Level of the binding item increases the Mind Point expenditure by 5 points. The time required remains the same.



Fade in a Crowd (MP-5)

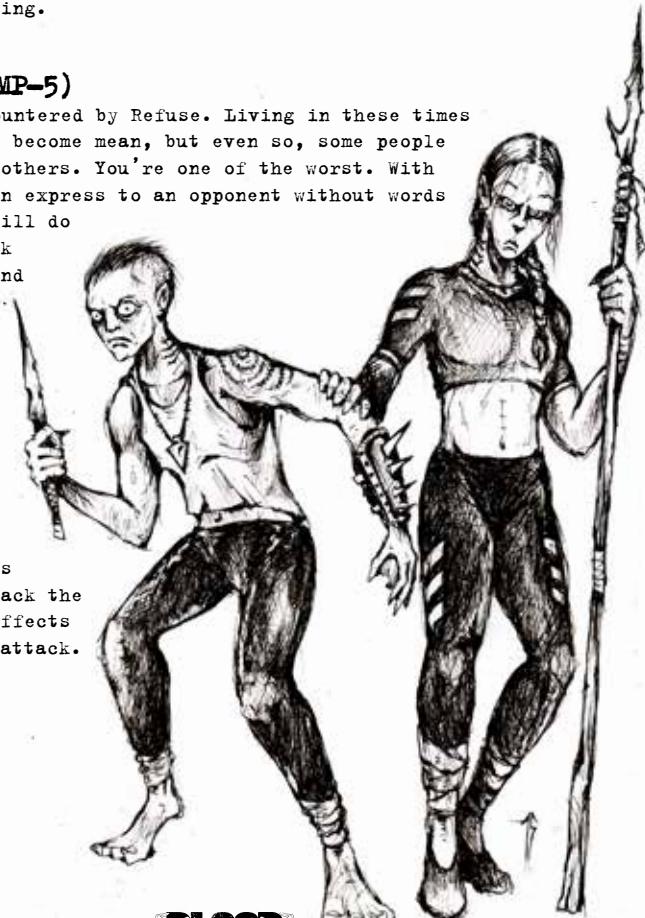
This Skill is countered by Alert. Shadows aren't the only place where people can hide; all it takes is a few people around you if you know what you're doing. With this Skill, you can spend 5 Mind Points to blend into the crowd and vanish with the invisible symbol up, so long as there are at least 6 people in a four foot radius. As long as you remain within arm's reach of three other people, you can travel unseen. Any actions other than walking cause this Skill to end. Note that the Undead Hordes do not count as a "crowd" and using this Skill within a horde is likely to result in some unpleasant circumstances (mainly, a zed trying to gnaw on your leg). This Skill requires unrestricted movement to use, so you can't use it if you're under the effects of Nail or other effects that hinder movement (Mangled legs, Binds on legs, etc.). Interacting with the environment (opening doors, picking up items, talking, using Skills, etc.) ends this Skill.

Faith Healing (MP-Variable)

By spending 5 minutes praying, the user of this Skill may focus their divine faith into binding a target's wounds. After 5 minutes of verbal prayer, a Faith Healer may heal 2 Health Points for every 1 Mind Point spent. Faith Healing will not purge any poison/disease effects currently active on the target, nor will it remove derangements. However, with the expenditure of 10 Mind Points and 5 additional minutes of prayer in addition to standard Faith Healing costs and requirements, you may heal a single Mangled limb. Only one limb may be mended per use of Faith Healing.

Fearful Glare (MP-5)

This Skill is countered by Refuse. Living in these times causes many people to become mean, but even so, some people are lot scarier than others. You're one of the worst. With a single look, you can express to an opponent without words what it is that you will do to them if they attack you. By spending 5 Mind Points, calling "FEAR, cannot attack me, 5 minutes!" and glaring at a target while pointing at them, that target becomes frightened of you and unable to initiate attacks against you for 5 minutes. These effects are broken if you attack the target, or if later effects force that target to attack.



BLOD

Feign Death (MP-1)

This Skill is countered by Check Status. By spending 1 Mind Point immediately after taking a wound, you may fall to the ground and feign your own death. Self-inflicted wounds do not count for the purposes of activating this Skill, though allies can hurt you to trigger it. This Skill allows you to state that you are dead to anyone who investigates your body without using the Check Status Skill; all non-zombified opponents must stop attacking you and may not declare Killing Blows. (After all, you're already dead!) Zombies are immune to this skill, as they will continue clawing and biting a target whether or not it is living or dead. You may begin to move or use Skills at any time, but doing so immediately causes your façade to drop.

First Aide (MP-NIL)

The First Aide Skill is not used to heal wounds; however, it is capable of keeping critically injured individuals alive by preventing wounds from going from bad to worse. By spending 2 minutes roleplaying stabilizing a target, a person with the First Aide Skill may halt the fallen player's Bleed Out death count and/or awaken an unconscious target. This will stabilize a target until another wound is inflicted, at which point the Bleeding Out begins again. This skill does not help a target that has received a Killing Blow. A stabilized person may walk slowly and speak painfully, but take no other actions other than Skills that could be used during Bleed Out. In addition, First Aide does not halt the Bleed Out count during the 2 minutes it takes to stabilize a target. For example, if a person is 4 minutes into their Bleed Out period, they will die before First Aide can be properly administered.

Fishing (MP-5)

The act of taking food from the sea is much more difficult in this day and age due to the fact that so many of the waterways and watersheds are irreversibly irradiated. Fishing can still be useful, however, if someone has been trained in the effects of radiation as well as the means of catching untainted food. By spending 30 minutes 'fishing' by a natural waterway, the user of this Skill may expend 5 Mind Points and return to Logistics to receive Named Consumable: Untainted Fish xl. A Fishing pole of some kind is also required for this Skill. Note that Fishing does not prevent its user from activating other Skills or partaking in other activities, as long as the fishing area is set and always within ten paces. Leaving that area cancels the Skill, Mind Points unspent.

Fix Limb (MP-5)

By expending 5 Mind Points, and spending 10 minutes roleplaying working on a Mangled Limb, the Mangled effect can be removed. After the Mind Point expenditure and time is spent fixing the Mangled limb, the limb must be allowed to rest for 10 minutes before it will again become usable. You may not use this Skill on yourself if both of your arms have been Mangled.

Florentine (MP-Nil)

This Skill does not cost anything to use, and allows a user to fight with two melee weapons at once. These weapons must be of Standard size or smaller, and the appropriate melee weapon skills must still be purchased. A single purchase of a melee Skill, when combined with the Florentine skill, allows for usage of a melee weapon of that size in both hands at once. Florentine is not required to wield two pistols or a pistol in one hand and a melee weapon in the other, nor to have a brawler in one hand and a melee weapon in the other.



Once an individual enters melee range, as a safety reminder, ranged firearms must be dropped to your side and packets used. This makes most practical uses of using bolt action and melee at the same time unlikely to occur. When striking with melee weapons when using the Florentine skill, each blade may strike 3 times before Flurry rules are engaged. With the Florentine Skill it requires a total of 6 strikes (3 with each hand) to require a pause before reengaging. Unless using the Florentine skill to combine the use of two melee weapons (not brawlers), individuals are restricted to 3 strikes before the Flurry rule reset.

Force Barricade (MP-Variabe)

This Skill counters Barricade. At times, survival involves breaking through defenses that others have put down. An experienced survivalist knows that the most important items are the most heavily defended. For every 1 Mind Point spent, the user may destroy one Crafts Level of a Barricade outright by striking it and declaring "Force Barricade!" Doors without Barricades or enhancements are considered at Crafts Level 1 for breaking.

Forging the Future (MP-Variabe)

This Skill allows a character to take Scrap and build large projects called Augments, such as building fortifications, work areas, or structural improvements. By spending 10 Mind Points and 1 hour (30 Minutes at a Forge, 30 Minutes at the target structure) roleplaying the fabrication, the crafter may take the required Scrap cards to Logistics to be traded in for a new Item Card. All items start at Crafts Level 1 unless otherwise specified. While roleplaying making the item, you must make a significant amount of noise (there is no "quiet" crafting!). Crafting requires 2 hands, and can be interrupted if the crafter leaves the area within 5 feet of the Forge or target structure (except for the immediate transit between the two locations), utilizes any combat Skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Some abilities or items may reduce the time requirement for Forging the Future. The minimum time for Forging the Future, without the assistance of an Able Helper, is 5 minutes at the forge, 5 minutes at the target structure.

Augments can be improved via Forging the Future as outlined on the blueprint provided. Basic items or Forging the Future items without improvement instructions cannot have their Crafts Level improved. During the process of production a player may only use one item to manipulate crafting times or production results unless the used items specifically state that they stack with other items.



The following table lists augment plans automatically known by everyone with this Skill. Note that other plans may be discovered in game with their own Mind, Skill, and Resource requirements to produce or improve. Non-standard plans must be present while roleplaying crafting or improving, and presented to Logistics when getting the new item issued.

Name of Item	Stats	Lifespan	Required Resources
Made To Last	Building Augment Uses of 'Barricade' require only 1/4 the necessary Time & Mind within the applied building.	3 Months, including one built in.	Named Scrap: Lead Bar x2 Rare Scrap x2 Uncommon Scrap x4
Beating Building	Building Augment Uses of 'Faith Healing' within applied building heal 3 Health (instead of 2) for every Mind Point spent.	3 Months, including one built in.	Named Scrap: Old World Religious Object x2 Rare Scrap x2 Uncommon Scrap x4
Bolt Holes	Building Augment Designated occupants of the applied building may call the 'Escape' Skill once per Twelves while within, and immediately move to 5 steps away from any wall regardless of barriers. Maximum 8 named occupants.	3 Months, including one built in.	Named Scrap: Pointy Tools Brew: Glue x3 Rare Scrap x2 Uncommon Scrap x2 Basic Scrap x2
Field Medic Tent	Structure Carry Rate: 50 10ftx10ft-ish, must be outside all other buildings. Create 'First Aide Tent' structure that drops the required Time of the First Aide Skill to 10 Seconds while within it, and lowers time for Fix Limb & Cure Toxins to 5 Minutes.	Remainder of Event. Must supply own PhysRep.	Named Herb: St. John's Wort x2 Gizmo: High-Quality Bandages xl Rare Scrap x3
Low Quality Work Bench	Unique Item Carry Rate: 10 5ftx3ft Crafts 1- Cannot be improved 1 User At a Time	6 months, including one built in. Must supply own PhysRep.	Uncommon Scrap x10 Rare Scrap x 6
Universal Crafted Items	See Universal Crafted Items List		

Frightening Force (MP-10)

This Skill can be countered by Parry if it's delivered from the front. This strike is terrifying to all that witness it. By expending 10 Mind Points you may declare 30 damage for a single melee swing. If this first strike is successful, you may immediately turn and look at a second opponent and declare "FEAR, cannot attack me, 5 minutes!" against them. This Fear effect is identical to the Skill Fearful Glare. If the initial swing misses or is negated by defense Skills, the Fear effect does not work either. Frightening Force requires that the striking weapon be standard size or larger - it will not work with Small melee weapons or brawling strikes.



Guild Member (MP-Nil)

Even in a dead future there are still people who want to kill, and you know people who can make it happen. This Skill reflects your contacts with representatives of Murder Incorporated, a secretive organization that takes money from clients and transfers it to others with blood on their hands. Use of this Skill typically involves making contact with a member of Storytelling staff, often at Logistics at Check In, though once you make it known that you want to put a contract out (or take a job yourself), you never know who might make contact, or when... Be advised that Murder Inc. honors its secrecy above all other things, and will terminate anyone that tries to bring them to light. In relation to Check In Skills and branch specific Guild information, this Skill may only be used by a character at their home game.

Gun Aficionado (MP-5)

This Skill can be countered by Avoid or Bounce. Some people are really good at making sure a bullet hits where it hurts. If you have this Skill, your character has trained long enough to become exceptionally deadly with firearms. By spending 5 Mind Points, you can deal 15 points of damage with a single firearms attack. This Skill cannot be stacked with other damage increasing Skills.

Head Shrink (MP-10/20)

Now tell me what's troubling you. By spending 10 Mind Points and 10 minutes of appropriate roleplay, you can remove a temporary derangement from another person (not yourself, though). By spending 20 Mind Points and 30 minutes of roleplay, you can remove a permanent derangement from another person. Derangements may not be removed from an individual within the first two hours of the derangement being received (the trauma is too fresh). However, the skill fails if the derangement is gained from an Advanced Profession (for example: the Multiple Personality derangement that occurs from Thought Bender, or the Obsession: Revenge derangement that a Mountebank can acquire). At the discretion of the storytelling staff, certain other severe, long-term mental illness or damage also may not be curable - the minds of Raiders are too mutated and warped from a lifetime of savagery and exposure to radiation to gain much from treatment, for example. Appropriate roleplay can include working someone through their issues with heartfelt conversation, a pep talk, formal psychotherapy, entertainment to take their mind off of the horrors of the world, or even a religious sermon or moralistic lesson.

Healthy Feast (MP-Variable)

This Skill allows a character to produce Meals even more potent and delicious. During the use of Prepare Meal the Cook may spend an additional 5 Mind Points additional effect added to a prepared Meal. These benefits are added to all servings of the Prepared Meal.

During the process of production a player may only use one item to manipulate crafting times or production results unless the used items specifically state that they stack with other items. Each of the following effects can be added once. Note that a Generic Meal can never benefit from Healthy Feast effects. Some Meal recipes require Healthy Feast to unlock their full benefits.

Cure Onset Disease

Soothe Derangements (2 Hour Duration)

Heal +6 Body

Cure Toxins

Holy Rites (MP-Variable)

All priests wield the power of their faith, but those priests that dig into the scriptures and rituals of their faith find a different sort of authority available to them. While not as instantaneous or as flashy as Skills like Bless Weapon or Pray for Justice, these rituals possess long-term potency and can forge a true spiritual community of the faithful. In fact, it's only after a priest has taken it upon herself to study the deeper teachings of her faith that she is granted the ability to formally induct new members of the faith. It's important to note that all holy rites have a roleplay component as one of their requirements, which should be played to the hilt with props, prayers, music, chants, sermons, set dressing and other dramatic flourishes whenever possible. Players who fail to make an honest effort to meet these requirements may receive a roleplay violation or have this Skill stripped from them.

Rite	Effect	Duration	Requirements
Baptism	Formally induct a person into a recognized in-game religion. They may now record this faith on their character card; certain rituals may offer new benefits as well. Baptisms should be recorded at Logistics after the ritual is complete.	Permanent, though a subject can leave voluntarily, or even potentially be excommunicated if they fail to follow its teachings	1 Mind Point and 30 minutes of appropriate roleplay for the ritual. Multiple people may be baptized in one ritual, provided sufficient MP are spent for all of them
Bless Barricade	Fortifies a barricade to better withstand the undead - zombies must count for twice as long each time they take down a level of the barricade, and cannot use Force Barricade against it. This ritual has no effect regarding living enemies.	4 hours or until the next Twelves, whichever is longer.	5 Mind Points and 1 minute of religious roleplay per level of the barricade; a "Blessed" sign with its effects must be prominently attached to the barricade as well.
Confession	The priest enters a deep spiritual conversation with the subject, removing all Fear and Terror effects. With more prolonged exploration of a target's faith, the priest can even push off the effects of madness temporarily, easing one of the target's Derangements for a while.	Instant for all Fear and Terror effects, 2 hours for temporary Derangements and 1 hour for permanent ones.	1 Mind Points and 1 minute of religious roleplay with the target for Fear and Terror effects, during which time both priest and target cannot attack. Derangements require 10 minutes of roleplay and 5 Mind Points for temporary ones and 15 Mind Points for permanent ones.
Spiritual Guidance	Allows a priest to transfer some of their own energy to one of their faithful, restoring 1 Mind Point to the target for every 2 Mind Points the priest spends during the sermon. This may not take a target over their normal Mind Point maximum.	Instant. A target may not receive this rite more than once per Twelves, and not more than twice per event total.	10 minutes of dedicated religious roleplay between the priest and their target. The target must be a formally baptized member of the faith (ie, have it recorded on their card).



Hunter's Mark (MP-15/15)

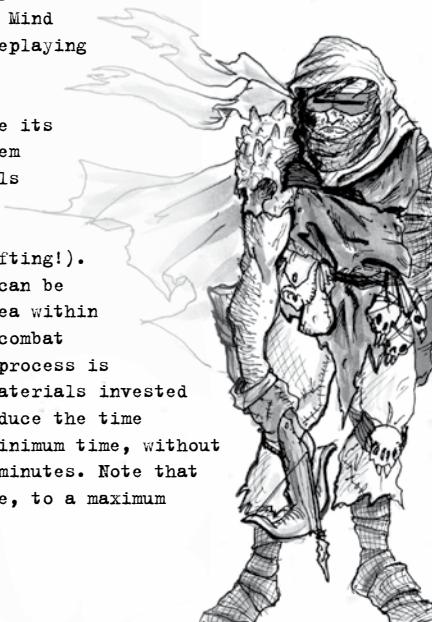
This Skill is the stock and trade of any good Hunter. By expending 15 Mind Points and striking a target with a white packet, for the next 10 minutes the hunter with this Skill may use Chase, Alert, and Sniped Shot on the target for the cost of 1 Mind Points per use (requires character to have these skills). In addition, a character with this Skill may spend 30 minutes roleplaying hunting and stalking of wild animals in the woods. At the end of the 30 minute period, a character with Hunter's Mark may expend 15 Mind Points and then go to Logistics to receive a single Produce card - venison, dog meat, boar meat, squirrel, or rat meat - at random. Certain meats may also be available seasonally or due to special plot circumstances; this information will be available at Logistics as well.

Improved Armor/Shield (MP-Variable)

This Skill allows a character to Improve an existing Armor or Shield's Crafts Level up to a maximum of Crafts Level 5. By spending 5 Mind Points, 1 Rare Scrap, and 30 Minutes roleplaying improving the item at a Workbench, the crafter may take the required Scrap card and target Item Card to Logistics to have its Crafts Level increased by +1. Each time a suit of Armor is improved in this way, it provides an additional 5 Armor Points. Each time a Shield is improved in this way, its Bounce rating is improved by 3. While roleplaying improving the item, you must make a significant amount of noise (there is no "quiet" crafting!). Improving an item requires 2 hands, and can be interrupted if the crafter leaves the area within 5 feet of the Workbench, utilizes any combat Skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Some abilities or items may reduce the time requirement for Improving an item. The minimum time, without the assistance of an Able Helper, is 10 minutes. Note that a Starter Item may only be Improved twice, to a maximum Crafts Level of 3.

Improved Pistol/Bow/Thrown/Javelin (MP-Variable)

This Skill allows a character to Improve an existing Bow, thrown weapon set, javelin set, or Shooter's Crafts Level up to a maximum of Crafts Level 5. By spending 5 Mind Points, 1 Rare Scrap, and 30 Minutes roleplaying improving the item at a Workbench, the crafter may take the required Scrap card and target Item Card to Logistics to have its Crafts Level increased by +1. Each time an item is improved in this way, the weapon deals +1 damage. While roleplaying improving the item, you must make a significant amount of noise (there is no "quiet" crafting!). Improving an item requires 2 hands, and can be interrupted if the crafter leaves the area within five feet of the Workbench, utilizes any combat Skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Some abilities or items may reduce the time requirement for improving an item. The minimum time, without the assistance of an Able Helper, is 10 minutes. Note that a Starter Item may only be improved twice, to a maximum Crafts Level of 3.



Improved Weapon (MP-Variable)

This Skill allows a character to Improve an existing Brawler's Knuckles or Melee weapon's Crafts Level up to a maximum of Crafts Level 5. By spending 5 Mind Points, 1 Rare Scrap, and 30 Minutes roleplaying improving the item at a Workbench, the crafter may take the required Scrap card and target Item Card to Logistics to be have its Crafts Level increased by +1. Each time a Brawler's Knuckles or Melee weapon is improved in this way, the weapon deals +1 Damage. While roleplaying improving the item, you must make a significant amount of noise (there is no "quiet" crafting!). Improving an item requires 2 hands, and can be interrupted if the crafter leaves the area within 5 feet of the Workbench, utilizes any combat skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Some abilities or items may reduce the time requirement for Improving an item. The minimum time, without the assistance of an Able Helper, is 10 minutes. Note that a Starter Item may only be improved twice, to a maximum Crafts Level of 3.

Income (MP-Nil)

Money doesn't grow on trees, but a few extra connections can certainly help. This Skill reflects that a person has a viable job between events; during Check In, they receive a certain amount of local currency as a reflection of their monthly income. This Skill may be purchased multiple times, up to a maximum of five, allowing for cumulative financial growth. For example, Income 1 provides 1 local currency, Income 2 provides 3 local currency, etc. This employment requires in-game roleplay where you advertise what it is that you do. Some acceptable employment examples include: scrounger, bartender, bouncer, guard, store operator, politician, gambler, pit fighter, caravan operator, farmer, fisher, entertainer, medic. (Note: While theoretically possible, openly advertising as an assassin, slaver, thief or other unsavory profession is a good way to meet local law enforcement, and it's not likely to be for a friendly chat.) To learn this skill, you must either train yourself as a Strain Skill, or receive instruction from someone with equal or greater level of the Income Skill. This Skill may only be used by a character at their home game.

Instruct (MP-1)

You can save some time by teaching a classroom rather than an individual. This Skill costs 1 Mind Point, and allows you to teach a Skill that you have to an entire group of people at once. This Skill requires 5 minutes of roleplay for every Experience Point the slowest (highest cost) student must expend to gain this Skill. For example, if you're teaching a group of five people how to Parry, and one of them needs to spend 6 Experience Points to learn it, it will take 30 minutes— even if some of the other students can purchase the Skill for 3 Experience Points. You may only teach Skills that a person can purchase from either their Profession list or their Strain list, and these Skills are added at Check In at the next 12s. Instruct may not be used to teach Professions, only Skills.

Interfere (MP-Nil)

This Skill allows its user to declare "Interfere!" and immediately take the damage or Skill effect another person would have just taken, provided the user is within arm's length of the target. Interfere transfers all damage and other negative effects to the person using this Skill. However, once transferred by Interfere no items, Brews, armors, defensive Skills, damage reduction, psionic powers, or other status altering Skills can reduce or prevent damage and effects suffered, even if they normally apply automatically. To use Interfere, the user of the Skill must be able to take the effects of the effect and damage being called. As an example, if you want to use Interfere to take the effects of a 'Break Shield', then the user of Interfere must have a shield that can be broken. The same applies for all other forms of interfered skills (must have a working limb to interfere a mangle limb, must have working armor to interfere destroy armor, etc.). This skill has no Mind Point cost.



Interrogate (MP-5)

This Skill is countered by Lie. Every good investigator knows how to sniff out some information—especially from a guilty party. After roleplaying questioning a target in an intimidating way for at least 5 minutes, you can spend 5 Mind Points to declare “Interrogate” and force a subject to give an answer to a direct question. The question does not need to be as simple as a yes/no question, but compound questions cannot be used with Interrogate. Attempting to do so will immediately causes Interrogate to fail. The subject must give a truthful and complete answer, unless the Lie Skill is used. Once a question has been asked of a subject with the Skill ‘Interrogate’, that question may not be asked of that subject again with this Skill by anyone for the rest of the event. People using the Interrogate Skill are encouraged to ask many questions that are related to a situation instead of just asking one ‘yes or no’ question during a scene, but the subject is only compelled to answer the Interrogate ones.

Interrogate may be used multiple times in a particular scene, to represent particularly long or demanding questioning; each additional question costs 5 Mind Points and another minute of interrogation roleplay, and cannot cover the same ground as a previous question.

Iron Fists (MP-Nil)

If you punch things for long enough, you’re bound to build up some calluses. This Skill allows those wielding fist boffers with the Brawling Skill to not take damage when they block with them. To represent this Skill, a two inch band of red tape must surround the ‘wrist area’ of the brawling boffers. This Skill represents the knowledge of how to deflect blows with your hands and arms so that strikes do not land at full strength, instead of just letting your arms take the damage. The Skill Iron Fists does not prevent Mangle Limb from rendering arms useless if the strike lands on a character’s brawling boffers.

Knock Down (MP-5)

This Skill is countered by Balance or Avoid. This Skill allows you to step up with their shield and declare Knock Down against a target in melee range. Note that you must be holding a shield in order to use this Skill, as this simulates a ‘shield bash’. This is not considered a melee augmenting Skill, since it does not require a melee weapon to use. By spending 5 Mind Points and calling “Knock Down!” you can knock an opponent off of their feet. A person who has been affected by Knock Down can still defend themselves (block strikes, not attack); however, they must drop to the ground and take no actions other than defending themselves for 10 seconds. Note that you should not actually strike an opponent with your shield; this Skill represents that action instead. During the duration of Knock Down a character cannot use Skills.

Knockout (MP-5)

This Skill is countered by Avoid and First Aide. By spending 5 Mind Points, this Skill allows its user to make a single melee or brawling strike at a target’s back torso and declare “Knockout, out cold 5 minutes or until wounded!” to render them unconscious. If successful, most living creatures are rendered prone and unconscious for 5 minutes, or until they are wounded or First Aide is used to wake them up. Note that this Skill is ineffective against the undead.

Lie (MP-5)



This Skill counters Interrogate and certain psionic Skills. When you're in a bind, it can be handy to be able to tell a lie. By spending 5 Mind Points, you can tell one undetectable lie. This lie is to be considered truth under all means of detection; only if direct evidence is provided will the false nature of the statement be uncovered. This Skill can only be declared if another Skill is used to try to force an answer to a question or to determine whether or not a statement is true, such as Interrogate, certain psionic powers or particular Advanced Profession skills. It cannot be used to force people to believe facts independent of truth detection; however, when used it convinces the interrogator that the subject is telling the truth. This Skill may be used in Bleed Out.

In order to use this Skill, the user must clearly add the word "Lie" at the end of the answer that was compelled with another Skill. This declaration is purely to note the Mind Points are spent and to avoid possible confusion later. It is not an in-game announcement in any way, and acting on it is considered cheating and will be punished accordingly.

It should be noted that while this Skill is quite effective if the liar is the only person who can be questioned about a matter, if other direct evidence exists then their crimes might still be found out. For example, if a character uses Lie to deny committing a murder, but six eyewitnesses saw them do it, unless the criminal can discredit those witnesses or find some other way to throw off the investigation, all they're going to do is reveal the fact that they're an excellent liar as well as a killer.

Literacy (MP-Nil)

Literacy costs no Mind Points to use. This Skill allows its owner the rudimentary yet sadly all too uncommon ability to read and write, as well as perform simple math and written calculations. In addition to those benefits, this Skill is vital in duplication of most basic listed blueprints and documents.

Lore (Type) (MP-Nil)

Lore is a Skill that shows your character has an understanding of a particular subject. For example, Lore: Grave Mind means that your character understands far more about the Grave Mind than the average character. In order to use this Skill, simply state the particular Lore that your character has (for example: Lore, Grave Mind) during an appropriate situation. In the case of Lore: Grave Mind, this can be examining a new creature that may have been spawned directly from the Grave Mind, or investigating some strange phenomenon occurring with the Grave Mind. That said, this Skill doesn't mean that your character knows everything about a particular subject. Instead, it shows that your character has a basic understanding of it, and knows enough to be able to research particular topics more extensively. Lore is largely used in conjunction with the Educated Skill in order to find out more about certain topics. Simply stating the Lore without research will only give you the most rudimentary of information. For more information on Lores, take a look at the Lore section of the rulebook.

Mangle Limb (MP-5)

This Skill can be countered by Parry if the strike is made from the front. By spending 5 Mind Points and making a successful melee strike, you can declare "Mangle Limb!" This causes the limb you struck to become mangled and useless. Only the limb actually struck may be affected - if you want to Sangle the right arm, for example, you must hit the right arm. A Sangled arm may still hold an item in its hand (loosely), but cannot in any way be used to deliver Skills, manipulate items or wield weapons. A person may still stand with one Mangled leg, but it prevents any movement faster than a very slow, painful walk - this should be portrayed as dragging the injured leg or otherwise obviously favoring it. Two Mangled legs prevents standing and any movement other than crawling in a prone position.

Master Craftsman (MP-Variable)

With this Skill a character may take any weapon, brawling augment, shield, or armor that has already been Improved to Crafts Level 5 and further improve it to a maximum of Crafts Level 10. By spending 10 Mind Points, 1 Rare Scrap, any 1 Named Scrap, and 30 minutes roleplaying refining the target item at a Workbench you may take the necessary Scrap Cards and target Item Card to Logistics to increase the Crafts Level of an item by +1 above and beyond the normal limitation of the Improve Skills. Note that these improved Crafts Levels do not give any further damage or armor point bonuses, but do continue to increase Bounce Rating for shields. While roleplaying improving the item, you must make a significant amount of noise (there is no "quiet" crafting!). Master Crafting requires 2 hands, and can be interrupted if the crafter leaves the area within 5 feet of the workbench, utilizes any combat Skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Some abilities or items may reduce the time requirement for Master Craftsman. The minimum time, without the assistance of an Able Helper, is 10 minutes.

During the process of production a player may only use one item to manipulate crafting times or production results unless the used items specifically state that they stack with other items.

At Crafts Level 6 and above, the item is considered Master Crafted. Master Crafted items that are the target of a Break, Destroy, Melt, or similar effect are not rendered broken, but instead permanently lose 1 Crafts Level, and may continue being used. If a Master Crafted item falls from Crafts Level 6 to Crafts Level 5 again, it loses all benefits from being Master Crafted.

In addition to the Master Crafted benefits above, a Master Crafted item that has been Improved all the way to Crafts Level 10 will gain a benefit depending on the Named Scrap invested during its final improvement. See the table below for details. Once improved in this way, the Master Crafted item will retain this benefit so long as it remains Master Crafted (Crafts Level 6 or above). An item may only receive one Master Crafted Named Scrap benefit at a time. Once lost, the item must be Master Crafted fully to Crafts Level 10 again for a new benefit to be applied. The Physical Representation of the item should be cosmetically altered to reflect the nature of the benefit gained and the named Scrap invested.

Named Scrap	Melee/Thrown/ Bow/Knucks	Shooter	Shield	Armor
Bronze	No Effect	No Effect	Crafts Level Cap Increased by 2 (useful for Bounce)	No Effect
Chrome	No Effect	+1 damage (Does not Increase with further improvements)	No Effect	No Effect
Copper	No Effect	No Effect	No Effect	Repair Time Same As Per Crafts 3 Item. Effect not lost when broken below 5, will be lost when improved again.
Crazy Future Metal	Ignore 1 Use of Break/Destroy Per Event	Ignore 1 Use of Break/Destroy Per Event	Ignore 1 Use of Break/Destroy Per Event	No Effect
Green Rod	Rad Damage Modifier Added	No Effect	No Effect	No Effect
Large Bloodstone (Requires Card)	No Effect	Repair Time Same As Per Crafts 3 Item. Effect not lost when broken below 5, will be lost when improved again.	No Effect	No Effect
Large Die-Mond (Requires Card)	Repair Time Same As Per Crafts 3 Item. Effect not lost when broken below 5, will be lost when improved again.	No Effect	Repair Time Same As Per Crafts 3 Item. Effect not lost when broken below 5, will be lost when improved again.	No Effect
Lead	Poison modifier Added	No Effect	No Effect	Ignore Rad Mod on Direct Damage
Silver	Add 20 to Value	Add 20 to Value	Add 20 to Value	Charisma Time Reduced to 1 Minute
Steel	+1 damage (Does not increase with further improvements)	No Effect	No Effect	No Effect

Medical Assistance (MP-1 Per 3)

With this Skill, your character has gained knowledge of not only the workings of the human body but also how to quickly revitalize a person and close their wounds. By spending 5 minutes roleplaying operating on your target and then spending 1 Mind Point, your target will regain up to 3 Health Points. Multiple Mind Points may be expended at once this way without increasing the required roleplay time. A wounded patient cannot do anything other than lay prone while the user of this Skill works on them, and anything that interrupts this process restarts the required amount of time.



Medical Genius (MP-1 Per 10)

There's a difference between patching someone up and being able to perform advanced surgeries. With this Skill, your character has gained advanced knowledge of the medical workings of the body, and can provide treatment that borders on scientific genius. By expending 5 minutes roleplaying treating a target and expending 1 Mind Point, you can heal up to 10 Body. Multiple Mind Points may be expended at once this way without increasing the required roleplay time. A wounded patient cannot do anything other than lay prone while the user of this Skill works on them, and anything that interrupts this process restarts the required amount of time. After this Skill is purchased, time required for Medical Assistance drops from 5 minutes to 1 minute. This Skill may also be required to perform specialized medical procedures in special story circumstances; staff will provide the costs and time requirements for such procedures.

Melee Weapon Expert (MP-5 Per 2)

Simply knowing how to swing a weapon doesn't mean that you're an expert. Those with this Skill, though, are another story. A person with Melee Weapon Expert has become so lethal with different forms of melee weaponry that every strike finds its way to more vital portions of the body. With the Skill, you may increase the amount of damage you can declare with a single weapon by 2 for every 5 Mind Points spent, up to an overall maximum of 20 damage. (Melee Weapon Expert can never cause an attack to inflict over 20 damage.) For example, if your weapon normally swings for 5 Damage, you can spend 10 Mind Points and swing for 9 Damage. The duration of this effect is 5 minutes. The user must stand Still for 30 seconds, with a weapon at the ready, before announcing use of this Skill as they prepare themselves with battle focus or meditation. Melee Weapon expert may only be used on weapons covered under Melee skills (not Brawling) unless equipment states otherwise.

Melee Weapon, Large (MP-Nil)

This Skill costs no Mind Points, and allows its owner to wield a melee weapon no smaller than 36 inches in length and no longer than 53 inches in length (see weapon rules). Default large weapons deal 2 damage if wielded in one hand and 3 damage if wielded in two hands. Hand and a half or "bastard" weapons fall in this category.

Melee Weapon, Small (MP-Nil)

This Skill costs no Mind Points, and allows its owner to wield a melee weapon no shorter than 12 inches and no longer than 21 inches in length (see weapon rules). Default small weapons deal 2 damage.

Melee Weapon, Standard (MP-Nil)

This Skill costs no Mind Points, and allows its owner to wield a melee weapon no smaller than 18 inches in length and no longer than 39 inches in length (see weapon rules). Default standard weapons deal 2 damage.

Melee Weapon, Two Handed (MP-Nil)

This Skill costs no Mind Points, and allows its owner to wield a melee weapon no smaller than 60 inches in length and no longer than 63 inches in length. This weapon is required to be wielded with two hands at all times (see weapon rules). Default two-handed weapons deal 3 damage. If a Disarming Strike or Shot is used on a Melee Two handed weapon, the two handed weapon is not dropped, but instead is disarmed from one of the two hands and un-wieldable for 5 seconds (cannot strike, defend, or use Skills with this weapon). If Disarming Shot is used when a two handed weapon is carried in one hand, the weapon is disarmed.

Mind Resistance (MP-10)

This Skill counters psionic abilities or attacks, such as Toys in the Attic, Pyro, Enslavement, Body Puppet, and others. This Skill also counters Torture by allowing you to remain silent rather than answering. A person with this Skill has trained their mind to be able to resist psionic attacks, or perhaps just survived so many they've built up natural defenses. By spending 10 Mind Points the user may ignore any one psionic ability or attack. This includes both mental effects such as Toys In the Attic, as well as physical effects like Pyro. Mind Resistance is also the appropriate Skill to use against Torture, allowing the user to refuse to answer a Torture question. They may not lie in response to this question - unless they also use the Lie Skill, however. This Skill may be used during Bleed Out.

Murder Most Foul (MP-10)

Some prefer killing others by bludgeoning them to death. Then there are others that can still a heart with one stroke of a knife. By spending 10 Mind Points and calling "Murder!" the user of this Skill may make a single attack that does 10 points of damage. If this damage is enough to cause someone to enter Bleed Out, they skip the Bleed Out process and are immediately slain as though they received a Killing Blow. This skill can only be used with a Small melee weapon or with a ranged weapon fired within two paces of a target's back. It cannot be used in combination with other combat Skills, with the exception of Backstab. Parry cannot counter this Skill.

Nail (MP-5)

This Skill is countered by Avoid or Bounce. This Skill allows a person to impale a target using a javelin or bow. By spending 5 Mind Points, calling "Nail, stuck in place, 5 minutes!" and landing a successful strike with a thrown javelin or bow, the user renders a target unable to move from that spot for 5 minutes, unless someone else comes over and role-plays removing the stuck weapon for at least a count of 10. (Targets cannot normally free themselves, though certainly inhumanly strong or physically abnormal NPCs may be able to do so with the Pull Through Skill.) Persons hit with this Skill are required to lift the thrown javelin or arrow packet and place it under their arm to show that they are pinned to the spot. The attack still inflicts its standard damage.

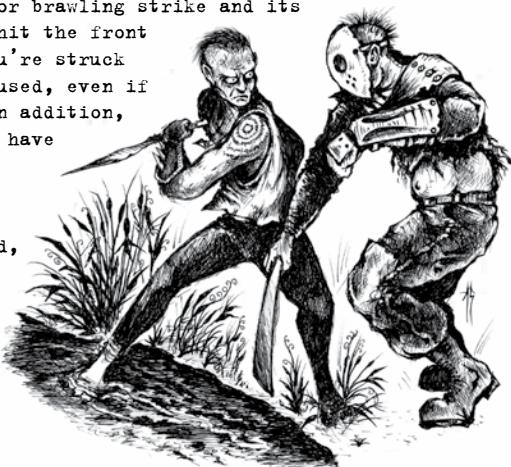
Nerve Punch (MP-5)

This Skill is countered by Parry, assuming the strike is delivered from the front. By spending 5 Mind Points, calling "Nerve Punch, drop held items!" and landing a successful brawling strike to an opponent, the user can briefly shock an opponent. A successful Nerve Punch causes the target to immediately drop all items in both hands.



Parry (MP-5)

This Skill counters all melee and brawling strikes delivered from the front (though if one is delivered from behind, you're out of luck). This includes Break Armor, Break Weapon, Break Shield, Blinding, Charge, Disarm, Frightening Force, Mangle Limb, Nerve Punch, Sever, Slaughter, Take Down, Wide Strike and any other basic melee strike. Being able to turn aside a blow is a good way to keep yourself alive. This Skill allows you to expend 5 Mind Points and declare "Parry!" to negate a single melee or brawling strike and its effects, provided that the strike hit the front 180 degrees of the defender. If you're struck from behind, this Skill cannot be used, even if you knew the attacker was there. In addition, you can only use this Skill if you have a melee weapon or brawlers at the ready, as well as the appropriate Melee Weapon or Brawling Skill to wield it (if that blade is sheathed, then you're out of luck). Lastly, Parry can never be used against the following skills: Backstab, Choking Blow, or Murder Most Foul.



Patch Job (MP-1 or 5)

This skill allows a character to quickly repair a Broken, Destroyed, or Melted item without a Workbench. By spending 1 Mind Point and 30 Seconds, the item's Crafts Level is permanently reduced by 1 and is immediately repaired. The Weapon or Armor repaired in this fashion loses the extra damage or armor points gained from that level of Improvement lost. If the item is Crafts Level 1 and cannot have its Crafts Level further reduced, the costs of this Skill increase to 5 Mind Points. Note that Patch Job does not restore Armor Points lost due to damage, only those lost due to a Break, Destroy, or Melt effect, returning the armor to its previous Armor Points before it was Broken, Destroyed, or Melted. While roleplaying patching the item, you should make use of props such as duct tape, twine, or a glue bottle to fix the target item. Patching an item requires 2 hands, and can be interrupted if the repairer utilizes any combat Skills or falls into Bleed Out. If the process is interrupted, all Mind Points invested are lost.

Pick Pockets (MP-1)

Sometimes the best things happen to belong to someone else— but that doesn't mean they can't be yours. Knowing how subtly lift items from someone else's pockets or bags is a good way to make a living— as long as you aren't caught. You must carry black clothespins to use this Skill, and as with all in-game theft activity you must register with the Storytelling staff that you are using this skill. To use Pick Pocket, spend 1 Mind Point and attempt to affix one of these clothespins to a target's purse or pocket; if it is successfully attached without the target noticing, a Staff Member will then approach the victim and obtain one item from that pocket. This item will be brought back to Logistics to be retrieved by the user later. Only Item Cards, resource cards (such as Herbs or Scraps), or currency may be stolen with this Skill. Costume pieces and prop items without Item Cards and in-game items that do not fit into a pocket, such as armor and most weapons, cannot be stolen with this Skill. The pins are to be considered completely out of game, and while someone can notice the act of placing it (and react accordingly to the perceived attempted theft), a pin that has been placed successfully without the thief being noticed must be ignored by all those around.

Pistol Whip (MP-Nil)

Guns don't generally make effective melee weapons; but if you're backed into a corner and all else fails, desperation can make them into small clubs. With this Skill, you may carry a Small melee weapon to represent your capacity to cudgel enemies with your firearm, though no melee related skills may be used in conjunction with this use of the weapon—save for parry. Certain weapon firearms item card allow for use of additional melee related Skills. A number of bayonet style weapon Gizmos exist specifically to be used with the Pistol Whip Skill. Firearms physical representations must be a melee weapons Small weapon able to pass a safety check in order to be used in melee, and thus must be contact safe. At no point may a hard shell metal, wood or plastic Physical Representation be used to strike, no matter how cool it looks.

Prepare Meal (MP-Variable)

This Skill allows a character to create refreshing and fulfilling meals from Herbs and Produce. By spending 5 Mind Points, the required Herbs or Produce, and 30 Minutes role playing at a campfire or kitchen, the Cook may take the required components to Logistics to have a new Meal card issued. Meals, unless otherwise stated, expire after 2 days, contain 1 serving, and require 10 minutes to consume to gain the benefits. Only one person may benefit from a single serving of a Meal. Cooking a meal requires 2 hands, and can be interrupted if the cook leaves the area within 5 feet of the campfire or kitchen, utilizes any combat Skills, or falls into Bleed Out. If the process is interrupted, all Mind Points invested are lost.

During the process of production a player may only use one item to manipulate crafting times or production results unless the used items specifically state that they stack with other items.

The following are Meal Recipes that anyone with this Skill knows how to produce. Note that other Meal Recipes may be discovered in game with their own Mind, Skill, and Resource requirements to produce. Non-standard Meal Recipes must be present while role playing cooking, and presented to logistics when getting the new meal issued. Some abilities or items may reduce the time requirement for Prepare Meal. The minimum time for Prepare Meal, without the assistance of an Able Helper, is 10 minutes.

Basic Meal

Effect: 1 Serving, Restore 10 Mind Points

Requires 1 Produce, 1 Rare Herb OR 2 Uncommon Herb OR 3 Basic Herb

Expires in 48 Hours

Generic Meal

Effect: 90 Oz of produced food. Counts as 3 servings

Does not have a mechanical effect and may not be improved with Healthy Feast or Disguise Content. Requires 1 Produce. Expires in 48 hours.

Pray for Justice (MP-5)

When used as a ranged attack, this skill is defended against with only with the skill 'Avoid' (no other skill). Gods may be merciful and gods may be wrathful. When a truly devout person calls upon that wrath, it can be terrifying to behold. By spending 5 Mind Points, calling out to your god for vengeance and making a successful ranged attack, you may inflict 10 Blessed damage upon a target. The deity worshiped must be clearly named - if the target of this effect worships the same deity they take no damage. A person with this skill may also choose instead to spend 5 Mind Points and Pray for Justice over a melee weapon or knucks; the first three strikes with that weapon inflict 10 points of Blessed (Type) damage. In addition, when Pray for Justice is purchased, Faith Healing time drops from 5 minutes to 2 minutes of prayer.



Psionic Basic Skill (MP-5)

This skill is defended against with Mind Resist, if the skill targets another player. This skill allows a Psionicist to permanently add one Basic skill from the Psionics Skill List to their sheet. This skill may be purchased multiple times. The Psionics Skill Lists can be found immediately after the end of the regular Skill List.

Psionic Intermediate Skill (MP-10)

This skill is defended against with Mind Resist, if the skill targets another player. This skill allows a Psionicist to permanently add one Intermediate skill from the Psionics Skill List to their sheet. This skill may be purchased multiple times, but a Psionicist may not have more Intermediate skills than half the number of Basic skills on their sheet (rounded down).

Psionic Advanced Skill (MP-15)

This skill is defended against with Mind Resist, if the skill targets another player. This skill allows a Psionicist to permanently add one Advanced skill from the Psionics Skill List to their sheet. This skill may be purchased multiple times, but a Psionicist may not have more Advanced skills than half the number of Intermediate skills on their sheet (rounded down).

Refuse (MP-1)

Being able to harden your emotions against someone's social wiles can be useful. This skill allows you to spend 1 Mind Point to ignore a single use of a behavior altering social skill such as Beg for Life, Challenge, Charisma, Entertain, or Fear. This skill does not protect against psionic powers.

Repair (MP-Variable)

This skill allows a character to repair a Broken, Destroyed, or Melted item, as well as restore lost Armor Points to armor. By spending 1 Mind Point and 10 Minutes per Crafts Level of the target item role playing repairing the item at a Workbench, the repairer may fix the item, making it usable again. Additional Mind Points may be spent to cut down Repair time, at a rate of 1 Mind Point per 10 Minutes reduced to a minimum of 10 Minutes. For example, a Crafts Level 3 item would take 3 Mind Points and 30 Minutes to Repair, or 4 Mind Points and 20 Minutes, or 5 Mind Points and 10 Minutes. Repairing an item requires 2 hands, and can be interrupted if the repairer leaves the area within 5 feet of the workbench, utilizes any combat skills, or falls into Bleed Out. If the process is interrupted, all Mind Points invested are lost.

Rescue (MP-5)

This skill is countered by Chase. This skill allows a character to quickly carry another person to escape from a bad situation. You cannot use this skill while under the effects of Nail, a Mangled Leg, or Tie Binds, and you must have at least one functional Arm. By spending 5 Mind Points and declaring "Rescue!", the rescuer may use a combination the Skill "Carry 5" and "Escape 10 Paces" simultaneously on a single character within arm's reach. To represent carrying a person, gently grip your target's hand after calling the effect and then jog your 10 paces away from combat, during which time you cannot be targeted or pursued. All characters have a Carry Rating of 1, unless otherwise specified. Rescue may only be used on willing targets or targets that are Knocked Out, Bound, or in Bleed Out. If a target does not meet the above requirements, the skill fails, and the Mind Points invested are lost. Rescue cannot be used on objects, only people.

Sailing (MP-Nil)

This skill represents access to shipping lanes and ports of call, allowing you to swap materials for cash and operate boats. At Check In, you may sell Scrap at the following rates:

- 1 **Named Scrap** for 3 Local Currency
- 1 **Rare Scrap** for 2 Local Currency
- 2 **Uncommon Scrap** for 2 Local Currency
- 3 **Basic Scrap** for 2 Local Currency

You may also find special items available for sale exclusively through Sailing connections or information provided to you by local 'sailing maps'. Unique Sailing Routes, Boats, Maps, and other items can sometimes be obtained in game that open up additional trade opportunities through this skill.

Scatter Shot (MP-5)

This skill is countered by Avoid or Bounce. Standard firearms don't fire nearly as fast in this day and age. But with skill, and a fast hand fanning the hammer, a trained Gun Slinger can fire so quickly that it seems like all of the bullets are fired at once. With this skill, the user may spend 5 Mind Points and gesture at up to six targets within three steps. Those six targets immediately receive the damage or skill effect declared with this action, though targets may use defensive skills as normal. For sakes of unique weapon and skill effect, each of the 6 shots are considered their own individual attack. As an example munitions, Gizmos, and skills that only effect 1 shot will only be in effect for the first shot, while munitions, Gizmos, and effects that last for a duration of time or at least 6 shots will strike all targets. Munition, Gizmos, and effects may not be added or swapped out part way through a use of scatter shot.

SCIENCE! (MP-Variable)

Some technology that is recovered requires a greater understanding of scientific reasoning to comprehend or operate. These items have information envelopes on them with a difficulty level on the outside. A player with SCIENCE! must spend Mind Points to match the difficulty level of the item in order to figure out how the device operates. Each Mind Point requires 10 minutes of role playing investigating the item, though by spending Mind Points above and beyond the technological difficulty the duration of investigation may be reduced by 5 minutes per Mind Point (to a minimum of 1 minute). While a single individual must spend the initial Mind Points to begin the 'scientific process,' a group of individuals with SCIENCE! may role play assisting in order to contribute Mind Points toward reducing the necessary time. Once this time has passed, the lead character using SCIENCE! may open the envelope and read the details of the device. SCIENCE! may also be a required skill to make sense of particularly wonky Blueprints and other strange plot items.

Scrounge (MP-1)

There isn't much in the way of mass production anymore, so being able to pick out the useful bits from the rubble helps. A person with this skill has the ability to pick up Scrounge cards from the ground. You don't have to spend Mind Points to identify these cards, but you do have to spend 1 Mind Point per level of the card when scrounging. These Scrounge cards will be located across the game site, and require you to physically hunt them down and find them in order to collect them. You must spend 2 minutes role playing 'harvesting' or 'gathering' the scrounge card for each level on the card. Cards cannot be partially collected and if combat or something else interrupts you, then you must leave the card. Once you collect the card, you can turn the scrounge card into Logistics to receive a random scrounged item-usually Scrap or Herb (notated on the card). Note that if you do not have the Scrounge skill, you cannot pick up Scrounge cards from the ground or point out the existence of scrounge cards to other people.



Sever (MP-5)

This skill can be countered by Parry if it's delivered to the front. By spending 5 Mind Points and landing a successful melee attack, the user of Sever can declare 15 damage with a single strike. This damage does not stack with any other damage bonuses.

Shield (MP-Nil)

This skill costs no Mind Points, and allows the user of this skill to wield a shield. Shields do not prevent damage from firearms, and may not be used as weapons. For example, if someone fires bullets at your shield, you take the damage; the shield does not block it. Instead, shields can be used to block thrown weapons, bows and melee attacks. For safety reasons shields may not have a surface area of more than 9 total square feet. Holes and carved out sections will not deduct from the total of 9 square feet of surface area. A shield may not stand more than 4 feet tall, nor wider than 4 feet wide at its widest point.

Examples: A rectangle shield that is 4 feet tall cannot be more than 2 feet wide to remain under the 9 square foot restriction. A shield that is 3 feet tall may be 3 feet wide to remain under the 9 square foot restriction. A "grid" shield that is a series of banded bars with open spaces still may not be more than 3 feet tall if 3 feet wide, as the interior holes do not subtract from the total surface space.

Items that are not crafted shields may NEVER be used as a shield. Strikes that land on 'improvised shields' are considered hits, and usage of improvised items as shields will result in safety violations (IE: Using a briefcase as a shield).

Smelt (MP-1)

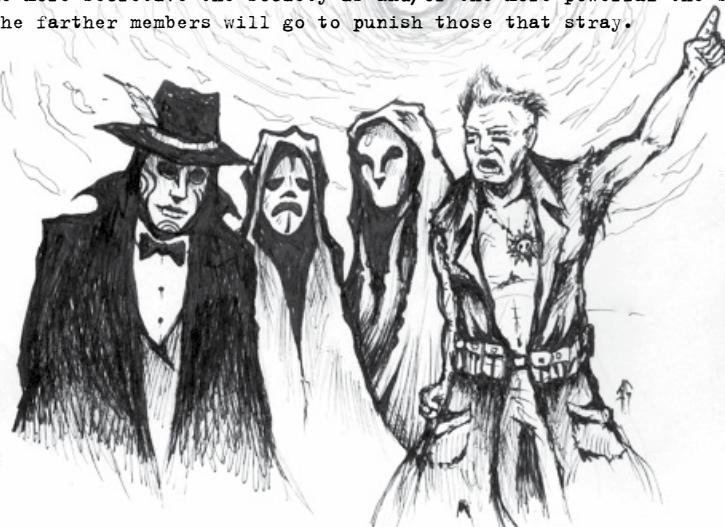
This skill allows a character to break down Scrap into its component parts and refine metals. By spending 1 Mind Point and 10 Minutes role playing working at a Forge, the smelter may turn in the required materials at Logistics to convert 1 Rare Scrap into 2 Uncommon Scrap, or 1 Uncommon Scrap into 2 Basic Scrap. While role playing smelting, you must make a significant amount of noise (there is no "quiet" crafting!). Smelting requires 2 hands, and can be interrupted if the smelter leaves the area within 5 feet of the Forge, utilizes any combat skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Other Metallurgy Plans may be discovered in game that allow for Named Scrap to be Smeled. Non-standard plans must be present while role playing smelting, and presented to logistics when getting the new item issued

Sniped Shot (MP-5)

This Skill is countered by Avoid or Bounce. This Skill allows a person to make a single ranged weapon attack that hits without a need to fire a dart, throw a packet or toss a thrown weapon or javelin. By spending 5 Mind Points, you can simply point at your target and call out "Sniped Shot X!" where X equals their weapon's damage or Skill used and damage. Sniped Shot may be used in conjunction with other ranged combat Skills, even more than one at a time, though it requires meeting their requirements, spending their Mind Point costs and adding them to the Skill call. For example: "Sniped Shot! Concentrated Fire: Shield! Destroy Shield!".

Society Membership (Varies)

Special groups, societies, and organizations still exist within the world, and whether public knowledge or a closely guarded secret, they don't take just anyone. Society membership is only offered depending on your activities and thus cannot be taken during character creation; it can only be earned during play. Acquiring this Skill represents your acceptance into a closed society of some kind, and it can only be taught by an existing member, typically as part of an initiation process. This member is known as your sponsor, and once you are brought into the fold, their name remains on your character sheet next to your membership status. Societies may offer a wide variety of benefits, from simple social circles to access to unusual resources and expertise, though it should also be noted that all societies have rules and codes of conduct that members are expected to uphold. Failure to do so can result in expulsion from the society, and possibly other repercussions. While each society is unique, as a rule the more secretive the society is and/or the more powerful the benefits it offers, the farther members will go to punish those that stray.



This Skill costs no Experience Points to acquire, however, at any point a person at least two steps above you in the society – that is, one rank above your sponsor – can either reassign you to a lower member or remove your membership completely. In most societies, your sponsor is held accountable for your actions, and at any time another society member can learn your sponsor's name (may ask OOC). New societies may not be created without written permission from the game director first. This Skill may be used, as per a Lore, to learning standing and details within said secret society.

Take Down (MP-5)

This Skill is countered by Balance and Parry. By spending 5 Mind Points, calling "Take Down!" and making a successful brawling attack or attack with a two handed melee weapon, the user of this Skill knocks an opponent off of their feet. A person who has been affected by Takedown can still defend themselves (block, not attacking); however, they must drop to the ground and take no actions other than defending themselves for 10 seconds. During the duration of Take Down a character cannot use Skills.

Teach (MP-Nil)

Being able to teach someone can be a valuable tool. This skill costs no Mind Points, and allows you to teach a Skill or Profession that you possess to a single student. This Skill requires 5 minutes of roleplay for every Experience Point the student must spend to gain this Skill or Profession, to a maximum of 30 minutes. You may only teach Skills that a person can purchase from either their Profession List or the Open Skill List; the Skill will be available for the student to use at the next Twelves. A new Profession becomes available at the next event; a student cannot learn any Skills for their new Profession until that time, even if they have sufficient Experience Points to do so. The only exception to these rules is if you have the Bay Walker "Fast Learner" advantage. While this does not allow a Bay Walker to teach a Profession immediately (the pupil still has to wait until the next event for it to become available), it does allow a Bay Walker to make Skills immediately available to a pupil— as long as they spend 1 Mind Point.

Throwing (MP-Nil)

This Skill costs no Mind Points to activate, and allows its owner to use throwing weapons under 12 inches in size. These weapons must be designed according to the weapon creation rules, and under no circumstances may other kinds of weapons be thrown. Thrown weapon Item Cards always represent 'sets of 6' and must be transferred this way. Standard thrown weapons do 2 point of damage. Improvements to thrown weapons are applied to all six items on each card.

Throwing, Javelins (MP-Nil)

This Skill costs no Mind Points to activate, and allows its owner to use throwing javelins between 12 and 50 inches in size. Throwing weapons must be designed according to the weapon creation rules, and under no circumstances may other kinds of weapons be thrown. Standard thrown javelins do 3 points of damage. Javelins must be at least 12 inches in length. Each javelin has its own Item Card.

Tie Bonds (MP-1)

This Skill is countered by Escape Bonds. By spending 1 Mind Point, you can tie a bond on willing, Bleeding Out or unconscious targets. A Tied Bond limits the actions a person can take; bound hands prevent that person from fighting or manipulating objects, while bound feet prevent that person from moving at anything faster than a slow walk. In addition, a person with bound feet can be prevented from moving by anyone not also restrained; this simply requires gently touching the bound target on the shoulder and announcing that you have halted their movement. A section of rope or fabric is used to represent bonds, draped across both wrists of a target or tied around one ankle. (For safety reasons, a player should never be actually tied up or otherwise restrained.) Bonds may be removed by anyone not bound themselves, unless an Item Card is used that locks the binds; removal instructions will be found on the Item Card.

Torture (MP-5)

This Skill can be countered by Mind Resist. We do what we have to in this world to survive. Sometimes, you need to take a darker path to extract information from a subject. This Skill allows you to cause harm to a subject without killing them in order to extract truth from them. After spending 5 Mind Points, you may spend 10 minutes roleplaying torturing a subject. At the end of that time, you may ask a single, simple question, which must be answered truthfully and completely. A person must be rendered totally helpless or have Tie Binds on them to be tortured with this Skill. The Lie Skill cannot be used to negate the use of the Torture Skill, as the pain is too great to lie convincingly; however, Mind Resistance may be declared instead, which does not allow the user to lie, but does allow the victim to stay silent.

Each use of torture causes 1 point of damage to the target in a Torture session. Armor does not apply against this damage, nor do most forms of damage reduction, as the time required means the torturer has avoided armor and found a target's weak spots. Torture may not be used on someone who is currently in Bleed Out, as the urgency of their own imminent death trumps the little bit of extra pain being applied to them.

Trade Ties (MP-Nil)

This Skill represents access to bartering connections, allowing you to swap certain resources for ones you need more. During Check In, you may trade Scrap and Herb at the following rates:

2 Scrap	→	1 Herb of the Same Quality (Basic, Uncommon, Rare)
3 Basic Scrap	↔	1 Uncommon Scrap
3 Uncommon Scrap	↔	1 Rare Scrap
3 Basic Herb	↔	1 Uncommon Herb
3 Uncommon Herb	↔	1 Rare Herb

Herb gained through this Skill is considered Wild and has a 3 month expiration. Scrap or Herb traded in this way cannot be exchanged more than once, so you cannot trade 6 Uncommon Scrap for 3 Uncommon Herbs, and immediately trade them again for 1 Rare Herb. You may also find special items available for sale exclusively through Trade Ties. Unique Trade Routes, Caravans, Maps, and other items can sometimes be obtained in game that open up additional trade opportunities through this Skill. This Skill may only be used by a character at their home game.

Transcribe (MP-5)

Being able to copy something can be crucial—especially when it comes to passing along vital information. The art of transcribing is a powerful Skill, as it allows a person to be able to copy complex documents without needing to understand what it is they contain. A person with this Skill may expend 5 Mind Points and spend 30 minutes transcribing any one Blueprint, Plan, Recipe, or other single page document. This may be done even if the Transcribe user does not possess the normally required Skills listed for duplicating said document. In addition, many complex documents require Transcribe to recreate at all. Many transcription projects will require special tools, such as the Printer's Table or specific transcription tools or Gizmos.



Trap Making (MP-Variable)

This Skill allows a character to take Scrap and build various Traps. By spending 2 Mind Points and 20 Minutes at a Workbench roleplaying the fabrication, the crafter may take the required Scrap cards to Logistics to be traded in for a new Trap card. All Traps start at Crafts Level 1 unless otherwise specified. While roleplaying making the item, you must make a significant amount of noise (there is no "quiet" crafting!). Crafting requires 2 hands, and can be interrupted if the crafter leaves the area within 5 feet of the Workbench, utilizes any combat skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Some abilities or items may reduce the time requirement for Trap Making. The minimum time, without the assistance of an Able Helper, is 5 minutes.

During the process of production a player may only use one item to manipulate crafting times or production results unless the used items specifically state that they stack with other items.

Traps can be improved during creation by spending an additional 2 Mind Points, 10 Minutes, and 1 Rare Scrap per Crafts Level being improved. Each time the trap is improved, it can have one of the following upgrades added.

Increase Damage Output by +5

Add a +3 Second Delay

Increase the effect Radius by +2 feet

Traps can be attached to various objects or locations, have different styles of triggers, and a variety of effects. An item may only have as many traps attached to it as 1 more than the Crafts Level of the item (a container that is Crafts Level 3 may only have 4 traps attached to it while an uncrafted item may only have one trap attached to it). A Trap will specify whether it can be attached to an object, door, container, or ground. A Trap will specify whether it is triggered by opening a door or container, snapping a string or trip wire, a pressure plate being stepped on, or moving a target object. When a Trap is mounted via the Attach skill, the card is mounted face down or in a sealed envelope so it cannot be read until it is activated or disarmed. The back of the card or envelope should be labeled as a Trap, including its Trigger type and the Crafts Level of the trap. When a Trap is triggered, the card should be revealed, and its effects occur in the order listed for purposes of calling defenses.

The following table lists Trap Blueprints automatically known by everyone with this Skill. Note that other trap blueprints may be discovered in-game with their own Mind, Skill, and Resource requirements to produce. Non-standard trap blueprints must present while roleplaying crafting, and presented to logistics when getting the new item issued.

Trap Design	Affix To	Trigger	Effect	Resources Required
Generic Box Trap	Container	Open Container	At Arm's Length: ~ 5 Body Damage	Basic Scrap x2
Generic Trip Line	Snap String strung between two objects	Breaking Snap String	To Springer: ~ 2 Damage ~ Mangle Limb (One Leg)	Uncommon Scrap xl

Trap Design	Affix To	Trigger	Effect	Resources Required
Generic Gas Trap	Container	Open Container	To Entire Room: ~ 10 Body Damage	Rare Scrap x1
Generic Spike Volley	Marked Paper Sheet on the Ground	Stepping on Marked Area (size of paper sheet)	Within 5' Radius: ~ 5 Body Damage	Basic Scrap x2 Uncommon Scrap x2
Generic Pull Cord Rig	String, attached to non-container object	Moving object affixed to string.	To Springer: ~ 7 Body Damage	Basic Scrap x2

Other traps may be created with the use of Designs. Designs may be discovered in-game and require possession of the Designs and meeting any prerequisites (often Literacy and/or Attach) in order to use them.

Unlock (MP-Variable)

This Skill allows you to bypass Lock Gizmos. By spending 1 Mind per Crafts Level of the target Lock, you may place a clothespin on the target Lock Gizmo card and begin the required time roleplaying picking the lock. You must spend 1 Minute plus 1 additional Minute per Crafts Level of the target Lock. This roleplay can be subtle, but must be entirely focused on the lock. Unlocking requires 2 Hands, and can be interrupted if the unlocker is forced away from target lock, uses combat Skills, or takes any damage. If interrupted, the Lock remains locked, and all Mind Points invested are lost. To reduce the time required to Unlock, each additional Mind Point spent will remove 1 minute from the required time, down to a minimum of 2 Minutes. Locks that have been Unlocked must have a clothespin left on the Lock Gizmo card to indicate that this Skill has been used to gain access, and not simply ignored by the player. Locks that are opened with the Unlock Skill are not broken, simply disabled until locked again.

Vanish (MP-5)

This Skill is countered by Alert. Versed in camouflage techniques, the user can become invisible if they have 80% environmental cover and are unobserved when this Skill is activated. Vanish costs 5 Mind Points per use. You must be prone and are unable to move from where you have vanished; however, Skills and ranged attacks do not end the effect. Only movement, the Alert Skill, or the presence of someone within 10 feet when the Vanish user activates a Skill or attacks breaks the effect. Once broken, Vanish may not be used again for 30 minutes. The Vanish Skill may not be used when under the effects of Nail, however, may be used with other forms of restricted movement (Bound limbs, Mangled limbs, etc.) Interacting with the environment (opening doors, picking up items, talking, using Skills, etc) ends this Skill.



Weld (MP-5)

This Skill allows a character to combine Scrap into more complicated and useful components. By spending 5 Mind Points and 10 Minutes role playing welding materials at a Forge, the welder may turn in the required materials at Logistics to convert 4 Basic Scrap into 1 Uncommon Scrap, or 4 Uncommon Scrap into 1 Rare Scrap. While roleplaying welding, you must make a significant amount of noise (there is no "quiet" crafting!). Welding requires 2 hands, and can be interrupted if the welder leaves the area within 5 feet of the Forge, utilizes any combat skills, or falls into Bleed Out. If the process is interrupted, all Mind Points spent and materials invested are lost. Many Engineering Plans require Welding, and some special Welding Plans may be discovered in game that allow for other items to be Welded. Non-standard plans must be present while role playing welding, and presented to Logistics when getting the new item issued.



Wide Strike (MP-10)

This Skill is countered by Parry. By spending 10 Mind Points, a user may call 'Wide Strike' and gesture at up to six targets within weapon's reach. Those six targets immediately receive the damage or Skill effect of either a melee or brawling attack declared with this action, though targets may use defensive skills are normally. If a Skill is linked with Wide Strike, all targets must be legal for both Skills; however, the Mind Point cost of this secondary skill is only spent once. Example: Surrounded by shield carrying Final Knights zealots, a survivor calls out "Wide Strike, Break Shield!" and spends 15 Mind Points. Unless defensive Skills are called, up to 6 shields within melee range of that 360 degree arc are destroyed. If Break Weapon or Disarming Blow is called and a target is wielding two weapons, assume the main hand weapon is targeted.

Universal Crafted Items

There are a number of crafted items that are used in day-to-day existence that most skilled crafters can make. Be it that you are an Engineer that knows how to construct a home, or a Tinkerer who is skilled in crafting weapons, it should be assumed that there are a number of mechanical items that can be crafted by both Skill sets. Unfortunately, we cannot outline every single item that could feasibly be useful in the post-apocalypse. What we have done is produced a list of mechanical items that both Forging the Future and Building Tomorrow are both capable of producing. Requirements for Workbench or Forge still remain with the skillset being used, however, the crafting time and required supplies remain the same across both crafting Skill sets.

Door

Production Cost: 10 Mind **Production Time:** 30 Minutes

Materials: 2 Basic Scrap per Crafts Level (max craft 5) **Expires:** N/A

Mechanics: Each Crafts Level of a door counts as a level 1 barricade for those that are looking to break down a door. Locks do not increase the barricade level of a door, however, any use of the skill Barricade on a crafted door have their Crafts Level added to the existing Crafts Level of the door.

Doors cannot be placed in areas where doorways don't exist in the real world. Doors may be used on tents. Once doors are put into place, they may not be moved again unless broken or done between games (taking doors off the hinges over complicates a simple mechanic). Uncrafted (real world) doors are considered crafts level 0 (breaks with a single hit) for breaching purposes.

Doors are broken the same way barricades are.

Storage Box

Production Cost: 10 Mind **Production Time:** 30 Minutes

Materials: 2 Basic Scrap per Crafts Level (max craft 5) **Expires:** N/A

Mechanics: (Max size, 3ftx3ftx3ft) Each Crafts Level of a Storage Box counts as a level 1 barricade for those that are looking to break the box open. Storage Boxes can hold up to 30 Scrap and Herb Cards or 3 crafted Item Cards that are small than the Storage Box. Locks do not increase the barricade level of the Storage Box. Storage Boxes may not be Barricaded.

Storage Boxes require real world physical representations. Storage Boxes innately have a Carry rate of 1. In the instance that an item that has a higher Carry rate than 1 is put in the box, the Storage Box has a Carry rate equal to the highest Carry rate item in the box. This increased Carry rate must be noted on the outside of the box. Uncrafted (real world) Storage Boxes are considered Crafts Level 0 (breaks with a single hit) for breaching purposes.

Storage Boxes are broken the same way Barricades are.



Room Decor

Production Cost: 10 Mind **Production Time:** 30 Minutes

Materials: 10 Basic Scrap per Crafts Level (max craft 5) **Expires:** 1 Year

Mechanics: Does not provide any mechanical advantage save for being more difficult to break. If you are looking to have a higher quality décor to a room, then either an Engineer or a Tinkerer can put together the visual décor accent pieces you are looking for. Creation of bar rooms, recreation centers, high quality bedrooms, damage resistant beds, lamps that don't break the first time someone bumps them, and quality crafted materials is all covered under Room Decor. This is not a single item, but instead a number of smaller additions to a building that are permanently a part of a building or room. Items crafted in this way are considered bolted down, and cannot be moved unless between games. Room décor that is not crafted is considered Crafts Level 0 (breaks with a single hit) for breaching purposes.

Room Décor is broken the same way Barricades are.

Cryptacular Caravan

Production Cost: 10 Mind **Production Time:** 30 Minutes

Materials: 20 Basic Scrap per Crafts Level (max craft 5) **Expires:** 1 Year

Mechanics: Cryptacular Caravans are the most basic requirement for a Diesel Jock vehicle, sometimes are required for trade routes, and are an item not used during the duration of game. Certain trade routes may require either a Blueprint crafted vehicle or a Cryptacular Caravan to be crafted to at least a certain level to work (representing carry ability). Each Crafts Level of a Cryptacular Caravan represents 5 people that the vehicle could carry (with their supplies) during downtime travels.

Basic Fishing Pole

Production Cost: 10 Mind **Production Time:** 30 Minutes

Materials: 2 Basic Scrap per Crafts Level (max craft 5) **Expires:** 1 Year

Mechanics: Basic requirement for multiple uses of the Fishing Skill. If a character using the Fishing Skill wishes to use the Fishing Skill multiple times at once, then the character using the Fishing Skill will need a Fishing Pole Gizmo to be crafted for each use of the Fishing Skill being used at the same time. Basic physical representations are required for Fishing Poles. Certain fishing Gizmos will require either a blueprint crafted Fishing Pole or a Basic Fishing Pole of at least a certain crafts level to operate.

Non-Mechanical Item Smaller Than 2'x2'x2'

Production Cost: 10 Mind **Production Time:** 30 Minutes

Materials: 2 Basic Scrap per Crafts Level (max craft 5) **Expires:** 1 Year

Mechanics: This item may have no mechanical effect, may not be used in combination with Skills, and is designed purely for a flavor text or roleplay item, such as basic tools, jewelry, and clothing.

Non-Mechanical Item Larger Than 2'x2'x2' but Smaller than 10'x10'x10'

Production Cost: 10 Mind **Production Time:** 30 Minutes

Materials: 4 Basic Scrap per Crafts Level (max craft 5) **Expires:** 1 Year

Mechanics: This item may have no mechanical effect, may not be used in combination with Skills, and is designed purely for a flavor text or roleplay item, such as furniture, lighting, or simple structures.

Lores and Lore Use

Lore, as a Skill and concept, is difficult for some people to contextually understand. Having a Lore does not allow an individual to have an endless access of information in regards to a particular subject or to know all details of a subject at a glance. Instead, a Lore (as a skill and as a whole) is a volume of learned information and research that an individual has access to, assuming they have the appropriate tools and/or linked Skills. Often times finding specific details in regards to a particular Lore or field of information requires deductive reasoning, educated research via the 'Educated' Skill, and leaps of personal logic.

With this in mind, Lores are primarily used in conjunction with the Educated Skill to do research in regards to a specific subject outlined by a particular Lore. While Educated can be used in researching basic information without appropriate Lores, any truly useful information will require the person doing the research to have the appropriate Lore Skill. While some Lores have secondary uses in regards to specific equipment, materials, the primary focus of Lores is to have them available as a research tool.

Information gained through research does not access information that is outside of the scope of 'prior recorded information' within a particular Lore. When asking questions with the research aspect of the Educated Skill, a player could get an answer to 'Where are prior recorded areas where the Grave Mind has released people after they died' but not 'Why does the Grave Mind build us back together?' In addition, the information given is different based on the Lores being cited. Using the same example, if a character does not have the Grave Mind lore and asks 'Where are prior recorded areas where the Grave Mind has released people after they died' the answer would be 'at the locations where the Grave Mind is closest to the surface'. If the character DID have the Grave Mind lore and asked the same question, the answer could be 'historically morgues have been set up out by the old mine building, along the river, and beneath the old barn.' If the same character had Lore: Grave Mind and Lore: Local Area then they would get an answer closer to 'historically morgues have been set up outside the old mine building, along the river, and beneath the old barn however most people tend to wake up beneath the old barn'.

Use of Lores on the fly will only ever get you the most rudimentary and basic of information. Calling a Lore without researching will often pull limited, if any, response. Lores on the fly, without a skill appropriately expending Mind Points, will only get you one or two word responses if any response at all. Using a Lore on the fly, in particular at a long distance, doesn't report results. If a target of your Lore use is far enough away that they do not know you are speaking to them, then you are far enough away that the discerning details of what you are looking at are unavailable.

Again, please review the mechanics of Lore skills in the skill section before just attempting to use your Lore skill in ways it is not intended. The following list of Lores are the only Lore categories available to players using the Lore skill.



Lore - Local Area

This Lore allows a player to research game specific details in regards to the local game area they are currently attending. A player may only use this Lore to research details of the game they are currently at, and it may not be used to research details outside of the local branch's designated play area. Lore - Local Area may be used to research history, geography, political activity, and general demographics of the branch's defined 'play space' for events that have occurred during the duration of active play. This Lore is primarily used to identify groups and organizations within an area, major historical events that have occurred, and researching recent location specific history.

Lore - Animals: Aquatic

This Lore allows a player to research details of aquatic life specific to a general region. The Lore Animals: Aquatic may allow an individual to research details in regards to commonly found local aquatic animal life, specific information on seaborne creatures, as well as identifying potential mutations and health related issues for local aquatic animals. This Lore covers most non-humanoid aquatic creatures, and does not provide information in regards to Saltwise or normally land based animals that have taken to the ocean.

Lore - Animals: Aviary

This Lore allows a player to research details of airborne life specific to a general region. The Lore Animals: Aviary may allow an individual to research details in regards to commonly found local birds and airborne animal life, specific information on flying creatures, as well as identifying potential mutations and health related issues for local airborne animals and insects.

Lore - Animals: Mutated

This Lore allows a player to research details of specific uniquely mutated creatures in a local area. The lore of Animals: Mutated covers doing research into naturally occurring as well as engineered creatures that have been reported in an area. This lore allows individuals to do research in regards to potential health patterns, mutated advantages, potential general origins, as well as projected environmental response to these mutated creatures existence.

Lore - Animals: Subterranean

This Lore allows a player the ability to research details of primarily subterranean animals, with a focus on creatures that spend the vast majority of their life underground. This Lore is not appropriate for creatures that only nest or slumber in underground hollows, but instead should be used in the identification and classification of burrowing and primarily subterranean creatures. Lascarians, and other forms of underground humanoids, are not covered by the Lore Animals: Subterranean.

Lore - Animals: Terra Firma

This Lore allows a player the ability to research details of creatures that primarily reside on the surface of the land. Animals that take to flight, live the majority of their life under water, and reside primarily underground are covered by other forms of Animal Lore. This Lore allows individuals to do research in regards to potential health patterns, habitual advantages, impact and status of a particular animal within a limited environment, as well as projected environmental response to the activities of these animals.

Lore - Faith: Church of Darwin

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Church of Darwin to use or craft.

Lore - Faith: Cult of Fallow Hopes

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Cult of Fallow Hopes to use or craft.

Lore - Faith: Final Knight

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Final Knights to use or craft.

Lore - Faith: Kings Court

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Courtiers of the Kings and Queens Court to use or craft.

Lore - Faith: Light of Hedon

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Light of Hedon to use or craft.



Lore - Faith: Minor Cults and Sects

Much like Lore: (Local), this Lore allows a player to research locally approved cults and sects that are found primarily in the area of play that a character is currently in. This Lore does require that a player know some details, or information, about the individual sect or cult they are researching. Blanket research to identify all cults in an area does not fall under the guidelines of the research portion of the Educated Skill. This Lore does allow a player to identify religious tenets, symbols, local leadership, and customs of a particular cult or sect. In addition, by researching details in regards to a particular item or activity an individual with this Lore may be able to research details in regards to the identity of the minor Cult or Sect involved.

Lore - Faith: Nuclear Family

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Nuclear Family to use or craft.

Lore - Faith: Sainthood of Ashes

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Sainthood of Ashes to use or craft.

Lore - Faith: Telling Visions

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Telling Visions to use or craft.



Lore - Faith: Tribes of the Seasons

This Lore allows a player the ability to research details of a particular faith in its modern form. While this Lore does not provide historic references that surround the origination of the faith, this Lore does allow a player the ability to research the names of local faith leaders, major events that have occurred in regards to the faith, Information about specific holy sites, identify symbols and symbolic references, as well as research historic decision making processes in the community of the particular outlined faith. This Lore is also used in conjunction with a number of items, blueprints, and production materials that require an extensive knowledge of the Tribes of the Seasons to use or craft.

Lore - Grave Mind

Knowledge of the undead behemoth masses which are related to the spawning of all Strains and undead, knowledge of Lore: Grave Mind is key in the day-to-day operations of Grave Robbers as well as individuals who wish to study and understand the infected condition. This Lore is commonly required for the creation, distilling, and use of devices that are directly related to the operation of the Grave Mind. In addition this Lore may be commonly used in connection to Research to find details such as the location of physical manifestations of the Grave Mind, investigate strange localized anomalies, and to research details related to Grave Mind related occurrences such as Necropolis territories.

Lore - History: Cinema and Entertainment Television

Knowledge of pre-fall cinema and television shows is rare, even among the Telling Visionaries. Most information that the followers of the faith have has been repeated word of mouth from generation to generation, with very few every seeing a reliable Telling-vision oracle box. With this in mind, the knowledge of near complete scripts, anecdotes, and actors for specific Cinema and Entertainment Television programs is vital among the Telling Vision. Many religious items of the faith require either being a priest or having an extensive knowledge of the pre-fall Scriptures. This Lore is not only used primarily to research details of pre-fall TV entertainment mediums, but also used to operate or create many Telling Vision specific items. This Lore DOES NOT allow an individual to research details of historic events, news, or cultural phenomena that would otherwise be covered under another Lore.

Lore - History: Fictional Literature

Finding pre-fall literature is an extremely rare stroke of luck. Fortunately for the culture of the Strains, many of the stories of the past were translated to a spoken tradition. Fictional tales that once were held in massive tomes were simplified and adjusted to match the world of the post-apocalypse. However, for the individual who is looking to find references in the morality and characters of Fictional Literature, unearthing the original details of a story is more of a process. With the application of the Educated research Skill, a character with this Skill can search for names, places, and key story points of pieces of Fictional Literature. While this Skill may seem to lack in value, many people in the Wastelands are named after ancient tales and stories. Occasionally knowing the history of an enemy's name means to truly understand an enemy.



Lore - History: Music

Music is a universal language that has been communicated via sound, recorded onto devices, as well as transcribed into tablature. Knowing the history of music allows a player to research details of the performers that produced the music, the instruments that the music was performed on, as well as some of the key cultural references that are being made in the music that is being performed. While this Lore, like any other, does not give a limitless resource of names and music that spans the ages, this Lore will allow a player to research key components to music. This Lore is key in the operation of many Kings Court reliquaries and devices, as well as needed for plot purposes.

Lore - Medical: Diseases and Plagues

This Lore allows a player to use the research aspect of the Educated Skill to research the details, contagion conditions, symptoms, and means to cure most Diseases and Plagues that can be contracted in the modern post-apocalypse. This Lore does not operate as a means to immediately cure all illnesses; however, it does allow a player to research historical outbreaks to match symptoms to current unknown conditions to find a cure. At times this cure may involve use of particular brewed, cooked, or crafted resources. At other times the cure may involve an extensive knowledge (lore) of Diseases and Plagues with a certain degree of applied medical skill. To identify, define, and answer questions about these plagues and diseases a player must research the details of the plague or disease via the Educated Skill.

Lore - Medical: Grave Mind Infection

This Lore allows a player to research the progression of the Grave Mind's Infection via medical research on a subject. While it can be assumed that most Strains only have a limited number of times they may pass through the Grave Mind before they are unable to be reanimated as anything more than a zombie, occasionally the Grave Mind can cause a situation where an extra degree or lesser degree of infectious change can occur. In addition to being able to research the processing of the infection in individuals, this Lore allows a player the ability to research and have a greater degree of understanding into the processes and results of the death to rebirth cycle that Strains have when they pass through the Grave Mind.

Lore - Medical: Grave Robber Processes

This Lore is most commonly possessed by Grave Robbers, as a means to understand and research the details of work that they or another Grave Robber has done to a physical specimen (outline under the Gene Splicer skill). This Lore is required for usage of many Grave Robber specific tools and medical templates in addition to its ability to open avenues for research.

Lore - Metallurgy

This Lore allows the user to research the means and way in which alloys are produced. This Lore is primarily used in a large number of engineering mechanical devices and processes that take ores, named Scraps, and Gizmos to produce new unique named Scrap and Gizmos that are used in crafting. This Lore primarily is a requirement for processes, and while may have selective use in plot related resources, is limited in its scope of use outside of the usage of metallurgy processes.

Lore - Mining

This Lore allows a player the ability to research information in regards to underground tunnels, subterranean ore veins, artesian wells, basic geology, and the structural engineering of creating a mine. This Lore if often used in conjunction with engineered Mine locations to produce unique Scraps, additional Scrap, or used as a requirement for the operation of mining equipment. While this Lore alone is not enough to locate particular veins of materials before a Mine is forged, this Lore often times is a requirement for the use of proper engineered or tinkered tools that would dictate the kind of Mine to be crafted.

Lore - Mon Histories

Mon Histories is a study of markings, cultural symbols, and heritage related to the Genjian culture. Where Mon Studies varies from a standard Strain Lore is in the scope and application of the Lore. Mon Histories may be used in regards to research to track the family lineage of a Genjian by name, identify the family name of Burster Zombie that are carrying markings of their prior life (tattoos, family icons, weapons that are tied to family names). The knowledge and lore related to Mon Histories is a tool often used to bring peace to surviving families that their fallen relatives no longer suffer as the undead. Mon Histories is a Lore often required for a number of pieces of equipment that are specific to traditional Genjian combat and culture.

Lore - Nature: Herbs

This Lore allows the user to research the kinds of Herbs that are seasonally available locally, how rare particular Herbs are to scrounge, as well as identify what Herbs are indigenous to particular areas of the wasteland by using the research ability of the Educated skill. When a player researches a particular Herb they may ask details such as 'Where does this Herb grow?', 'What season does the Herb grow in', and 'How rare is it to find unfarmed versions of this Herb?' To answer these questions the staff member may access the Scrap and Herb resource list to find the answers to these questions. The Lore of Nature: Herbs does not allow a player to research uses of the Herb (such as prints and brews).

Lore - Nature: Minerals and Refined Materials

This Lore allows the user to research the kinds of minerals and refined materials are seasonally available locally, how rare particular minerals and refined materials are to Scrounge, as well as identify what minerals and refined materials are indigenous to particular areas of the wasteland by using the research ability of the Educated skill. When a player researches a particular minerals and refined materials they may ask details such as 'Where does this minerals or refined materials come from?' 'What season is this minerals or refined materials available?' and 'How rare is it to scrounge this minerals or refined materials?' To answer these questions the staff member may access the Scrap and Herb resource list to find the answers to these questions. The Lore of Nature: Herbs does not allow a player to research what areas produce particular Scraps, minerals, and Gizmo cards by Blueprint process, but does allow a player to identify locations from where particular Named Scraps originate.



Lore - Pre-Fall History Ancient

This Lore allows the use the research option of the Educated Skill to investigate information from the ancient time period of the year 1600 - 1900. Information gained via this Lore is very generalized, with the majority of the details from the Pre-Fall having been lost with the death of humanity. It should be noted that no Lore option exists from prior to the year 1600. This is due to the fact that the vast majority of historical documentation, research materials, and learned references have been lost. While this does not mean that ancient relics are completely lost, in the incredibly rare instance that an individual is looking to research an item from before 1600 the dating and historic information on these items is based on the findings of pre-fall humans. The key difference in this mindset is that players researching prior to 1600 are not looking into details from the pre-1600 period, but instead are researching for the research that others had made. Not only does this offer an incredibly limited view of the pre-1600 world, but also offers a large degree of contrary theories. As an example, creationist museums, religious museums, and evolutionary museums all offer contrary information. This does not even take into consideration advances of science that have corrected prior historic errors (Brontosaurus as an example).

Lore - Pre-Fall History Cultural

This Lore allows the use of the research option of the Educated Skill to investigate cultural trends, popular culture, artwork, architecture, and political culture of communities in the pre-fall environment. This Lore is restricted to first hand research from the year 1600 and forward. Any research into pre-1600 cultural trends requires the user of this lore to instead research the impressions that pre-1600 cultural trends have made on the more modern pre-fall culture. As an example, while a player cannot research the popular culture of the ancient Egyptians pharaohs, a player can research the influences of the ancient Egyptians in the artwork of the Art Deco movement. Information gained via this Lore is strictly restricted to the realms of impression, effect, and cultural response to trends. Researching details of events that have caused cultural responses requires Lore: Pre-Fall Ancient History.

Lore - Pre-Fall History Modern

This Lore allows the use the research option of the Educated Skill to investigate information from the time period of the year 1600 - 1900. Information gained via this Lore is very generalized, with the majority of the details from the Pre-Fall having been lost with the death of humanity. Around the late 1900s, with the decline of the printed medium as a primary source of communication, researchable resources became much more difficult for research and reference purposes. It is theorized that a few hundred years of life did continue after the year 1900, however, the nature and quality of life during that period is nearly impossible to research. While occasional artifacts of music, culture, and structure has survived into the post-fall era the locating and compiling of early pre-fall history has been difficult.

Lore - Pre-Fall History Religion

This Lore allows a player to use the research function of the Educated Skill to research details of religions that came and went before the fall of humanity. Many modern post-apocalyptic religions take inspiration and may even have genesis from a number of these religious sources, it should be noted that pre-fall religions (real world religions) and the religions of the post-apocalypse (in-game religions) should be kept a good distance from one another. Forced implementation of real world religions into a game environment may cause sensitive subjects to arise. To prevent these issues, information gained via the Lore of Pre-Fall History Religion should only be used for academic and research purposes.

Lore - Radiation

This Lore allows a player to use the research function of the Educated Skill to research details of the medical reactions, physical mutations, and physical anomalies that occur in regards to radioactive exposure. In addition to the research that may be done in regards to how Radiation interacts with its environment, a player may also at times utilize this Lore in the field regarding particular radiation related plot materials. Lastly, there are a number of prints and materials that require Lore-Radiation as a means of use and operation.

Lore - Raider

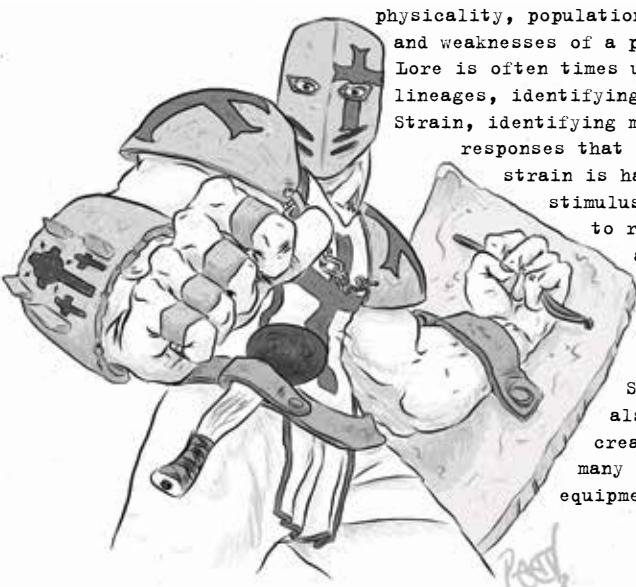
This Lore allows players the ability to research information about different Raider Clans via the research function of the Educated Skill. This Lore allows players access to a great deal of knowledge to the culture, identity, and nature of the different Raider clans. It should be noted that Raiders suffer from an extensive and prolonged exposure to the Bad Brains virus, and are incapable of being fixed, trained, or rehabilitated. This fact is part of the reason why the Bad Brain disease is so dangerous.

Lore - Slaver Communities

This Lore allows a player to use the research ability of the Educated Skill to track the general trade patterns, guidelines of captures, and condition of sale within slaver communities. This Lore allows a player to research the estimated value of an individual (player character or non-player character) in the eyes of a particular slaver market. Market prices vary depending on the demand, nature of the individual being stolen, as well as the unique nature of the slave. This Lore may also be used as a means to track local Slaver Communities, trade lines, and holding areas for freeing slaves and destroying slavers. Some slaver specific equipment requires Lore- Slaver Community to correctly operate.

Lore - Strain: Nation of Accensor

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.



Lore - Strain: Baywalker

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this Strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, brews, and meals.

Lore - Strain: Diesel Jock

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Full Dead

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Geijian

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Iron Slave

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Lascarian

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Merican

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Natural One

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Pure Blood

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Reclaimers

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.



Lore - Strain: Red Star

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Remnant

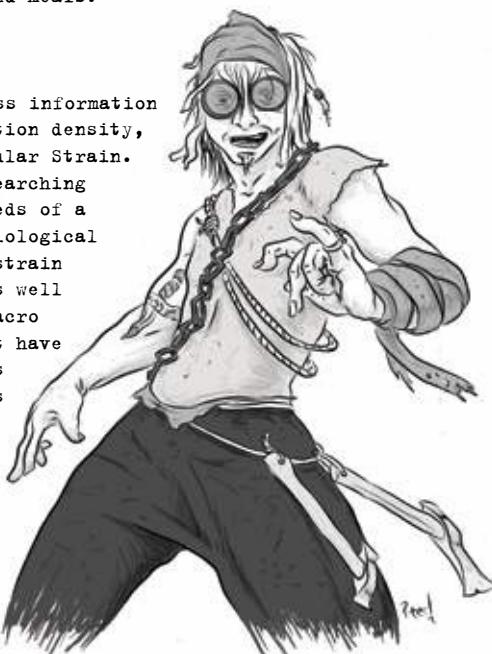
This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Retrograde

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Rover

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.



Lore - Strain: Salt Wise

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Solestros

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Unborn of Têixiptla

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Vegasians

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.

Lore - Strain: Yorker

This Lore allows a player to access information in regards to the physicality, population density, strengths, and weaknesses of a particular Strain. This Lore is often times used for researching lineages, identifying the physical needs of a Strain, identifying mutations or physiological responses that an individual of this strain is having to a particular stimulus, as well as being able to research the local macro activities of a Strain (locations that have a higher population of a Strain, areas that actively dislike a Strain). This Lore is also a requirement for the creation and crafting of many strain specific pieces of equipment, Brews, and meals.



Lore - Tech: Combustion Power

This Lore allows players the ability to research community or project needs for power provision, related to combustion power, via the research ability of the Educated Skill. While this skill does not provide Blueprints or instructions to create motors or engines, this Lore is very useful in regards to determining what is needed for a community to power itself as well as what power supply is needed for particular resources. This Lore is also often a requirement for use operation of many large combustion engines.

Lore - Tech: Natural Power

This Lore allows players the ability to research community or project needs for power provision, related to natural power, via the research ability of the Educated Skill. Natural Power is outlined as thermodynamic power, water turbine power, and wind turbine power. Most solar power, beyond the most rudimentary and basic heating elements, is outside the technical knowledge level of post-apocalypse survivors. While this Skill does not provide Blueprints or instructions to create motors or engines, this Lore is very useful in regards to determining what is needed for a community to power itself as well as what power supply is needed for particular resources. This Lore is also often a requirement for use operation of many large natural power sources such as hydroelectric dams, wind farms, and thermal heaters.

Lore - Tech: Nuclear Power

This Lore allows players the ability to research community or project needs for power provision, related to the most rudimentary of nuclear power, via the research ability of the Educated Skill. While this Skill does not provide blueprints or instructions to create motors or engines, this Lore is very useful in regards to determining what is needed for a community to power itself as well as what power supply is needed for particular resources. This Lore is also often a requirement for use operation of many nuclear power sources such as steam turbine nuclear reactors.

Lore - Zombie

This Lore allows a player with the research ability via the Educated Skill to research information about different forms of zombies. This Lore includes looking into local mutations and variants of undead, basic classifications of the type of zombies that exist, as well as the ability to identify trends and abortions in local zombie activity. This Lore does not give you the extensive information that spending the time to do an up-close creature analysis will provide. This Lore is required for a number of tools that involve the operation, manipulation, and dissection of the undead.

Restricted Lores

The following Lore Skills are only available via Advanced Profession, and may not be learned without the appropriate Advanced Profession skills. These Lores may never be accessed by items or given details about without having the Skill. These Skills represent a profound understanding of complex intellectual subjects that require extensive lifetimes of study. Most Advanced Profession specific Skills are requirements for the crafting, use, and design of blueprints via Advanced Profession skills.

Lore - Techno Savant: Complex Electronics

This Techno Savant Lore allows a player to use the research function of the Educated skill to research electronic devices built by other Techno Savants. Researching this way could allow a Techno Savant to answer questions such as what a device does, how long a device will last, the amount of resources that are needed to create a complex electronic device, or the name of the Techno Savant that created these unique creation. Any Techno Savant created device which involves complex electronics and electrical systems will require this Lore to operate. Devices created that require this Lore still do not compare to modern year 2000+ technologies.

Lore - Techno Savant: Doomsday Device

This Techno Savant Lore allows the Techno Savant to use the research function of the Educated Skill to research certain details of Doomsday Devices that the Techno Savant is personally aware of. This research could include who created a particular Doomsday Device, how mobile said device is, the overall destructive effect of the device, how to stop a Doomsday Device (not all of them have a self-destruct button), and how to operate a Doomsday Device. Any Techno Savant print that involves the creation of a massively destructive device will require the Doomsday Device Lore to create the device as well as to operate the device. Devices created that require this Lore still do not compare to modern year 2000+ technologies.

Lore - Techno Savant: Tesla Electronics

The difference between the Techno Savant lore of complex electronics and the lore of Tesla Electronics is the difference between Edison and Tesla. If you do not know the difference between Tesla and Edison, you should read about both Tesla and Edison before continuing to play or considering playing a Techno Savant. The Techno Savant Lore of Tesla Electronics allows a player to use the research option of the Educated skill to research details in regards to subjects such as Radios, X-Rays, Tesla Coils, Arc Electricity, Wireless Powering, and Direct Energy Weapons. This Lore also covers most subjects that involve sending electricity from point A to point B without a conduit line. Any Techno Savant print that involves the creation of an alternating current or direct transfer electric current device will require the Tesla Electronics Lore to create the device as well as to operate the device. Devices created that require this Lore still do not compare to modern year 2000+ technologies.



Lore - Techno Savant: Esoteric Cultural Anomalies

The Lore of Esoteric Cultural Anomalies allows a player to use the research function of the Educated Skill to be able to research the forefront scientific knowledge of specific cultures in their area. This Lore allows a player to research details such as the processes that the Iron Works uses for the creation of Railroad Cars, the means that the Engineers of Old York use to keep the buildings standing, how the Vegasians are able to make the rare neon light, and how the oil barrens of the Lone Star pump the fuel out of the ground.

This Lore focuses on the sciences and technologies that very few individuals know, but are the backbone of the continuation of a culture. Devices that relate specifically to the locally produced resources of a specific area will require the lore of Esoteric Cultural Anomalies to create or to operate. Devices created that require this Lore still do not compare to modern year 2000+ technologies.

Lore - Medicine: Biological Warfare

The Lore of Biological Warfare allows a player to use the research function of the Educated Skill to be able to research details into existing biological warfare agents, the remedies and triggers for said agents, as well as the means in which the agent could be distributed into the local area. Any Techno Savant crafting prints or devices which distribute agents of biological warfare will require the Biological Warfare lore for the creation or crafting of device. Devices created this way still do not compare to modern year 2000+ technologies.



Lore - Tech: Structural Anomalies

The Lore of Structural Anomalies allows a player to use the research function of the Educated Skill to be able to research details into existing structures, rooms augmentations, and potential defenses of a structure. The Structural Anomalies Lore is required whenever a Techno Savant is using blueprints to craft or operating special functions of room augmentation devices. Some samples of these devices include death traps, hidden rooms, disguised work spaces, and unique operations bases. Devices created that require this Lore still do not compare to modern year 2000+ technologies.

Lore - Tech: Gizmos

Nearly any Tinker with a piece of Scrap and a screwdriver can make run of the mill Gizmos, however it takes a Techno Savant to make miracle devices that operation in the palm of your hand. The Lore of Gizmos allows a player to use the research function of the Educated Skill to do research in regards to unique hand held devices. While most crafters understand basic designed materials, the Techno Savant with Lore Gizmos is able to research details in regards to custom-made hand held devices. In addition, whenever a Techno Savant is using blueprints to craft a unique hand held device of high precision nature, the crafting of that item as well as the operation of that precision Gizmo may require the use of this Lore. Devices created that require this Lore still do not compare to modern year 2000+ technologies.

Introduction to Psionics

A psion is an aberrant mutation in the wastelands that is capable of applying their mind to cause massive changes in their environment. If it were not for the cultural and theoretical connections between Psions and the infection within us, Psions might be seen as a boon to the growing strains of society.

However, it has been proven to the best of post-apocalyptic capacity that Psions are more than just people with unique talents. Some of the greatest minds in Grave Mind to strain interaction have been able to prove that an area's Grave Mind and undead activity is directly related to the number of Psions in an area, and the potency of those Psions.

When traveling across the wastelands it is not uncommon to come across roving hordes of undead, seemingly focused on heading in the general direction of a settlement. This occurrence initiated a series of studies in regards to the physiology of the undead zombie, and what truly attracts the undead to an area.

The investigation determined that the undead, as a whole, rely on some sort of subconscious psionic link to communicate the location of food sources. Considering that many undead lack the physical components to respond to outside stimulus (at times lacking eyes, ears, or even a central nervous system) it was not a complete shock to those performing studies on the undead to find that the undead share a form of psionic link of undead consciousness. While this link is so passive that the connection doesn't cause most undead to be considered 'psionic', or to react to stimulus that effect Psions, it does cause the undead to be drawn to particular areas. While this link will not have a zed turn left instead of right when entering into a room, or allow most undead to see beyond camouflage or individuals skilled at hiding, it does allow zombies to know what areas other zombies have interacted with food sources and what are heavily psionic active areas.

The revelation that there was a connection between the undead allowed steps to be made forward in regards to the existence of the Grave Mind, the experiences that those that die have within the Grave Mind, the 'echoing voices' that Full Dead often suffer from, the connection of undead psionic links, and the existence of psionic abilities within certain Strains. What was theorized, and to a limited degree confirmed, was that the Grave Minds as physical entities worked as a sort of mental router for the psionic connection of the undead. As an unliving host that receives and processes limited stimuli from the connected undead, the Grave Minds are a series of networking creatures that connect the undead and the 'infection' carrying strains via a latent psionic connection. This connection seems to exist slightly higher in those considered 'priests' and capable of performing miracles of faith. The connection that the Grave Mind has in regards to active psionic strains is MEASURABLY higher.

The experiment was simple. A community of just under 100 people were gathered, who were not Psions. For the duration of a year, the activities of the undead attracted to the area as well as outbreaks of Grave Mind related anomalies recorded. In the one year period, just under 300 undead were attracted to the area, most of which were in a few hordes that seemed to have been drawn to the area on route to another location.



Five individuals were removed from the community experiment, and in turn, were replaced with 5 Psions of differing mental capacities. Within the first two months of recorded time, nearly 600 undead were counted. In addition to the increased volume of undead threats, Raider tribes (those with heavily infected minds) began being drawn to the area. Lastly, within 6 months of the community's continued existence, abnormalities in regards to the Grave Mind activity began to occur.

The 5 Psions, just four months into the experiment, were removed from the community. Within three months after removing the Psions the abnormalities in regards to undead attraction began to subside, and slowed to a trickle.

While these experiments are not known to the entire world as written fact, rumors and accusations of Psions being the reason for a great deal of suffering have taken root in many communities of the wastelands. Many faith organizations actively seek out Psions for execution or experimentation, depending on their doctrine. This has caused most Psions to have to live in a society where they hide what they are, and who they are, from the populace as a whole for their own survival.

Psionics are an INCREDIBLY powerful tool, but with that come some very large drawbacks. In the hopes of removing Psions from communities as a whole, a number of organizations have come into existence that focus on killing Psions 'for the greater good'. A number of tools have been created, using items like psionic resonance crystals and particular poisons, to hunt down and slaughter Psions. Psions exist with great power, but will always live a life where people want them destroyed just for the way they were born.

Players considering playing a Psion should consider these details before choosing to play a Psion character. There are large numbers of player-characters and non player-characters that will seek out to kill Psion characters. When an area becomes inundated with a large number of psionic capable people, the undead threat as well as the direct threat of the Grave Mind becomes significantly larger. When individuals use psionic powers (because they are not subtle) there is the very real threat that someone will witness the usage of psionic powers and harm the character using psionics.

List of Psionic Powers

Basic Psionic Powers

- Jolt
- Limited Telekinesis
- Memory Lapse
- Mind Push
- Nightmare
- Paralysis
- Pyro
- Seeing Double
- Slowed Steps
- Toys in the Attic
- Tranquility
- Trickster's Mind

Intermediate Psionic Powers

- Berserker Mind
- Body Lock
- Body of Mind
- Body Puppet
- Echoes
- Engulf
- Living Death
- Major Telekinesis
- Propulsion
- Psionic Surgeon
- Sense of Sins
- Whisper Walk

Advanced Psionic Powers

- Maelstrom
- Mental Armor
- Mental Glossary
- Mind of a Killer
- Mind Shield
- Psychic Cleanse
- Sundered Mind

Psionic Skill List

Using Psionic Skills

Unless specifically noted in the mechanics of the specific psionic Skill, all psionic Powers are activated by declaring the name of the Power before interacting with their target. All psionic effects are considered visible, and very obviously psionic in nature. Psionic powers require a great deal of mental focus and the Psion must "cool down" after each activation, so psionic Skills can only be activated once every 3 seconds, requiring a silent three-count between activations.

Basic Psionic Skills

Jolt

This Skill is countered by Mind Resist. By spending 5 Mind Points, declaring "Jolt, Heal 2" and engaging in a ranged psionic attack (white packet), the Psion causes a target to experience a sudden burst of regeneration, immediately regaining 2 Health.

Limited Telekinesis

This Skill is countered by Mind Resist. By spending 5 Mind Points and engaging in a ranged psionic attack (white packet), the Psionic may call, "Telekinesis: Disarm!" The ranged psionic attack (white packet) does not need to strike the disarmed weapon or shield, but instead can land anywhere on the body. The Disarmed object must follow results and restrictions for the Skill Disarm.

Memory Lapse

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "Memory Lapse, forget last 5 minutes!" and engaging in a ranged psionic attack (white packet), the Psion may cause a target to forget the last 5 minutes of their life. Having 5 minutes of memory removed is disorienting, and detectable if an individual's perception of the environment has changed in 5 minutes (different location, different point of view, different people around, etc). While an individual that has been effected by Memory Lapse will not remember what details have been removed from the past 5 minutes, it is not uncommon for targets to realize that chunks of their memory is missing. Users of Memory Lapse may not pick and choose what items are forgotten, nor lessen the full 5 minute duration of memory loss. Memory Lapse may not be used on a character currently in Bleed Out.

Mind Push

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "Knockback, 10 paces!" and engaging in a ranged psionic attack (white packet), the Psion may cause a target to be thrown 10 steps away from the Psion (or until they collide with something that stops their backwards motion such as a tree, ledge, or wall). In the instance that someone effected by Mind Push is stopped, that character should still stagger the remaining paces instead or count the remaining paces as a delay (non-mechanical stun) before returning.



Nightmare

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "Nightmare, run away 1 minute" and engaging in a ranged psionic attack (white packet), the Psion may cause a target to run in terror for 1 minute.

Paralysis

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "Paralyze, 5 seconds!" and engaging in a ranged psionic attack (white packet), the Psion may cause a target to be frozen and unable to move for 5 seconds or until they receive damage.

Pyro

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "5 Fire!" and engaging in a ranged psionic attack (white packet), the Psion may inflict 5 points of fire damage.

Seeing Double

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "Seeing Double, skill costs doubled 30 seconds!" and engaging in a ranged psionic attack (white packet), for 30 seconds the target's Skills cost double Mind Points to use. This Skill does not stack, and a target may be under the effects of only one use of this psionic power.

Slowed Steps

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "Slow, half speed for 30 seconds!" and engaging in a ranged psionic attack (white packet), the Psionic may cause a target to move at a slow walking speed for 30 seconds. This Skill does not slow the movement of arms, or use of Skills that do not augment or change the movement of the effected target.

Toys in the Attic

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "Toys In the Attic, no aggressive action, 1 minute!" and engaging in a ranged psionic attack (white packet), the Psion may cause a target to become preoccupied with their own thoughts and unable to initiate aggressive action. For 1 minute a target of this Skill cannot voluntarily engage in combat nor will they pursue fleeing enemies, though they may still defend themselves by using defensive Skills (Skills that do not cause damage or effects to others).



Tranquility

This Skill is countered by Mind Resist. By spending 5 Mind Points, calling "Tranquility!" and engaging in a ranged psionic attack (white packet), the Psion may cause a target to feel no pain and quiet their restless mind. Any fear or terror effects on the target are immediately ended (though they are not immune to later attacks), and the target may ignore all derangements and Mangled limb effects for 5 minutes. Regular damage still takes effect and the target may enter Bleed Out or even die, though they still do not register pain. Tranquility does not suppress the effects of Sundered Limb, only Mangle Limbs.

Trickster's Mind

By spending 1 minute in intense concentration and 5 Mind Points, you enter a state of remarkable guile for 15 minutes. During this time, the Charisma skill requires only 2 minutes of conversation to use, the skills Lie and Charisma cost half the usual amount for you (round up), and those wishing to use Cheat or Check Your Sleeves against you must pay double the normal amount. Use of this Skill does not need to be declared. This Skill may only be used by a Psion on themselves unless equipment states otherwise.

Intermediate Psionic Skills

Berserker Mind

This Skill is countered by Mind Resist, if person receiving benefit of Berserker Mind wishes to resist. This ability allows the Psion to delay what should be crippling attacks for a time. By spending 10 Mind Points the target character can ignore all Skill effects and call 'DELAY' - so Sever is delayed, but not normal weapon swings - for 30 minutes after the use of this ability. After the 30 minutes have passed, the delay ends and all Skills and effects that were used take effect at once. They cannot be reduced or resisted in any way. This Skill does not block effects that target equipment, and all Skill-based healing effects fail for the duration of Berserker Mind. A target may not receive the benefits of Berserker Mind again for at least 1 hour after it ends. Berserkers Mind does not end when a character under its effects enters Bleed Out.

Body Lock

This Skill is countered by Mind Resist. By spending 10 Mind Points, calling "Body Lock, cannot move 1 minute or until harmed!" and engaging in a ranged psionic attack (white packet), the Psion renders a target unable to move for 1 minute or until wounded.

Body of Mind

This Skill is countered by Mind Resist. By spending 10 Mind Points, declaring "Body of Mind, regain 10 Mind Points" and engaging in a ranged psionic attack (white packet) to lend their will, the Psion may cause a target to immediately regain 10 Mind Points.

Body Puppet

This Skill is countered by Mind Resist. By spending 10 Mind Points, "Body Puppet, switch friends and enemies, 1 minute!" and engaging a ranged psionic attack (white packet), the Psion may cause a target to view friends as enemies and enemies as friends for 1 minute. Note that this does not compel a target to attack; they may instead choose to run if they are suddenly outnumbered.



Echoes

By spending 10 Mind Points and spending 10 minutes in meditation, the Psion can feel the presence of those who attempt to hide themselves from sight for 1 full hour. This ability does not negate the use of stealth skills or identify who is hidden but instead allows the knowledge that people using stealth Skills are present. During the duration of the 1 full hour, usage of the Alert Skill by an individual using the Echoes power is reduced to 1 mind point. This Skill is primarily used by Psions that work with stealthy individuals, so they know when their partners come and go. This skill may only be used by a Psion on themselves, unless equipment states otherwise.

Engulf

This Skill is countered by Mind Resist. By spending 10 Mind Points, calling "10 Fire!" and engaging in a ranged psionic attack (white packet), the Psion may cause a target to erupt into flames, taking 10 points of fire damage.

Living Death

This Skill is countered by Mind Resist. By spending 10 Mind Points, declaring "Living Death, 20 Body to undead!" and engaging in a ranged psionic attack (white packet), the Psionic may cause an Undead target to take 20 points of Health damage. This damage does apply to Full Dead as well as all forms of zombies, but not against the living.

Major Telekinesis

This skill is countered by Mind Resist. By spending 10 Mind Points, gesturing at and naming their target, the Psion may call, "Major Telekinesis: Disarm 'There'!" 'There' may be a location gestured at or described in two or three words within ten paces from where the object was disarmed. Objects moved in this way must follow restrictions of effect as outlined by the Skill Disarm.

Propulsion

This Skill is countered by Mind Resist. By spending 10 Mind Points, calling "Knockback, 20 paces!" and engaging in a ranged psionic attack (white packet), the Psion may cause a target to be knocked back 20 paces.

Psionic Surgeon

This Skill is countered by Mind Resist. By spending 10 Mind Points, 1 minute focusing, and engaging in a ranged psionic attack (white packet), the Psion may soothe all derangements of their target for the next 2 hours.

Sense of Sins

This Skill is countered by Mind Resist. By spending 10 Mind Points and engaging a target in conversation for at least a minute, the Psionic can then declare "Sense of Sins" and compel a target to confess all 'sins' of the past month. This confession lasts for 1 full minute and includes all killing, torture, theft, law-breaking, and acts of violence regardless of the target's personal moral compass. The target is aware of their confession when it is over, though they cannot run away or stop the confession while it is in progress.

Whisper Walk

This Skill is countered by Alert. By spending 10 Mind Points the user immediately becomes invisible to the naked eye, allowing them to raise the invisible symbol. Interacting with the environment or someone using the Alert Skill causes this Skill to come to an end. This Skill requires unrestricted movement to use, so this Skill may not be used if under the effects of Nail or other effects that hinder movement (Mangled legs, Binds on legs, etc.). This Skill may only be used by a Psion on themselves unless equipment states otherwise.

Advanced Psionic Skills

Maelstrom

This Skill is countered by Mind Resist. By spending 15 Mind Points, declaring "Maelstrom, 20 Fire!" and gesturing with an open palm, a cone of fire erupts from the Psion's hand. Anyone within a 5 foot reach and a 90 degree arc of catches fire, taking 20 points of fire damage.



Mental Armor

By spending 15 Mind Points and 10 minutes in meditation, the Psion can attune the energy field around their body so that hostile assaults lose momentum and each melee or brawling strike received does 2 less damage for 1 full hour. Ranged attacks and psionic powers are unaffected by this skill. To signify use of this Skill a white glowstick must be worn and visible around the neck/chest area of the Psion. The glow stick or light may not be hidden, and must be visible in plain sight. This Skill may only be used by a Psion on themselves unless equipment states otherwise.

Mental Glossary

By spending 15 Mind Points and focusing for 10 minutes, the Psion gains access to any one of the following Skills for 30 minutes: Analyze Compound, Analyze Creature, Check Quality, Check Status, or Check Value. Mind Point expenditures and other requirements listed under these Skills must still be met for per use. This Skill may only be used by a Psion on themselves unless equipment states otherwise.

Mind of a Killer

By spending 15 Mind Points and focusing for a 10 minutes, the Psionic gains access to any one of the following Skills for 30 minutes: Backstab, Blinding, Choking Blow, or Fade in a Crowd. Mind Point expenditures and other requirements listed under these Skills must still be met for per use. During the duration of Mind of a Killer all attacks with the appropriate use of 'backstab' do 5 additional points of damage. The Psionic gains the derangement 'Sociopath' while this Skill is active. This Skill may only be used by a Psion on themselves unless equipment states otherwise.

Mind Shield

By spending 15 Mind Points and spending 10 minutes in meditation, the Psion can attune their mind so that the psionic assaults of others are rendered useless against them for 30 minutes. When psionic effects are used against a target with Mind Shield they must respond to all psionic effects with 'No effect, Mind Shield'. This effect also ignores all would be 'helpful' effects such as Jolt or Body of Mind.

Psychic Cleanse

This Skill is countered by Mind Resist. By spending 15 Mind Points and analyzing a character through 30 minutes of verbal roleplay, the Psionic may remove a permanent derangement from a character. Derangements that are gained via professions or Advanced Professions are not lost, however, but instead are simply subdued for 2 hours. If Psychic Cleanse is used on a character who has gained a permanent derangement from an Advanced Profession, at their option the character with the derangement may choose to go to Logistics to roll for a different randomly generated derangement to replace the Permanent derangement that the psionic was attempting to cure.

Sundered Mind

This Skill is countered by Mind Resist. By spending 15 Mind Points, calling "Sundered Mind, 30 Body!" and engaging a ranged psionic attack (white packet) the Psion may inflict 30 damage of pure mental trauma on their target.

How Your Character Grows With Experience

Character Growth & Learning New Skills

For those of you experienced in the world of gaming, Experience Points are in no way a foreign idea. I am willing to bet that new gamers, if you looked at the term, you could figure out the gist of what Experience Points are.

Experience Points are a numerical system that is assigned to a character to represent your potential for growth as a character. A simple idea if you think about it- people learn to do things, but there is only so much they can learn at a time. So you have to assign your points to what you want to learn during the duration of game.

While Experience Points are a game mechanic, that doesn't mean you shouldn't view them as a roleplaying opportunity too. Examine the lists that are available to your character and see what makes the most sense for them to learn, based on what they have survived and what they most desire to know. Don't worry about always being 'practical' with your choices- while survival skills are important in the dangerous world of Dystopia Rising, if all you do is focus on pure survival, you may find yourself without much to do outside of combat.

But before you can spend your points, you have to know how many you get. Experience points are awarded in different categories, so we will look at them one at a time.

Base Experience Points

Every time you pay to come to an event you get base experience for that event. Base experience is a sliding scale that represents the bell curve of growth. Here is a simple chart to determine how much base experience you get:

Events 1-5: A character gets 4 Experience Points.

Events 6-10: A character gets 2 Experience Points.

Events 11+: A character gets 1 Experience Point.

This experience chart only represents the minimum points you receive for a weekend. There are four other actions that can also earn you Experience Points.

Buying Missed Events

If you miss one of your home events, you can pay for the event you missed to get the experience points from that event. The experience points you get are based on basic event attendance; however, you do not get many of the advantages of actually attending an event. You may not trade in Assistance Points or creature comfort cards as if you were at that event, nor may you buy events for your character that pre-date your characters existence. You may only back buy events for your home game, and in the instance that you have transferred your character from one branch to another, you may only buy back to the first event at your new branch.



Buying Extra Points

Every time you come to an event you can purchase up to two additional Experience Points for that event. These extra points are immediately added to your sheet for that event's use. Extra points purchased this way apply to only one character.

Converting Assistance Points to Build

At your characters home branch you may, upon check-in, convert 10 assistance points into 1 build to a maximum of 2 per active and paid for character.

Creature Comfort Cards

During a game a player may come across pink 'creature comfort' cards. These cards represent items of exceptional quality, luxury, and rarity that improve the life of the person who has them. During an event, a player may turn in 5 creature comfort cards at Logistics to be awarded an additional Experience Point.

Character Death or Retirement

If a character dies its final death or a character is retired, 50% of that character's existing experience points rounded up may be carried over to a new character to a maximum of 50 experience points. These build points can not be spent at the creation of the new character, but become available once the character enters play. All weapons, item cards, blueprints, and finances must be turned in. All transferred experience points must be spent as per normal experience points, and cannot be spent prior to entering game.

All retired characters become the property of the story telling staff to use at their discretion. Retired characters may not be portrayed by non-staff members as NPCs, without specific guidelines and approval being provided by the branch Director.



Spending Your Experience Points

Now we move onto the process of spending your Experience Points.

At an event weekend, you have so many Experience Points that you can spend. Experience Points may be spent on your characters Health, Mind, Skills, Professions, Profession Concentrations, Advanced Profession, and Advanced Profession Skills.

When a player wants to invest Experience Points into their Mind or Health ratings, they may expend Experience Points on a 1 to 1 ratio for Mind or Health. When spending Experience Points on Mind or Health, a player should spend 10 minutes roleplaying doing physical training for every Experience Point that is spent into Health. For every Experience Point that is spent into Mind, the player spending the Experience Points should spend 10 minutes roleplaying working on mental focus, conditioning, and mental stamina. Routines such as spending time in a library, learning from Educated characters, attending classes, or working out limits of mental capacity are all different examples in regards to how to roleplay this growth. After the Experience Points have been spent, and the roleplay has been completed, the player should record this Experience Point expenditure on the front of their sheet. This increased pool of Mind or Health becomes available to the player after the next 12s.

To spend Experience Points to learn a Skill, you must first determine if the Skill is listed on your Strain List, your Profession List, or the Open List. If the Skill is listed on your Strain List, all you need do is spend twenty minutes per point of the Skill roleplaying figuring out the Skill. You then can sign off on your sheet that you have 'self-taught' the Skill, and purchase the skill at the point cost listed in your Strain section.

If you are looking to learn a Skill from either your Profession List or the Open List, you must find a teacher for that Skill. Both player character and non-player characters may be persuaded to teach you Skills. A teacher needs to have the Skill you want, the Teach or Instruct Skill, and be willing to spend the requisite time role playing teaching you a new Skill. The only Skills you are capable of learning are the ones listed on your Profession List, your Strain List, and the Open Skill List. If a Skill is listed multiple times on your available lists, you pay the lowest cost.

When you are done learning your new Skill, the person teaching you must write the Skill name as well as write their player number and sign the 'learned Skill' line. Once you have learned a Skill, the Experience Points needed to learn the Skill are spent.

If you do not have the points available, or are taught a Skill that you cannot learn, the Teacher cannot sign off on your sheet. You have not expended the Experience Points to learn this Skill, and you may move on to learn other things. However, if you have been taught a Skill, have spent the points, and have had the Teacher sign off on your sheet- at the next Twelves you will be able to use that Skill!

It is also possible to learn a second and third Profession as well. To learn a new Profession, you must find a teacher who has that Profession. You must then spend ten Experience Points and 30 minutes roleplaying learning the new Profession. The teaching process does not have to happen all at once; however, the total amount of learning time must be completed before the Twelves (before the noon or midnight resets).



Once a new Profession is learned, all Skills available on each Profession List are open to be learned starting your next event. The lowest cost of all available lists prevails, however there is no reimbursement for prior expenditures.

Profession Concentrations are an additional way to expand your characters growth as time goes on. Unlike other Skills and abilities, profession concentrations are not available to a player until after the players Directors have had the chance to do a full character sheet audit on your character. Once the full character sheet audit is complete, a player may spend 1 hour roleplay trying to refine their Skills in a particular profession to meet the spirit and theme of the Profession Concentration they are choosing. After completing the roleplay, and recording the expenditure of 30 Experience Points into buying a Profession Concentration, the player will have access to those Skills the following month after the Experience Point expenditure. Just to be clear a player should request the audit the month prior to spending the experience points, wait for an approval, spend the experience points the following month at game, and then they will have access to the Profession Concentration and the linked Skills the following month.

There are also Advanced Professions in play that a character can learn if they meet the prerequisites of that profession, find a teacher, apply for the Advanced Profession through the council of STs, and be taught the Profession over a three month period. At the end of each months teaching an Advanced Profession teacher must provide a signed ST Item Card that states they have taught the Advanced Profession on the student's sheet, and which lesson number they have taught (1, 2, or 3). Each teaching session must be a minimum of 45 minutes of roleplay, and each Advanced Profession teacher may only teach their Advanced Profession once a year. Advanced Profession teachers may only have one student per year, however they may abandon a student who is failing (or not attending) in order to teach another. Advanced Profession lessons may not be divided out amongst multiple students, and a teacher taking on a new student means that the old student's tutorship has been abandoned (and must be restarted). Advanced Profession lessons do not need to be three months in a row, however, they do need to all occur within a 6 month period.

Advanced Professions not only are difficult to find and are 'long term goals' for characters, but also require a prolonged character investment. Advanced Professions may only be learned after certain Experience Point criteria have been achieved and are not guaranteed to be earned. Many times players have to work for months or years to achieve an Advanced Profession. Advanced Professions do not count towards the limit of three Professions, and a player may have up to three Advanced Professions.

A character cannot have more than three Professions, however they can opt to forget a Profession over time. If a character replaces a current Profession with a new Profession that character must pay 20 Experience Points for the new Profession, and can no longer buy Skills off of the lost list. All Skills on the lost list that do not exist on another list the character has are removed from the sheet and the points expended on these Skills are refunded. If a Profession is forgotten that is a prerequisite for another Advanced Profession that the character has, the primary Profession is forgotten as well as the Advanced Profession. All Skills purchased from the Advanced Profession List are lost, and no Experience Points are reimbursed for the Advanced Profession Skills.