

SOJOURNERS PORTAL PRESENTS



THE
Sustainable Collapse
LARP

RULEBOOK

Version 2.0 2/23/24

Two years of work, countless notebooks and pens littering workspaces, untold hours behind computer screens, learning the ins and outs of Zoom meetings when Discord chats became unbearable during COVID times...

All the frustration, the back and forth. All the hopes and dreams to have something that was ours:

but not just OURS.

Something we could share - a story we could tell. A world where we could welcome visitors no matter who they were, where they came from, or how they got here.

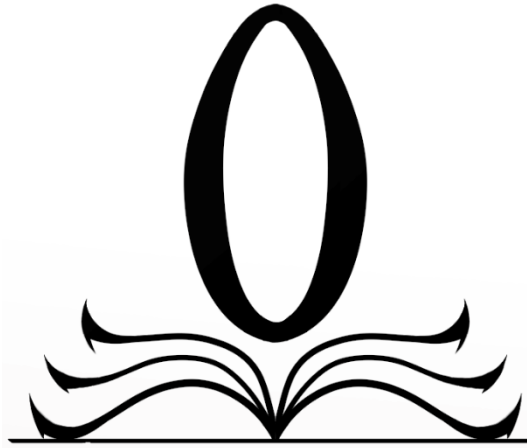
Repetition does not diminish truth. None of this could have happened without you. Stand tall, head up, shoulders back...

We did it.

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Sojourners Portal LTD

Presents

A large, stylized logo for the title 'Sustainable Collapse'. The letter 'S' is on the left, and the letter 'C' is on the right, both in a bold, black, serif font. The 'S' and 'C' are connected at their bottom curves. Inside the upper loop of the 'S', there is a detailed line drawing of a building with a tower, flanked by two trees. A horizontal line runs through the middle of the 'S' and 'C'. Below the 'C', the word 'Collapse' is written in a bold, black, sans-serif font. The word 'Sustainable' is written in a black, serif font above the horizontal line, overlapping the 'S' and 'C'.

Sustainable
Collapse

One of Us

This page is dedicated to those who believed in our vision and supported our efforts by becoming backers for our Kickstarter, proving that they are indeed one of us.

Matt Adams
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Kim Zettwoch
Arthur the friendly wolf

*To you and all of those that helped make this dream of ours a reality - Thank you
So very much.*

Gather children, hear the words of your elders as we tell you the stories of our people...

Once upon a time, there was a world called Thislan. Dark and mysterious, full of magic and wonder, Thislan thrived under the gentle rule of benevolent royals and the elven Council of Keepers. The last of the dread lords had fallen with the previous generation and the dragons had once again withdrawn from the world, content to count their hoards. It was not a land free of strife, for where two or more gather, there are always going to be conflicts, but it was a peaceful time.

150 years, 2 months, and 3 days ago, this world was known as Janeth Prime. A technologically advanced world bereft of the horrors of the superstitious and unnatural. Our governments managed to find valid methods to obtain lasting peace. Our scientists came up with proven ways to feed the populous and created medicines to eradicate most diseases. War was not unknown to us, and our technology lent itself to such endeavors, but it was a peaceful time.

It was an age of discovery. Those blessed by the Divine were able to reach deeper, see further, than those who had come before. Mages trained in the Mystery Arcana were formulating new ways to weave the mystical energies, and had theorized that they would soon be able to find the Font from which all magic flowed. We knew that there was no miracle beyond our reach. In our hubris, we broke the world.

It was a new Renaissance. Our scientists pushed at the boundaries of what was possible. Old theories were discarded in favor of new insights and approaches. Ideas for sustainable systems ran the gamut from natural resources to consumer products. Transportation was created and implemented en masse. A new source of power was found that would revolutionize everything. We knew that a true Utopia was within our reach. In our hubris, we broke the world.

Deep within the Wylds, the mages gathered for the ritual to tap into the Font of all magic. The Council of Keepers argued against this course of action and, for the first time in recent memory, responded with violence to keep the mages away, but the arcane masters were having none of it. As gently as they could, the mages removed the elves from the ritual site and began their Great Work. For seven days and nights, they carved their runes and chanted their formulas as the magic gathered. For several heartbeats, they thought the ritual had failed, for only a small flickering light appeared over the ritual site. If only they had failed. The light expanded upward into a blinding column of energy and the world shook.

Two miles underground, the scientists had gathered to witness their machine tap into the new power source. Years of research and development went into

this moment and, while many had voiced concerns about potential fall out, none had thought that the risks were high enough to delay the project's completion any further. The machine would do its job and the containment fields would hold. The added precaution of building the machine so far underground would be an extra buffer on the off chance that some of the calculations were wrong. Turning the machine on brought a few minutes of disappointment. The power generated by the machine was barely enough to turn on one of the indicators. As numbers and controls were being checked, a strange humming began in the depths of the machine. Panic barely had time to register before the machine exploded, sending a column of light to the surface, through two miles of concrete, rock, and dirt, and into the sky above as the world shook.

The world as we knew it had changed. Sacred sites had been covered up by monoliths of stone and glass reaching for the heavens. Human-shaped creatures with chitinous armor roamed the woods, yelling in some language unknown to us. Sometimes they ran in fear from us. Sometimes they pointed their great metal rods in our direction and called forth a wave of destruction that mowed down all in their path. Had new dread lords risen? The elves were driven mad and dying, their connection to the Wylds had been severed. The few dwarves above ground before the change, now unable to find passage back to their kingdom below, were not faring much better. Only one thing was certain, war had returned.

At first, we thought the devastation was caused when the machine exploded, but that couldn't account for entire cities vanishing and being replaced by ancient and apparently untouched forests. Nor could it explain the exotic and often aggressive animals that had been previously unknown. Our technology was rapidly failing and our scientists first believed it to be caused by electromagnetic pulses. It would later be attributed to an unknown energy source. Our first contact with humans not of Janeth Prime was disastrous. Attempts at communication failed and they started to attack us with primitive weapons and some form of energy manipulation. Only one thing was certain, war had returned.

The next generation of children knew nothing but war, as the invaders continued to encroach upon our world. Worse than the invaders was the way the world seemed to turn on us as well. Magic was withering, the faithful's miracles weakening, and you could never be certain that the piece of land you stood on today would still be there tomorrow. The last of the elves had passed. The dwarves, stranded above ground, started dying of what could only be called homesickness.

The Doom was upon us. Something needed to give.

Twenty years passed in a blaze as the invaders continued to assault us with things born of our nightmares. Their people are able to command the elements in ways we thought impossible. Our technology was failing: anything requiring a computer or satellite to function ceased almost immediately, not that the maps for global positioning meant anything. The bizarre storm activity kept worsening. The world was tearing itself apart. Something needed to give.

It is often overlooked that, by the end of the war, actual natives of the lost worlds were starting to be outnumbered by those who were born on this world, though both sides claimed to be the one that first brokered the cease fire. Even by this point, the Unification had already truly been underway. Only one certainty came from this time: if they were to stop the new world from destroying itself, they needed to come together. The cease fire had slowed the storms, but there was no end to them in sight.

A conclave of the greatest minds both sides had to offer was called. For the first time, people of science worked side by side with miracle workers and mages. Theory after theory was brought forth on how the slippage rending the planet could be halted, and each was disregarded as insufficient or impossible to achieve with the tools at hand. When the first whispers of the word Technomancy were uttered, a solution presented itself. It took the creation of an entirely new school of magic based on gravity and physical properties --and the lives of the founders of it-- but the Planar Anchors were forged and set. The new world had stabilized and the real work could begin.

There are versions of our history that deny things nearly fell apart once the world had settled. The apologists would have you believe the Unification that started with the conclave held and we were one people from that point on. The truth, though, is that the fires of war did rekindle. Militant factions on both sides felt they had the right and moral imperative to eradicate the other and take control of this world. Thankfully the generation born during the collapse had enough of war, and the sense to stand up and say, "Enough."

Over a century has passed since the Anchors were placed. In that time the Tamed Lands have been rebuilt and sections of the Wylds have been populated. New kingdoms and principalities have come and gone, while others endured. Although the Wastelands show no signs of healing, those hardy enough have learned to survive there as well, and while we have found methods using magic and technology to enhance each other, true Technomancy still eludes us.

We no longer struggle to survive.
We thrive, for now is a time of peace.

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Introduction

Sojourners Portal LTD is a collaborative story telling venture dedicated to supporting and expanding the New England live-action roleplaying community by fostering diversity and acceptance as well as pushing the boundaries of what LARPing can be as a hobby.

The Portal started as an idea to bring in a new era of LARPing. Most of the members of the design team have been playing LARPs for at least eight years, some as many as twenty-five. While our experiences within the greater LARP community were mostly positive, we believe that there is a way to do things better.

Sojourners Portal LTD is a 501(c)3 nonprofit corporation. In our experience, there are generally two types of LARP running companies: those who struggle to break even, and those who focus mainly on making money. Considering that storytelling and sharing a love of LARPing was more important to us than creating a profit, we decided that if we were going to be like the LARPs struggling to break even, being a not for profit was the best way to go about it. After examining the costs of running an event, it became clear that if we were careful with our planning, we might actually make some money doing it. Still, we don't want to run games just to make money. We want to tell stories and create a safe place for others to enjoy them.

That decision gave us a lot of freedom to explore ideas on what we could do if we found that we were achieving our goals and still managing to bring in more money than what was needed to keep the game alive. Some of those ideas include: donations to event sites that host LARPs for maintenance and site improvement, a scholarship program for cast members who are furthering their education in the arts, and outreach programs to educate ourselves and other LARP game runners in the best practices for creating a safe environment of inclusivity and mentorship, while removing bigotry and prejudice, to further expand the LARP community.

"I can't say when LARPing stopped being just a hobby. It has added to my life in ways I never saw coming: An adopted child and two beautiful grandchildren, friends I never would have found without it, stories that will never grow old in my mind because I lived them. That's why I have to do this... so that others can have those same experiences."

Dave Menard, CEO of Sojourners Portal LTD.

What is Sustainable Collapse

Sustainable Collapse is a genre mash-up live-action roleplaying game, consisting of post-apocalypse, science fiction, and fantasy. With a heavy mix of roleplay, boffer combat, and crafting, whatever your gaming priorities are, you will find what you want in our game. We are committed to fostering diversity and acceptance in the community, as well as elevating collaborative storytelling to the highest form it can achieve.

Join us in the land of Mirhanan, a dynamic and surprise-filled world born of the death of two very different planets: Janeth Prime, former scientific miracle of advanced society, and Thislan, once a haven of magic and fantastical reality. In a singular moment of fate, The Collapse crashed these worlds together, creating waves of chaos as the two worlds moved over and into one another. In an instant, forests and cities were leveled and storms devastated the land and sea. The air itself quaked as Janeth Prime and Thislan were ripped apart and recombined into something new, something unknown.

In the days following The Collapse, conflict reigned. The people of Thislan had never seen the firepower and advanced destructive ability of the technology that Janeth Prime forces wielded. Conversely, the arcane and erratic magics used by Thislan were straight out of a nightmare for Janeth Prime. Whether or not the magic and technology continued to work –and how well it worked– depended on where the encounter occurred. It was often an unpleasant surprise for both parties in the skirmishes.



New powers emerged. Technology, though hindered, adapted and reconfigured. Magic, albeit scarred, regrew and branched out. Mages found they could deliver their spells with frightening accuracy using firearms. Scientists could create potions that surpassed any serum synthesized before.

War brought this patchwork world to the brink of destruction, and the children of both worlds –children who had been born in conflict and decided collectively that they had had Enough of War-- created Mirhanan as we know it. The history books paint an idyllic picture of these accords, the cease fire, and the saving of the planet, but it was not so. The creation of Mirhanan as a society was as messy as the creation of their world. Pinned together by the Anchors, it is still a roiling world of uncertainty, but the people are resilient, adaptable, and have created a sustainable life out of the destruction of The Collapse.

Code of Conduct

LARPing is a hobby where we interact with each other. We know you will find friends you just haven't met yet. We know you will find people and characters that won't be invited to your next birthday party. We know that LARP includes strife – rivalries and conflicts that may be player vs player or players vs NPCs. High stakes and difficult choices are to be expected.

We trust our Staff, Cast, and Players to be respectful adults in their own behavior, but we also pledge to make our game a safe and enjoyable space for all who want to play.

If a negative interaction occurs and you do not feel comfortable discussing it with the person involved, alert our staff as soon as possible. You may ask to speak with a Senior Staff member during an event or email support@sustainablecollapse.com.

A Senior Staff member will be assigned to investigate the matter and determine what consequences are warranted. Consequences can range from verbal warnings, being ejected for the remainder of an event (without reimbursement), or permanent ban from any future Sustainable Collapse Event.



Disciplinary Actions

Verbal Warning - Verbal Warnings are an opportunity for education and to change behavior that does not align with the Sustainable Collapse Code of Conduct. Provided the situation is resolved and the offending behavior is not repeated, a Verbal Warning is unlikely to escalate.

Written Warning - When a Verbal Warning is ignored, or multiple instances happen over a short amount of time, a Written Warning will be issued and recorded in a person's file. Failure to amend the offending behavior will escalate the situation.

Event Ejection - Event Ejection is when an individual is immediately removed from the event for extreme behavior that does not align with the Sustainable Collapse Code of Conduct. A Player or Cast member removed in this way will not receive a refund and does not receive experience or points for the event. The ejected individual may also be further suspended from future events as the Staff sees fit.

Event Suspension - When suspended from an event (or events) the individual may not attend an in-person event, interact with any online events, nor use the message boards, Facebook group, Discord, or any other avenues of interaction. Individuals may be suspended from a single event or multiple events depending on the severity of and which rules were broken. Length of suspension will be decided on a case-by-case basis.

Permanent Ban - As the most serious consequence for repeated breaching of the Sustainable Collapse Code of Conduct, a permanent ban results in a Player or Cast member being banned permanently from attending any Sustainable Collapse Event and online platforms (such as the message boards, Facebook group, Discord, or any other avenues of interaction).

Under no circumstances will hate speech, racist, sexist, homophobic, transphobic, or ableist language be acceptable.

Language Limits

- **Sexual Harassment** - No form of sexual harassment will be tolerated. Sexual harassment includes, but is not limited to, inappropriate comments, sexual advances, requests for sexual favors, discussion of your own sex life, and comments regarding another person's sex life. Flirting is acceptable, catcalling is not. Continuing to hit on another person who does not consent to the roleplay is no longer flirting; it is harassment and is not acceptable.
- **Ableism/Ableist Language** - Ableism and ableist language will not be tolerated. Ableism is discrimination or prejudice against individuals with disabilities, and ableist language includes derogatory terms - such as "lame" and "retarded" - and phrases meant to deride another person based on physical or mental ability or status.
- **Verbal Abuse** - Verbal abuse is unacceptable. No matter how angry or upset you or your character become, you may not target others. Express or vent that emotion without abusing other people.
- **Profanity** - While we are an 18+ game, we expect our players and cast will limit use of vulgar and obscene language.

Behavior Limits

Sustainable Collapse and Sojourners Portal LTD do not condone any racist, sexist, homophobic, transphobic, or otherwise prejudiced behavior. Harassment of this kind in-game or out-of-game will not be tolerated. Inappropriate physical contact including but not limited to physical violence and sexual harassment will not be tolerated. All real-world laws apply in and out of game. Breaking real world laws will result in, at minimum, alerting law enforcement and banning from our game.

Intoxicating Substances

Alcohol, non-medicinal marijuana in any of its myriad forms, and illegal drugs are prohibited in any capacity or amount during an event. For your own safety and that of others, if you are found under the influence of any of these substances during an

event, you will be removed from the game and subsequently banned without warning. However, inebriation may be roleplayed as part of the game setting so long as you are mindful of your fellow LARPer's and their boundaries. Smoking is restricted to designated areas.

Physical Contact and Described Contact

Sustainable Collapse operates with a no contact rule. You may not touch a person or their clothing without consent for any reason. This includes hugs, shoulder rubs, holding, or otherwise being in direct contact with another person's body. Combat occurs via approved weapons and never hand-to-hand. Approved weapons, Nerf ammo, and spell packets may all touch a person safely. Touch-range spells must be delivered via a held spell-packet unless the target consents to direct physical contact.

Please note that the "heat of battle" is not an acceptable excuse to touch someone without their permission. Descriptions of physical contact are the default unless all people involved consent to contact. If a person being healed, searched, or otherwise interacted with, does not wish to be touched that contact must be described instead. In instances where a bandage, held spell packet, or other item would be applied to a person's body, that person may apply the item themselves regardless of their character's state of consciousness.

Consent may be withdrawn at any point in play. If a player who previously gave consent for physical roleplay decides afterward, they are uncomfortable with physical roleplay, all physical roleplay should and must cease immediately. No one may insist on physical contact during an interaction.

Descriptions of physical contact with another person or any object may not be used to break game rules or the laws of physics. Descriptions of physical contact may not include behaviors prohibited by our code of conduct. Descriptions of physical contact must be truthful and free from "gotcha"-style hedging. If an item is not inside a sleeve, it cannot be described as being in the sleeve. If a searcher says "I search your sleeves" the person being searched may not withhold items tucked inside a shirt cuff as if that were not part of the sleeve.

Unconscious or dead characters must speak specifically about the described contact. They may not use this mechanic to provide other information even if asked.

Examples of described rather than actual physical contact:

- **Searches of a conscious or unconscious person:**
 - A: "I search your sleeves."
 - B: "You find nothing up my sleeves"
 - A: "I search your boots."
 - B: "You find this component." (Hands component tucked in sock to searcher.)

- **In-game medical aid to a conscious or unconscious person:**

A: "Where do I see the wound?"

B: "My left arm and side, describe your aid."

A: "I administer first aid. What happened?"

B: (If they are unconscious in any way) "I can't tell you."

- **Carrying a conscious or unconscious person:**

A: "You can't get far on a broken leg, let me carry you."

B: "Describe carrying me. I will walk with you."

A: "I throw you over my shoulder. Where do you want to go?"

B: (If they are conscious) "Anybody who can fix this leg, I'm not picky."

Playing the Bad Guy

If you choose to portray bias in-game, be mindful that it must be within the limits of our Code of Conduct and must be about a facet of the game itself. Provided you are discussing a part of Mirhanan, to say that one vocation is inferior to another, to say members of one culture are inherently better than another, to say you can't understand why any idiot would take up a divine domain... may start a fight but isn't against the Code of Conduct.

There is nothing obligating you as a player to roll a nice, friendly, or helpful character. Flawed characters are often more interesting and realistic than paragons of virtue, especially in a place such as Colony 724. Thieves' Guild members, Assassins, Black Market scammers, and just all-around shiftier characters may be PCs or NPCs. You are allowed to roleplay however you wish within the limits of our Code of Conduct. Just know that actions, even in a make-believe game, have consequences and how your character behaves will influence how other characters and NPCs will interact with you.

Playing an antagonist can be fun, challenging, as much or as little a part of your character as you choose. However, specifically antagonizing others is not the same as being an antagonist. Be prepared to back off or stop interacting with other characters who do not want to participate in your kind of roleplay. Once someone has made it clear they don't consent to interacting in a certain way, it's no longer just roleplay and may become harassment if you continue to push that boundary.

"It's What My Character Would Do"

And that may be well and true, but if what your character would do is a direct detriment to the enjoyment of the game for other people, please reconsider why you've created your character to be that way.

At a minimum, be mindful of who is around you, what your relationship to them is, and remember that your experiences are not everyone else's. What may be

inconsequential to you, may be deeply wounding to another. And finally - we all LARP for the escape from realism that it offers; the ugliness of sexism, racism, and homophobia have no place in the world of Mirhanan. We will provide enough challenges and conflict to keep everyone busy without players creating grieving characters to increase drama.

Safety First

Vaccinations Required

There are enough in-game diseases and detrimental status calls without adding real world risks. Please be prepared to show proof of vaccination status for Covid-19 when registering as a new player or cast member. To participate in our events, you must have completed at least the two-dose series, or a single dose of J&J.

First Aid

SusCo Staff maintain a first aid kit which is kept in the Plot Center, and we will generally have trained first-responders/EMTs on site. Injuries that require immediate intervention should utilize the GAME OFF! safety call (see below) and a staff member or senior player on scene should get a message to Plot Center immediately. If you become injured in the course of the game and are able to make your own way to the Plot Center safely, it is entirely acceptable to put your hand/ weapon on your head to indicate you are out-of-game and do so.

Allergies

Latex

Latex weapons must have a non-latex outer coating to protect those with allergies against accidental contact. All latex weapons will be inspected at check-in to ensure no cracks in the coating/ other damage that would expose someone with allergies to contact accidentally. Like blasters, they may be checked by staff at any point during play.

Food Allergies

- **In-Game Consumables:** Some of the items you encounter in the game world will be consumables that have some kind of effect (for example, enchanted cookies). You are not required to actually consume the item in order to take the effect. If you are bringing consumables as Baked or Brewed items with effect tags, they **MUST** without exception be accompanied by a complete ingredients list.
- **Shared Player Food:** While we love the social bonding of a shared table, we strongly encourage foods brought for sharing, unless explicitly labeled by a manufacturer, are accompanied by an ingredients list wherever possible, so that people with allergies and intolerances can make informed decisions to stay safe.

Eye Protection and Blasters

While eye protection is not required, it is strongly suggested. Rival blaster ammunition comes out of the barrel between 85 and 105 feet per second and is small enough that a shot to the eye is going to sting.



Safety Signals and Calls

Hand Signals

Sometimes a Clarify conversation during a roleplay interaction may feel disruptive or moment-breaking. Our system uses four simple hand signals to check in with participants during an exchange and to signal when you do not consent to RP.

- **Thumbs-down:** Signals a person does not consent to continuing the current play. If the thumbs-down sign is used, it is a clear statement that they are not comfortable with the current role play and the subject must change.
- **Thumb-out:** To ask someone else if they are okay. Curl your fingers in and hold your thumb out to the side (it should look like a sideways thumbs-up).
- **Thumbs-up:** Signals a person consents to continue role play of the situation.
- **Time-out:** A classic "time out" hand gesture with the flat palm of one hand against the extended fingertips of the other in a "T" shape indicates that the person making this sign wishes to opt out of the current play and will remove themselves from it. If used in-game, do not pursue the person - allow them to leave and continue the conversation or other roleplay without them.

If needed, this signal may be used to exit a module in progress. Please review **Shared Fate/ Opt-Out** within the **Game Content Warnings** section for details.

Safety Calls

Our system uses three verbal safety calls to quickly alert others about missed information, possible danger, or an emergency situation.

Clarify: It happens, we don't hear what someone said through their mask, or we don't understand what a specific effect means, or what a spell we were just hit with means. Simply state "Clarify: ___" and ask your question. "Clarify, what did you say?", "Clarify, what does 'hemorrhage' mean?", "Clarify, I hit you with my spell". This should be treated as a short Out of Game moment between the two or more people involved in the Clarify, and as such nobody should use the opportunity to get in position to attack them, or otherwise interrupt the moment until the Clarify is over and the participants have returned to 'In-Game' readiness.

Caution: Caution is a preemptive warning that something bad is about to happen. Caution - you're about to step on me! Caution, there's a big rock behind you. Caution: check your swing. Caution is to be used as liberally as needed to make sure that nobody is actually injured in combat, by props, or even by the terrain itself.

GAME STOP!: This is a total Game Stop Moment. When you hear this safety call, you must (if able to) drop to one knee or a sitting position and repeat the call until everyone has disengaged with combat and roleplay in the area. Once that has happened, a Senior Team Member will assess the situation and take necessary measures. If no Senior Team member is present, send a runner to the Plot Center for assistance. **GAME STOP!** is most often used when someone has been injured or otherwise incapacitated.

Reasons that are perfectly acceptable to call a game stop in this manner are: I've lost my glasses in the middle of combat, I've hurt myself (or have seen that someone else is injured) and need medical assistance, or another situation that requires immediate and urgent assistance. Once the Senior Team Member in control of the situation has deemed it appropriate, everyone rises to their feet and returns to their previous positions and after a 3-2-1 Play On!, returns to In-Game. Occasionally the Senior Team Member will move those not involved in the **GAME STOP!** to a different area before doing so, or other times the people involved in the **GAME STOP!** will be the ones to leave the area.

Safety Armbands: Non-Combatants

An individual who does not wish to or cannot safely engage in the physical activity of combat or other strenuous physical activity should notify Sustainable Collapse staff and also denote this visually by wearing safety-orange/ dayglow armbands. These must be illuminated at night. Sustainable Collapse staff recommend considering battery-powered LED jogging bands. A yellow or orange glow stick attached to the armband may also be used for night-time illumination, but may not be the most efficient or secure. Persons thus denoted may not engage, nor be engaged, in physical combat. Under no circumstances should an individual with orange armbands be struck by a weapon, spell packet, or in any other way, and may not participate in physical combat themselves (such as to physically block an attack, etc.).

By existing in the world of the game, however, their characters do still run the risk of being damaged or killed for roleplay purposes. In order to target a noncombatant, the attacker must come within melee range, point a weapon, spell packet, or other delivery method at the person, and state "I kill you" or the appropriate incantation or skill call, without interruption by an ally of the noncombatant. The noncombatant must then take the effect unless protected by an appropriate method (shield spells, etc.), but the roleplay of the effect will be left to their best judgment regarding their physical ability. Clarify calls, as discussed in the Safety First/Safety Calls section, are encouraged as needed in these instances in order to maximize the physical safety of all involved.

LARPing Basics

Out Of Game Areas

Out of Game (OOG) areas include the parking lot, bathrooms, cast areas, and places such as the kitchen or storage areas. No roleplay, fighting, or other kinds of in-game activity will occur in these areas. In the case of module buildings and 'out of town' areas, players must be brought to the site by NPC hooks before any roleplay or fighting may occur. If you are passing by one of these module areas and see cast members preparing, ignore them and pretend you have not seen anything, and look away.

Player and Cast members' cars, tents, and personal items stored under the bed or in marked Out Of Game storage are to be left alone. Food, clothing, personal items and anything that is not specifically an in-game item may be stored in or out of game during game hours. In-Game items may not be stored in an out of game location during game play hours 'until it is needed' as in-game stealable items must be in play, stored, or hidden in an in-game area during an event.

Appropriate Costuming

Jeans, sneakers, or t-shirts with real world logos or pop culture references are not appropriate costuming, nor is intentionally copying the Carcer Corp Guardian uniforms.

Costuming is largely up to you. In the cultural packets you will notice that many cultures of Mirhanan are distinctive in their dress, food, and social nature. If you choose to play a character from a specific culture and want to pick garb to reflect it, we are happy to help you design an outfit or three.

Headwraps, tattoos, body decoration - in the real world there are dozens of cultures that wear similar things, and in fact cultural appreciation and sharing of style is a wonderful thing to see. However, as a reminder, we are still in the real world. There are some articles of clothing and decoration that hold religious and cultural significance to actual people and therefore should not be used for character garb or costumes. This includes but is not limited to: Native American feathered headdresses, South Pacific Islander style tattoos, and religious regalia. If an accessory is unacceptable, we will require that you remove it. If an article of clothing is unacceptable, we will require that you change out of it.

In addition, blackface (and brown, and yellow, and red), and other themed costuming which reduces an ethnicity or culture to a caricature or stereotype is not acceptable at Sustainable Collapse.

Please do not utilize yellow, orange, or purple armbands as part of your chosen costuming. These color armbands should remain metagame symbols for safety reasons.



Please see the relevant non-combatant and content opt-out sections for more information.

Character Appearance and the Art of Cosmetic Body Modifications

While there are a myriad of sentient species that inhabit Mirhanan, the only one available to players is Human. That being said, not everyone who is human necessarily looks that way. With advances in medical technology, cosmetic body modifications became common. Modern takes on old techniques for branding and tattooing were adopted.

What this means is, you are free to use whatever combination of makeup and prosthetics to create any look for your character that you want - with a few caveats.

First, it must not violate anything in our code of conduct. No blackface, no genitalia attached to your forehead, no poorly thought-out cultural appropriation.

Second, you are committing to this appearance for the life of your character.

Body mods are considered permanent and can only be changed through in-game means. This is important to keep in mind. As spectacular of a look you can create, are you going to want to repeat its application every event?

Lastly, while you are free to give yourself the appearance of an elf, dwarf, or any of the common fantasy or Sci-Fi species, there may be in-game consequences for taking that appearance.

If you have questions about whether something could be considered inappropriate, please submit photos of your design to characters@sustainablecollapse.com

Metagaming

Metagaming is defined as using knowledge learned Out of Game to influence your In-Game decisions and actions. To a certain degree, Metagaming is inescapable. We all see dead spirits walking past us down the trail, so we know in an Out of Game way that there were lots of people who died up ahead. We all see which cast member is playing certain NPCs, and we all see when a 'totally normal weapon what are you talking about?' has a magical aura sticker on it.

We can address these examples in different ways. A tried-and-true acknowledgment of seeing 'spirits' is saying a cold wind is blowing past. Whether you take that cosmic hint to turn back, or choose to keep going is your own choice.

Know that as with any LARP, Cast members pull double and triple and "I'm certain they've been cloned" duty. This means that while Farmer #3 may be played by "THAT Cast Member", it doesn't necessarily mean that they are secretly the BBEG Villain.

And likewise, when we see objects with out of game clarifying stickers, there is no shame in having a 'gut instinct' about not picking it up, but know that playing it too safe means you miss out on the fun.

There are certain tags that will activate once read, so if you do see a clarification tag on an item, know that if you read it (if you open the potion and look at the tag, if you read the paper on the cookie, if you read the tag on the spooky urn) that counts as having activated it - unless you have a specific ability that allows you to probe the item's aura for information without disturbing it.

For food-based items, simply accepting the item is NOT the same as consuming it and activating the tag. If you choose to mime eating the item you will read the tag and take the effect, but can then pass off the food item to another person to eat without fear, as you have taken the effect and it is now spent.

What I Learned Casting Is...

Nothing! Well, we learn many things like fighting technique, game mechanics, skill and spell effects, how to fall down, and hopefully how to make lifelong friends. However, any plot information, monster weaknesses, skill sets, or conversations you are privy to as a cast member is Not something you are allowed to share with players.

For example, if you are a cast member on a Module with a limited number of specific players, you are not allowed to talk about what that Mod included to anyone that was not there. But you are also not allowed to talk to any of the players that participated about any information that they did not already have.

If you are a cast member out in the game world proper, and involved in a public plot or fight that feasibly 'everyone' should have been involved with, you are still expected to not discuss details of the encounter such as: faction or affiliation of said NPCs, monster weakness, any meta information you were given in the cast center.

When in doubt, don't discuss things you learn while casting. We never want to ruin the thrill of surprise for our players, nor do we want to accidentally spread information before it's time to be released.

Things that are okay to talk about: how specific skills that are in the rulebook work, any information that is on the website or in the rulebook as free knowledge available for anyone to access, and funny stories that you have permission from the people involved to tell, as well as 'that one time you kicked your friend's butt as a haunted mushroom NPC'.

Forgery and Counterfeit

Without a specific skill or ability that allows your character to make counterfeit or forged items, you are not allowed to pass anything that you have created off as an item that was supplied by the Staff.

Information Hoarding

LARPing is a Collaborative adventure. Not a single person can do it all themselves - as much as we might like that sort of glory. The plots and modules that the creative team will write will depend on players working together with each other and with NPCs.

You are not obligated to share information you learn with other players, but we encourage you to do so. We are putting that information into the world for a reason! Not only is it probably important to a plotline rolling out, we are very proud of the work we do and want people to enjoy what we've written.

That said, you and others will spend time, effort, and even in-game resources to learn lore and new information. We urge everyone to stretch their roleplay legs and find reasons to give and take information. Simply demanding information from others for the sake of knowing may not work very well.

Always be aware that the way you learned something might also not have been the only way the Plot Team put that information out into the world. There are seldom single-pronged information deliveries - expect other resources to become available if other people are working toward the same goal. Likewise, that seemingly insignificant snippet of roleplay you had might just be the big breakthrough another group was looking for, leading to you getting to crack the whole thing wide open so long as you share what you know.

Hooking a plot is also a delicate balance on the Staff end as well - we want to make sure that things that go out into the world connect with the players working on it; oftentimes the same players will end up working on certain things. This does not mean that they 'own' that plotline.

We must share and work together, and allow new community members the chances that we had when we first came to the game.

Personal Plot

You will hear us say time and again that the Plot Team does not write "Personal Plot" - but what does that mean? It means that when you submit your character sheet, we will not go out of our way to create things that tie into your backstory.

However, if while reading your backstory we discover a tantalizing tidbit or two that will work as a good hook for plots that are already in place, then you might be the character an NPC comes out looking for.

Including Others

We were all new once. New to Sustainable Collapse, and new to LARPing in general. Be welcoming to others, invite them into your conversations, and include them in your plans.

To new folks: dive in! You'll never know what you're capable of without testing the depth of the river with two feet. This is a world of magic and possibility - I promise that any mistakes you make can be fixed... or they'll become a cool new plot point if they're big enough.

Being a Player Character

Being a Player Character at Sustainable Collapse means that you guide your character's fate. With your membership, you are purchasing your participation in the world that we have created. What you choose to do as that character is up to you - within the rules of the game.

You will create a character, develop their backstory and personality, and decide what has brought them to the In-Game town of Carcer Colony 724, a penal/relocation colony and research site managed by Carcer Corp. Are you a colonist that has been sent to this colony? Are you a scientist working to understand the strange phenomena in the area? Are you on your own, unsupported by Carcer Corporation or Planar Anchor Group, an adventurer seeking your own discoveries?

Once you've decided who you are and why you're here, you will create your character with skills, spells, and abilities, garb yourself according to your character and tastes, and arrive at the event ready to participate with the stories that unfold around you.

After the event, you can help the plot team writers by submitting a Post Event Letter detailing what you did, who you interacted with, and what you're planning for the future. Since the setting of Sustainable Collapse is a living world, your actions will have a tangible effect on what happens around you. Your battles, discoveries, alliances, and enemies will continue to grow, and give untold color to the world of Mirhanan.

Being a Non-Player Character

By coming to Cast at Sustainable Collapse, you will be one (or many) of the various Non-Player Characters (NPCs) that make this world feel like a living, breathing place. You'll be given an outline of a plot and a set of guidelines to follow to accomplish the plot's goals. You may be Farmer #3, coming into the town for assistance with varmints (that may or may not be fire breathing geese) in your field; you might lead a group of scientists that are intent on studying the newest phenomena; or you might be the things that go bump in the night! But above all you are what makes our world come alive.

Being a Cast member is only as complicated as you want to make it. Many people will come casually just to be monsters and minor NPCs (crunchies), but if you want to permanently join the cast and learn the Deeper Mysteries, you might pick up face roles that are recurring characters! Permanent Cast members take on much more responsibility and time commitment than regular cast members, and are unable to return to being a player character during the current story arc that they participated in as a Permanent Cast member.

Casting is free! We will feed and clothe you, as well as give you all the necessary props, weapons, and information you need to fulfill the roles you choose to play. Bringing your own costuming is a plus, but not required. While we do provide garb for your roles, we highly recommend arriving in your “basic blacks”: black shirt(s) and pants, with no visible logos, and comfortable but nondescript shoes with as little visible branding as possible.

Most importantly: by casting for any part of any SusCo event, whether or not you join the Permanent Cast and/or plot team, you are expected to keep everything you learn while casting and in the plot center a secret, and not speak about it to other players. Leaking plot will not be tolerated as it ruins the story for everyone.

Joining the Plot Team

It means joining those of us who write the plots, cultures, and lore of the Mirhanan world. Everything that comes to players and cast in the form of mods, roleplay, and combat that is not player created, is written and vetted by the Plot Team.

A position on the Plot Team comes with inherent responsibilities, both during events and between events. As writers of plots and lore, Plot Team members attend multiple Plot meetings between events, where they brainstorm ideas, accept responsibility for writing different and/or new plots, and volunteer to complete a multitude of other tasks all with the important deadline of the next event. Plot Team members who attend events help bring their plots (and the game) to life by overseeing their own plots and participating in others, sometimes with face-roles.

Joining the Plot Team also means that you are committing to the level of excellence and behavior that Sojourners Portal LTD are putting forward: a commitment to diverse writing and viewpoints, to quality storytelling, and to making the game better than it was the event before. By joining the team, you will be representing our game and our shared vision, and if a member of the team cannot conduct themselves appropriately to that vision, they will be asked to step down.

Whether you are joining SusCo as a Player, Cast Member, or as part of the Plot Team, you are doing so because you love LARPing, you love storytelling, and you want to be the best you can be while having fun with the people that make up our community.

Weekend Event Schedule

Setup: Generally, an event starts around noon on Friday. If you join us for setup, you arrive at the camp early and assist the rest of us with transforming the site into Colony 724. This includes setting up permanent fixtures of the game world (such as the “library” or the “warden’s office”), props intended to be in place before the “Game On” call, and decorating frequented areas such as The Apothecary and the tavern. There are also logistical areas to set up, including the cast center, lighting trails for night, and marking hazards around the site. Be sure to verify what time the setup begins each event before arriving.

Check in: Between the hours of 7pm and 9pm on Friday, Players and Cast arrive on site and go through the process of Check In. This is where we collect player donations, hand out player character sheets, distribute in-game items to players as necessary, and take care of any last-minute clerical work before the opening meeting.

New Players/Cast Meeting: If all goes according to plan, New Players and Cast will have a special meeting at 8pm on Friday to get familiarized with the rules and combat calls they are likely to hear over the weekend. After the opening meeting before game starts, New Players will be escorted to the “New Player Mod” - a small, self-contained In-Game module intended to allow new players to get familiar with their calls and In Character personas before being brought into the colony.

Opening Meeting: Typically, at 9:30pm Friday night, Opening Meeting gathers players to a central starting point for the event. We use this meeting to review important calls, share important game information, and make any announcements integral to the event and community. Cast has its own opening meeting, separate from players, at 9pm in the cast center.

Game On/Game Off times: Game runs from 10pm - 2am on Friday, 9am-2am on Saturday, and 9am - 12 noon on Sunday. Once Game On is called at any point, but especially Friday night, all out of game chatter should stop (or be done away from other players and In-Game areas of the camp); and once Game Off is called each night, and especially on Sunday afternoon, cast will return for the night and no new cast NPCs will go out, although players are welcome to roleplay between themselves at the risk of their own night’s sleep. The game ends for the weekend at noon on Sunday.

Closing Meeting: Sunday after Game Off, we will have our Closing Meeting. This will be similar to the Opening Meeting, except we thank all players and cast for participating in the wonderful event, and remind everyone to write their post event letters, finalize any between game skills, and check in with their fellow players about plots and roleplay.

Checkout: There are several skills that require turning in components or props (anything with a yellow tag) and worksheets during check out. These worksheets will be provided for you to use at this point.

Whether you have any of these skills or are using them, all components and props must be turned in during check out. These items will be treated as if they were turned into the Quartermaster and be put into your personal inventory and available to you at the next event.

Break Down/Clean Up: After game, players and cast are invited to help us disassemble the world we put together over the weekend. This involves packing away costumes and props, as well as cleaning up the mess we inevitably made on the trails. Please help us rescue our spell packets and Nerf ammo from the trails and make the camp cleaner than we arrived. Players and Cast alike can earn points by assisting with clean up after the event.

Post Event Letters: When you get home, both Cast and Players are invited to write to us about their event via Post Event Letters. PELs (as we like to call them) allow the Plot Team to not only follow your actions and interactions with our plots, but also understand your character's motivations, allowing us to better tailor plots based on their successes moving forward. Perhaps the most important aspect of the Post Event Letter is that it allows the SusCo Team to see what Did and Didn't make the event wonderful. We want to know what you enjoyed, what you didn't, what you want to see more of, and what you could do without. We want your constructive criticism! Post Event Letters are the single most important thing any participants of our events can do - aside from have fun.

Between Game Skills: These are skills that allow a player to take some sort of action between in person events. Often used for experimenting with potions and other in-game items, it may also include ways to gather information, contact NPCs, and do other more nefarious or exciting things. Any Between Game Skills that require components (such as crafting skills and research) must be started at checkout.

Game Content Warnings

The cast of Sustainable Collapse are aware that certain topics that may come up in the context of gameplay are not everyone's preference, and may fall outside the definition of "fun challenge". We recognize that, in some cases, these preferences are quite serious, and we want to take them as such. In order to help all players, make informed decisions that protect their fun while playing at SusCo, our staff have created a system that we hope will help.

Opt-Out Preferences

The first part of this system involves a form that you are encouraged to fill out as part of your character creation. Everyone has things that are "not a game" - snakes, haunted houses, kidnapping, and such. We ask that you let us know what content/things/situations you would not like to be involved with during game. Your

answers will be held in confidence and used only to help guide the Plot Team's story development with your comfort levels in mind.

We will also have opt-out forms available at check-in for each event. If the Plot Team is running something out of the ordinary at a particular game you will be asked if you wish to opt in or out at check-in. If you want to add an opt-out for the specific event in addition to your opt-outs on file (for example, your house flooded and you are not up for mods/RP about floods or home disasters), we ask you to note it on the same form.

While we cannot guarantee that your opt-out topics will never occur in-game for anyone, we will be mindful of your preferences. You do not ever need to participate in topics or RP that make you uncomfortable.

Purple Armbands

This mechanic comes into play via our "plot hook" NPCs as a proactive measure that encourages players to make informed decisions regarding participating in modules written to include potentially sensitive content. While a player can simply walk away from an RP situation in the tavern, a mod is a "pocket space" that cannot be easily departed. We aim to avoid springing sensitive content on anyone as part of a mod. For the comfort of everyone, we ask that players not try to push through their own feelings - if you are not comfortable with the content of a mod, please do not feel you need to agree to go on it.

NPCs seeking players to participate in certain mods will wear a purple armband. When present, this armband will be a visual metagame marker denoting that the mod may contain elements that could be sensitive or otherwise not a purely fun challenge. The plot hook NPC will make applicable content warnings in an in-game fashion through dialog, and with specific Clarifies as needed. Especially in the case of a purple armband, players are encouraged to ask content clarifying questions.

Even if a cast member is not wearing a purple armband, if you are ever in doubt about the content of a mod, please ask. The plot hook cast member cannot tell you the specifics of the mod, but will always answer content preference questions, e.g. - "This mod will have spiders/clowns/etc." "This mod will be in the dark." "This mod will have abused characters." etc.

Opt-Out/Shared Fate

This part of the system is for modules. If at any point during your time in a mod you find yourself personally uncomfortable to a point where you do not wish to continue with the situation, you may opt-out by taking Shared Fate and immediately leave the mod space by utilizing the time-out hand signal and stating "Shared Fate". This is a sign for the plot hook NPC, or a senior NPC in the mod, to walk with you to

the mod entrance, no questions asked. Once out, you will wait until the rest of the party completes the mod before returning to the main game world.

By taking the opt-out, you understand that your character will be subject to any consequences suffered by the party on the mod up to and including a trip to the Apothecary (should your entire party be killed). You are not, however, guaranteed to be affected by any boons granted to the party, nor is the remainder of the party required to share with you any information or loot obtained.

Sustainable Collapse is committed to creating a safe and affirming environment for all. This section contains our plan for helping to mitigate concerns about content, while supporting your safety and wellbeing as a player or cast member at our events. That being said, we cannot guarantee that you will never come across a topic or scenario during gameplay that makes you personally uncomfortable, or that such content won't come across you (we might not avoid all spider-based plots, for instance, but we are sorry if one sneaks up on you in the tavern, and you may always take yourself out of that space). While we will make every effort to communicate so that you can make informed choices as a player, we ask that you communicate your needs to us as well.

If you have any questions or concerns - during or between events - about content or personal comfort levels, please feel free to call a Clarify, ask staff on site in an out of game space, or to submit feedback through appropriate channels such as your PEL or a direct email to [**support@sustainablecollapse.com**](mailto:support@sustainablecollapse.com).

Combat

How It Works

Combat occurs through the use of foam melee weapons, Rival Nerf Blasters (or off brand equivalent) and bird seed spell packets to represent the weapons and forces of magic and the divine of the world of Mirhanan.

For the safety of everyone involved, our game uses the lightest touch method of LARP combat. Legal areas for contact with a melee weapon are arms (wrist to shoulder), torso, and legs (shin to hip). Hands, head, feet and groin are not considered legal targets and therefore take no damage when hit. While eye protection is not required, it is strongly suggested. Rival blaster ammunition comes out of the barrel between 85 and 105 feet per second and is small enough that a shot to the eye is going to sting.

With concerns to game balance and simplicity, all hits from a melee weapon or a nerf blaster are one point of damage. Called effects are exception to this and should be clearly articulated. In a world with technological wonders, ballistic weaves are made cheaply and commonly enough that all garments are considered made from them.

Everyone has a Health Pool – and your Health Pool automatically starts at 1. Health Pools can be increased through skill purchases in character creation. If a character is at 1 health, the last hit before they are dying must be either a torso hit, magic, or death effect. If you are on your last hit and you get hit anywhere else, that limb is stunned. A stunned limb is unusable and last for 1 minute or until splinted or healed.



Anyone can pick up a melee weapon, of any variety, and use it for basic offense and defense. For safety reasons, claws or punching weapons (i.e. tonfa) are not allowed. Shields require the purchase of a skill to use, and therefore cannot be used by just anyone. For safety reasons, claws or punching weapons (i.e. tonfa) are not allowed. For a full list and description of melee weapons, see the section titled "Melee Weapons".

Using a melee weapon with any finesse (skills) requires the purchase of Basic Melee Skills. During combat, melee strikes must land on different locations on your target and the weapon should be pulled back at least 90 degrees before striking again.

Two handed weapons and polearms require both hands gripping the weapon at all times for striking and blocking. Blocking a strike with only one hand on a two-handed weapon or polearm is considered to be a strike to the arm holding the weapon.

Similarly, thrown weapons such as knives, axes, or even the occasional book, can be used by anyone. Thrown weapons may not have a core and be no larger than 8 inches if store bought/latex and foam crafted, or 12 inches if duct tape and foam. Unlike melee weapons, thrown weapons cannot be used with Basic Melee Skills, poison, or magic/divine enhancements, without the appropriate Specialized Skill.

Bullets cannot be blocked or deflected by mundane items or weapons. Shields block uncalled bullets, but cannot block called gun skills. If a bullet hits something you are carrying or wearing it is considered a strike to the appropriate location. Riot Shields are not allowed to be brought in as a basic shield or costuming as they have special features that need to be discovered and crafted in game.

Skill Calls

All skill calls replace basic damage with a specific effect. For instance, if you are struck by the called skill Maim on the arm or leg, you do not lose a point from your health pool, instead that limb is broken and unusable. This applies regardless of how the skill was delivered. Some skills replace basic damage with a higher damage number, such as Slay 5, or Backstab (Stealth 2). If a number without any other qualifier immediately follows a skill call, you lose that many points from your health pool. All actions described below should be performed to the best of your ability.

A list of common skill calls include:

- **Disarm** - If delivered by a melee weapon, the skill must hit the weapon being disarmed. If it is delivered by a gun or magical effect, the skill can hit any part of the body allowed by the combat and contact rules.
- **Knockdown** - You must safely and swiftly lay down with your shoulder blades touching the ground and count to five before standing back up. If you are unable to move in this way, you must complete this movement to the best of your ability and count to five before making any other movement or taking any other action.
- **Maim** - Breaks a limb. A melee weapon must hit the target's limb to deliver this effect. If delivered by gun or magical effect, the target limb will be specified and the ammo or packet can hit any part of the body allowed by the combat and contact rules to take effect. A maimed limb cannot be used unless splinted or healed. Ex. If your left leg is maimed you may not stand, walk, or push yourself around on the ground with it. It must remain immobile.
- **Pain** - With this effect you must drop to one knee and place both hands on the ground before getting back up. If you are unable to move in this way, you must complete this movement to the best of your ability before making any other movement. Roleplaying being in pain (screaming, grunting or otherwise acknowledging the effect) is strongly suggested for all instances of Pain.

- **Pierce** - This attack is treated as if it hit an unarmored target. Pierce goes through shields. Pierce can be combined with another call, for example "Pierce Slay 5."
- **Push** - As the melee skill. Target must take 10 paces, safely, backwards before reengaging.
- **Weakness** - While under the effects of weakness you cannot attack, defend yourself, carry anything, or cast any spell that is not delivered by touch, and can only walk at a slow pace. If you have lost Health Points, you may regain them in any normal way, however normal Healing effects do not cancel Weakness.
- **Venom** - Call for a blade strike using a blade venom. Venom will be preceded by an effect such as Weakness. Blade venoms may be resisted as Poisons.

A complete set of calls can be found in the Appendix titled "Lexicon."

Armor

From the ancient knights of Thislan to the soldiers of Janeth Prime, armor has been an indispensable aide on the battlefield. Since the Collapse, innovations in armor have combined the skills of both worlds for new innovations. The use of armor requires the *Wear Armor* general skill, which represents your ability to move effectively in armor in order to take advantage of its defensive potential.

To receive the benefit of armor, in addition to purchasing the skill, you must actually be wearing armor. For the sake of costuming, armor does not need to be the exact material to receive the benefit, but it still must look the part. Since Sustainable Collapse is a world where chainmail can be worn alongside tactical vests - armor can vary in appearance from a leather jerkin, to chain mail, to a flak jacket- we do ask that you make the attempt for your armor to look like armor and avoid such tactics as chainmail printed on t-shirts. Think about your character's culture and what they would wear when choosing your armor. Additionally, armor cannot have any sharp protrusions or spikes for the safety of both Cast and Players, and their equipment. If you have any concerns if what you're intending will work for armor, feel free to consult us at (character@sustainablecollapse.com) or on our Discord.

Armor is assigned and divided into four main locations: Head, Torso, Arms, Legs. At least half of the area is required to be covered in order for it to be considered armored. For example, a pair of bracers would be sufficient to count as arm coverage as bracers cover half of your arm, from shoulder to hand. **Light Armor** grants 1 Armor Point per location. **Heavy Armor** grants 2 Armor Points per location. The maximum possible amount of armor points is 4, regardless of type. These armor points act as additional hits that you can withstand and are removed before any vitality loss. Skills delivered with the "pierce" and "stealth" carrier are exceptions to this rule, however. Any successful hit with either of those carriers are considered to have been taken directly to an unarmored torso.

- **Light Armor** can be made of either a sufficiently padded cloth, like gambeson, aketon, tactical vests, or leather that doesn't qualify for Heavy armor. If the base material is cloth or leather, it is repaired by anyone who possesses any Craft: Textiles skills, even if it contains some metal. Chainmail, scale, or lamellar (any armor made of small overlapping metal plates), and Motocross Gear is also considered light armor. These armors are repaired by anyone who possesses any Craft: Smithing skills as they are made mainly of metal.
- **Heavy Armor** may be made of leather if it is rigid or 11+ oz. thick, *and* is reinforced with metal plates. Flak Jackets are also considered heavy cloth armors. These armors are repaired by anyone who possesses any Craft: Textiles skills. Plate armor (made of large metal plates with no significant gaps) is also considered heavy armor, and is repaired by anyone who possesses any Craft: Smithing skills.

In addition, you can combine two armors of the light armor category made of different materials to get the benefit of heavy armor in that location. If you are already wearing heavy armor you cannot receive extra armor points. Both armors must cover at least half the location in order for you to receive the benefits of the higher tier. In addition, both must be visible, at least in part. One cannot completely cover the other. For example, if you were to wear both a chainmail shirt and tactical vest you would receive the benefits of Heavy Armor covering your torso location. If your armor were to break, you would have two sets of broken Light Armor. If you are only able to repair your tactical vest, you will be considered to have Light Torso Armor until the chainmail shirt is repaired.

Armor points do not refresh like Pools, and need to be repaired by the appropriate craftsman. Armor repair requires one piece of material per armor point to repair it. Armors that are repaired using Craft: Textiles are repaired using Fur. Armors that are repaired using Craft: Smithing are repaired using Iron Ore. This repair takes 2 minutes per location being repaired.

Your armor is considered fully repaired at the start of every event.

Melee Weapons

For simplicity, Melee Weapon refers to any weapon used for Melee or Stealth skills. Melee weapons can range from 8 to 72 inches, and can be anything from the typical sword, axe, or blunt families found in fantasy LARPs, or more modern takes found in post-apocalypse LARPs such as baseball bats, wrenches, or other improvised weapons.

Weapon lengths can take on importance in regards to certain skills:

- Small/Dagger: 8 to 18 inches
- Short: 19 to 30 inches
- Long: 31 to 46 inches

- Two-Handed/Polearms: 47 to 72 inches

All melee weapons must have a minimum 2 inches of soft collapsible/flexible thrusting tip (staff or other polearms meant to be able to strike from both ends must have a thrusting tip on both ends) and 5/8ths of an inch foam wall around the weapon's core on all striking surfaces.

All melee weapons must pass a safety inspection during check in at the event. A guide for creating a boffer style weapon is included in the Supplemental Rulebook.

While we are willing to allow latex/foam crafted weapons, we do not currently endorse any particular brand and cannot make a decision on whether or not a weapon will pass safety inspections until we have it in hand at the event.

Regarding latex weapons: Any weapon using a latex paint coating must be sealed with a non-latex sealer for the safety of those with latex allergies. Please see the section on allergies in "Safety First."

Guns

As stated above, guns are represented by Nerf Rival, or off brand equivalent, blasters. We will not be allowing dart or Hyper style blasters at this time. Unless you have the appropriate skills, only spring fired blasters are allowed.

In the interest of safety, you may not fire your blaster at someone closer than 5 feet away from you.

At minimum, the blasters should be painted to cover up/obscure any logos - the exception being the safety orange face plate and barrel. While various state laws may only require the orange tip for transporting/selling toy guns, it is always better to be safe.

For those with the skill and desire, other modifications may be made to the blaster aesthetics. Adding a t-handle or other cocking assist modification is also acceptable. We will not be allowing any modifications to the internal workings of the blaster, this includes - but not limited to - spring, o-ring, barrel, flywheel, or motor replacements.

All blasters will be checked with a chronometer during check in, and they may be rechecked during the event.

Ammunition

All ammo at Sustainable Collapse is represented by Nerf's Rival Ammo, and it exists in two states throughout the game. Ammo that you start the game with, loot, and craft is considered *live ammo* until it is fired out of a gun. *Live ammo deals 2 damage, unless a skill call accompanies your shot. If a skill is used when firing live ammo, the skill replaces the damage the bullet would otherwise cause. You do not need to state "2*

Damage” when firing. Once live ammo has been fired out of a gun, it becomes a *spent casing*. *Spent casings* are **unable to be fired out of a gun** and require skills to convert the *spent casings* back into *live ammo*. *Spent casings* can only be carried in a *casings bag*.

A casings bag is where you can store spent casings until you can make it to the bullet press, and is represented by a small pouch on your belt, commonly referred to as a “dump pouch.” If you do not have a belt, the casings bag must still be visibly on your person, not inside a pocket or other larger bag. The casings bag is considered to be out of game, if you are looted, state “prop” to signify this. Only *spent casings* may be placed in a casings bag.

The spent casings may be combined with **lead ingots and gunpowder** (both of which can be crafted in-game) to make live ammo. The required recipes can be learned in-game from someone who knows them, or through research, if you have the appropriate crafting skills.

With the skill Guns Class 1, Guns Class 2, or Unload you may safely remove live ammo from a gun your character does not own.

Anyone, regardless of their craft skills, can make bullets using one of the following recipes at a bullet press. If you possess the Form Casting skill, these recipes instead produce an additional 5 bullets for the same materials.

- **Bullets x20 (1x Vial of Gunpowder, 1x Copper Ingot, 1x Lead Ingot)**
- **Recycled Bullets x15 (20x Spent Casings, 1x Vial of Gunpowder, 1x Lead Ingot)**

All ammo, whether live or spent casings, must be turned in at the end of the event.

Healing

How It Works

Wounds are taken during combat in the form of reduction to your health pool, a broken limb, or any number of debuff effects. In a world where the miraculous walks hand in hand with science, it should be no surprise that Mirhanan has many approaches to healing. Each method has its benefits and drawbacks with the intent of giving each its own unique flavor.

Some of these methods require components, such as plants or bandages. Some of them require nothing more than a spell packet and a moment of concentration. All of them require that the person receiving the healing be within touching distance of the person performing it.

As noted by our no contact rule, you may not apply a bandage or touch someone without consent. If the person receiving the healing does not wish to be touched, in the cases where a bandage is necessary, they may apply the bandage themselves. In the same vein, a healing spell should be cast with a held spell-packet rather than direct physical touch unless there is express consent. "Heat of battle" is not an acceptable excuse to touch someone without their permission.



Medical

Great knowledge on the workings of the body and pharmaceuticals were passed on to us from the lost world of Janeth Prime. After the Accords were made and peace had begun, one of the first schools founded was for the medical arts.

Science-based healing skills take time, almost unbearably slow compared to the instant healing available to those wielding divine grace, yet are more comprehensive and able to restore more health. With two minutes and a suture or two, skilled medical practitioners can have you feeling ready to take on the world... again.

Combining their skills with the right pharmaceuticals there is nothing short of death that they can't cure.

It is important to note that while anyone can use pharmaceuticals, their potency can be increased greatly by a trained medical practitioner.

Divine and Magical

While Janeth Prime once had religions of its own, it wasn't until Mirhanan that its people felt the direct connection to the Divine as known innately to those born of

Thislan. While the connection to the miraculous isn't as strong in this new world, those who follow some paths of the Divine are able to provide a measure of aid in times of need. With the right prayer, one of the devout can patch you up quickly enough to get to the medics... or right back into the thick of the fight.

The magic of Mirhanan is not the same as it was on Thislan, and some traces to things known before only on Janeth Prime. It is rare for any magic to heal, though some spells may keep you on this side of the Black Path long enough for a medic or one of the devout to reach you.

Survival

Deep in the Wastelands it can be hard to come across trained medical help or one of the devout. Those hardy enough to survive in the wastes have learned how to use everything that grows there to keep themselves alive.

With the use of plant components, bandages, and the occasional stout length of wood, survivalists can keep themselves alive and on the move long enough to find a healer to tend to their wounds. Through near constant exposure their bodies have developed a tolerance to the harsh environment they live in.

Casting Spells and Prayers

How It Works

All casting, whether it be through channeling the power of a school of magic or through a prayer of devotion requires a minimum of two things: an incantation, and a free hand with which to cast it. Both feet must be firmly planted and the incantation completed before the spell packet is thrown. After completing the incantation, one step can be taken to assist in the throw if desired. If your hands are bound, if both of your arms are broken, if you are under the effect of a spell or ability that prevents you from speaking the incantation, you cannot cast.

Every spell incantation follows the same formula. [School of magic or Divine Domain], [Effect], [Damage], [Duration].

[School of magic or Divine Domain] would be replaced by the name of the school or the name of the Domain for the spell or prayer that is being cast.

[Effect] is what the spell does.

[Duration] is the length of time the spell lasts for. If an effect is called without a duration modifier it is assumed that the effects of the spell last for 1 minute. Damage spells do not have a duration as the damage lasts until healed.

Certain spells or abilities may be able to temporarily reduce the Mana or Conviction cost on spells. The Mana or Conviction cost can never be reduced below 1.

Unless specified otherwise in the spell or skill description, the spell or skill takes effect at the end of the incantation.

Most spells will use a spell packet for conveyance of the effect to the target. A spell packet is the small birdseed-filled beanbag through which spells are delivered in-game at SusCo. Magical and Divine casters should plan to provide their own.

In order to construct a spell packet, SusCo recommends utilizing natural fibers as much as possible so that lost packets will biodegrade, and avoiding grass seed for purposes of reducing invasive species should the packet burst. They will also be softer on impact with your target if you use sunflower-free birdseed.

To construct spell packets, you will need twine or string, cloth cut into 5-inch by 5-inch squares, and birdseed. Lay your square of fabric out flat, or lay over a small bowl if preferred, then put the 3 tablespoons of seed in the center. Gather the edges and corners up around the seed to form a pouch. Tie the sides closed around the seed with your string. The end result should be a slightly squishy fabric-covered ball of birdseed, with a "tail" of loose fabric above the tie closing the ball.

Magic and Spells

The Schools of Magic are Earth, Fire, Water, Wind, Bardic, Psionic, Gravity/Radiation (Gravrad), and Rune. For more information on each school's focus, and any special casting rules, please see the Beginner Spells section in this book. Complete spell lists for each school are provided in the Supplemental Rulebook.

Drawing on the Arcane powers is no simple feat. Much as a warrior builds muscle and endurance, so too must the arcane practitioner build up a reserve of willpower to affect change on the world.

The Divine, Religions, and Prayers

The Divine Domains are Creation, Death, Inspiration, Knowledge, Life, Nature, Storm, and War. For more information on each domain's focus, and any special casting rules, please see the Beginner Prayers section.

The world of Mirhanan has many cultures and myriad systems of belief. We hope you will check out the Cultures of Mirhanan descriptions within Character Creation in this book, as well as detailed information on Cultures and religions in the Supplemental Rulebook, for more background and ideas to help you choose or build a faith for your character if you would like to include faith in your character design.

On Being One of the Devout

Religion can be a difficult thing to bring to life in a LARP. While various cultures throughout the world of Mirhanan have a few deities (or deity-like beings) that they

worship, you do not need to conform to any of these pre-designed religions. You don't have to subscribe to any religion or pick a particular deity to be one of the devout, though having a background of any faith can add depth to a character with these skills.

Your character may have a personal belief structure or faith in a higher power or not. Perhaps your character feels a strong affinity to the values of a Divine Domain. Perhaps your character simply sees the domains as means to a particular end, and channels their Conviction accordingly.

Learning Spells and Prayers

After each event your character participates in, you may choose to learn one new incantation, either a spell or a prayer, from all the Schools of Magic and Divine Domains you have purchased. Unless you have a specific skill or in-game item to aid your studies, you may not learn more than a single incantation per event.

If you purchase a School or Domain after an event, you may include it in the Schools and Domains you know for the purposes of learning a spell or prayer. (Unlike character creation, no spells or prayers are automatically learned during the purchase.)

You may always learn any beginner spells/prayers in a School/Domain you have purchased. To learn spells/prayers of higher tiers, you must meet all prerequisites.

1. In order to learn any spells/prayers of higher tiers, you must have at least **one** spell/prayer of the previous tier in the **same** school/domain.
2. You must learn a total of eight beginner spells before you may learn any intermediate spells. You must learn a total of six intermediate spells before you may learn any advanced spells.
 - To learn purist spells, you must first learn at least four advanced spells and have access to the correct Specialized tree.

Likewise, you must learn a total of eight beginner prayers before you may learn any intermediate prayers. You must learn a total of six intermediate prayers before you may learn any advanced prayers.

- To learn aspect prayers, you must first learn at least four advanced prayers and have access to the correct Specialized tree.
3. Some higher tier spells and prayers require additional knowledge: you will need to know specific spells or prayers of lower tiers in order to learn these. The spell/prayer description in each list will state any specific prerequisite required.

Beneficial Spells and Spell Stacking

Beneficial spells fall under one of five categories, and you are allowed to have one of each type on you at any given time. The categories are as follows:

- **Auras** - Auras are a special type of reactive shield that are triggered by a specific event. If you hear the call “Backlash” followed by a carrier and effect, you have triggered an aura and must take its effects unless you have a shield against the specific carrier or effect.
- **Barriers** - Similar to Shields, Barriers protect you from a specific effect. Unlike shields instead of being a one-time use, the barrier is active for a set amount of time - generally 5 minutes. The barrier’s duration starts from the time the spell is cast.
- **Bestowals** - Some casters are able to grant you one-time uses of skills, spells, or abilities. These bestowals last until they are used or the event ends. The word “bestow” in an incantation denotes that the spell is a bestowal.
- **Shields** - Shield spells can either be passive or active. A passive shield spell will trigger the next time you are hit by whatever the shield is protecting you from. An active shield spell allows you to take the effect instead of using its protection. The incantation will tell you whether or not the shield is active or passive.
- **Weapon Enchantments** - Occasionally you will stumble across something that needs a specific type of damage to be hurt. Sometimes it’s just about the cool factor. There are spells and prayers that can help with this by enchanting your weapon to be able to do this.

World Interactions

Traps

Traps can come in many forms, from large debris falling from above, to a device that flings Nerf Rival ammo, to balls that flash a bright light. Each has a unique effect that generally means something bad just happened. Unless you have some method of avoiding the trap, whoever set the trap off (and sometimes anyone else in range) is taking the effect.

Caltrops - Represented by Bang Snaps or Party Poppers, caltrops are small pyramid shaped spikes typically used to slow down troops. Razor sharp, they are able to pierce the sole of a boot to inflict wounds upon the feet. Each Bang Snap causes one point of damage to the person who set it off. These *cannot* be used as thrown weapons.

Concussion Grenade - Represented by a bright flash or strobing light, a concussion grenade is a non-lethal approach to subduing a group of people. When a concussion grenade is triggered, everyone in the immediate area is considered hit with a Slumber for one minute.

Explosives - Sometimes the non-lethal approach isn't enough of a deterrent. Explosive traps are generally represented by spring loaded devices that launch multiple Nerf Rival rounds at once. Everyone who is hit by the ammo takes five damage, regardless of how many times or where they were hit.

Mechanical Trap - It is said often that the old ways are the best ways. The mechanical trap is a classic that can come in many forms, such as an axe or hammer swinging down from the ceiling, a wall weakened to intentionally collapse and bury an intruder under stones, or spears thrusting out of holes in the wall. The effects of a Mechanical Trap vary depending on the location hit. If it lands a blow on an arm or leg, that limb is Maimed. If the intruder is unlucky enough to get struck in the torso, it is five points of damage.

Sonic Disrupter - Another non-lethal security approach is the Sonic Disrupter. Represented by a buzzer or horn, when a Sonic Disrupter is triggered, everyone in the immediate area is under a Paralyze effect for one minute.

Poisons And Blade Venoms

Poisons and blade venoms take immediate effect. In the case of contact and ingested poison, if you are affected by them, you immediately fall unconscious and will die in 5 minutes unless the poison is cleansed in some way.

Blade venoms will have a specific call telling you the effect of the venom and that it is a venom for resistance purposes. For instance, if you are struck by someone who calls "Weakness Venom", you would be under the effects of weakness for 5 minutes unless you had a way to resist it.

Radiation Zones

Radiation Zones will be marked with a biohazard warning sign listing Radiation and a number between 1 and 15. The number represents how many minutes pass before a point of Radiation is taken.

- If the player's Radiation count is less than, or equal to, their max health pool, they take no effect.
- When the radiation count exceeds their max health pool by 1 they are under a *Weakness* effect.
- When the radiation count exceeds their max health pool by 2, they are drained one health.
- When the radiation count exceeds their max health pool by 3, they are drained a second health.
- If the radiation count exceeds their max health pool by 4, they are dead (no bleed out count).

- Radiation Count reduces by 1 per hour outside of the Radiation Zone, and the players cannot be healed by any means until their radiation count is back to zero.
- Radiation Count can also be offset by certain spells in the Radiation school of magic, as well as various pharmaceuticals.



Plot Cards

In the world of Mirhanan, sometimes things occur that require a trained eye, knowing the right person, or the ability to tap into magical sources in order to gain additional insights. During your travels within and without the colony, you may come across laminated cards. These are “Plot Cards” and they have a wide range of situational explanations and effects.

Certain Plot Cards describe environmental effects in the region or designated area. Generally reserved for mods, areas with an environmental effect will be clearly marked as such with a brief explanation on how the specific effect works. The cards that alert you of the Radiation Levels outside of any irradiated area are one example of the types of environmental cards you might find. These types of cards can often be read by anyone, but other plot cards will be restricted by certain skill trees, requiring you to have a certain skill tree, specific skill, or even a certain type of conviction or mana to access the insights that lie within.

Other Plot Cards you may take with you to turn into the Quartermaster, which will be clearly noted on the cards themselves. These types of cards typically have information or a material reward associated with them. For example, you might find an old Chemist’s notes and in order to understand the notes (i.e. read the card), you would need the Research: Chemistry skill. After reading the notes, you learn that the Chemist had an incomplete recipe and that you can then turn that card back into the Quartermaster to receive a reward of some kind! What you receive may not be what

you expect. It is important to note that in the case of Plot Cards, the Quartermaster is merely the mechanic that allows you to gain the rewards of the plot card. The NPC does not know you have found the Chemist's research notes and cannot use that knowledge against your character.

Loot Codes

Non-Stealable Items

Items such as spell packets, regular (non-enhanced/enchanted) weapons and bandages, garb with no effects, all personal items, and character props are automatically considered non-stealable (unless the owner wants to mark it as such). Likewise, personal meals, foods, and drinks are non-stealable.

When searched, if someone tries to take an item that is not In-Game Stealable, just state "Prop" and they must leave it with your person. It is alright to move personal effects and or weapons off to the side if in the way of combat, or to slide things down and make room at a table. It is inappropriate to throw non-stealable items farther away or move them out of sight without the owner's permission.

Stickered Items

Some In-Game items will be marked with a sticker of the SusCo logo, or a colored sticker with a symbol on it. Different colors and symbols denote different things, but all of them mean that the item is not just a personal prop. In some cases, this means that the item has value and may be taken.

If the sticker on an item in your possession is loose, smudged, or otherwise damaged, you must bring the item to the operations center or the Quartermaster's as soon as possible for a replacement sticker.

Below is a list of examples you may come across:

- **Yellow with an alphanumeric code** - A string of 6 digits indicates that the item is magical in nature. A combination of letters represents the value of the item.
- **Red with an Anchor** - This item cannot be moved.
- **Red with a number** - This item is heavy and requires the same number of people as written on the sticker with at least one hand on the item to move it.
- **Green with a Keyhole** - This is an in-game lock that may be picked using the lock picking skill and a bent paperclip.
- **Blue with a Number** - Indicates how many units of Power are contained within a powered item.
- Other color combinations and symbols may be discovered in-game.

Stealable Weapons

Melee and firearm weapons that can be looted or stolen will have a sticker code. Nerf ammo that has **not** been fired from a gun is called *live ammo*. Anyone may loot or steal live ammo unless it is already loaded into a firearm. To remove live ammo from a firearm you do not own, you must have the skill Guns Class 1, Guns Class 2, or Unload. Spent casings can be looted from casing bags only if they are then placed directly into a casing bags to prevent confusion with live ammo.

Treasure

Treasure includes coins, gems, ores, and other valuable components and items found in the In-Game world. All of these game props are considered stealable whether they are stickered or not. A safe general rule is "if an NPC gave it to you, it can be stolen by someone". Likewise, if it was created with In-Game skills or spells - such as crafted weapons, devices, objects, alchemical potions, Baked and Brewed items, or other items with effect tags- these are stealable as well.

Components

Components are a catch-all term for the expendable in-game items created by our team, including but not limited to: plants, animals, gems, ores, minerals, and magical items. Components are stealable, and have in-game uses in conjunction with skills, spells, and other abilities.

Search Etiquette

In order to search a person, they must be incapacitated, dead, or otherwise unable to resist your search (such as tied up, paralyzed, or asleep). To initiate your search, approach the target and state "I Search You". They will respond with either "Speak Your Search" or "Proceed With Search". If given permission to physically search a person, keep your search to their pouches, bags, or outer garb. If you are uncomfortable physically searching, you may always simply state your search. To state your search, you should list where you look: "I search your bags... I search your pockets... I search your boots". List as many areas you wish to search! Each general location should take approximately half a minute to complete. If you declare "I thoroughly search you." and take five minutes, you will get all viably lootable items from the target.

If you are concealing stealable in-game items in any area verbally searched, you must hand them over. In-game stealable items may not be concealed in any "swimsuit areas" - i.e. in the bust, groin, or underwear. If you consent to a physical search and the searcher misses any items, there is no obligation to turn over the missed items.

Locks and Lock Picking

Sometimes you'll come across a box or a door with an in-game lock on it. Frustrating, right? How dare someone try to protect their property? The only way past the lock is with the Lock Picking Skill.

All in-game locks will be marked with a green sticker with a keyhole. These locks will never require more than a properly bent paper clip to unlock them - they will never require a set of real-world lock picks. On rare occasions it may be a 3- or 4-digit combination lock. No matter what the lock type of lock it is, you cannot attempt to pick it without the lock picking skill. You may also not attempt to open it without a key acquired in game.



The Black Path and the Apothecary

The Collapse changed everything.

What was once the final, inalienable truth of life, that it ended, was suddenly thrust into chaotic uncertainty.

This land had long known magical cure-alls and the ability to pull the nearly departed back from the brink of death (or even just past it). And likewise, Janeth Prime with its soaring technological advances, had placed death somewhere on the shelf a little to the left of the common cold.

Yes, people died. It was inevitable. The mind and body became weak, accidents happened, cruelty existed. But like the sun rose, like tides flowed, like taxes, Death was a constant. Death was part of life. Death... was the end.

After the Collapse, after magic and technology alike failed and people had to learn to live with Death's pale hand constantly on the back of their necks once again, another change happened. People started coming back.

What must have gone through the mind of the first person to walk down the warm stones of the Black Path? How did they know to follow it, the only scrap of solid reality, through the mist and blinding nothingness around them until coming to The Apothecary's door? What surreal terror must they have felt to realize that they were not in a twisted afterlife nor comatose dream, but instead literally opening the door between life and death?

To their credit, The Apothecaries were also shocked. What new customers had come to ply their wares? Mortals, Humans... with spirits so fragile and beliefs so strong. The Apothecary that waited at the end of the Black Path was not the face of one's god, and it was not blessed rest, and it was not always Fair.

It was chance.

Whatever power these Apothecaries possessed, they seemed content to listen to the dying and offer them the ultimate gamble: a chance to return, or, the death they'd expected with their last, gasping breath.

And mortals like nothing more than to try and control their odds.

Religious sects and mages and scientists alike did their best to unravel this new mystery of life, to understand what occurred within The Apothecary, to understand the Black Path that a soul would find themselves upon. To speak with the dead and understand what brought them back. And what didn't. Despite funerary rights and medical advances, superstition and experimentation, to this day we know tantalizingly little about the Black Path and The Apothecaries that speak with us when we are too careless with our fragile, beating hearts.



Death and Dying

The Black Path is the only firm connection we have in the hazy veil between life and death. To stray from this path is to chance wandering forever in the mists, to become a ghost or ghoul, or even worse - to be preyed upon by enemies both mortal and supernatural which have no respect for the sacredness of death.

Unless expressly directed otherwise by specific abilities, character card notes, or item tags, you are to walk from the site of your character's death directly to the Apothecary without interacting with others or the in-game world. Indicate to others in-game that you are a spirit going past by not engaging with them, and placing your fist or weapon on top of your head.

In Game States

- **Bleeding Out:** Once your character's Health Pool is reduced in some way to 0 health points, your character begins to Bleed Out. This is roleplayed by safely collapsing, falling down, slumping over, etc., in an unconscious state (unable to see, hear, or interact with anything else in game) for 5 minutes.

During your Bleed Out phase you may regain consciousness by getting healed by another player or the use a skill like Karma. Bandaging and healing suspends your 5 minute countdown, but if it is interrupted you should resume your countdown where you left off. If you reach the end of your 5 minute count while still bleeding out, your character will be Dead.

- **Dead:** Once the 5 minutes of Bleeding Out is over, you get to roleplay being a corpse for an additional 5 minutes. While that doesn't sound exciting, skills like Speak with Dead, those that grant last rites (or curses your soul), and more require your dead body!

Dead bodies don't remember what happens to them, but what happens while you are dead can have an effect on whether you DO return to life - so we highly encourage taking the full 5 minutes of being dead. Speak with Dead spell is the only exception to this rule; you will remember the conversation, but not necessarily who spoke with you. The only time you are allowed to cut this countdown short is if you are completely alone and all other players and NPCs have vacated the area, or are instructed to do so by special effects. You cannot dissipate to go to the Apothecary early to escape being searched, or raised as undead, etc. Once your countdown while Dead expires, you will Dissipate and become a Spirit.

- **Spirit:** Once a player (or NPC) is Dead for 5 minutes they, and all of the items they have on them, will Dissipate. Some may refer to this as 'bansheeing'. Either way, it is the beginning of your character (hopefully) respawning.

Indicate that you are now a Spirit by placing your fist or weapon on your head and proceeding directly to the Apothecary without interacting with the living world. The living can see Spirits as they walk the Black Path, but without appropriate skills, they cannot interact with these Spirits. If something is meant to be Invisible to players, such as NPCs going from Cast Center to a plot location, a white headband will be prominent on the character. You may (and should) state Clarify: Spirit to anyone that engages with you without the proper skills, or you may simply ignore them and move on.

This direct path from your character's place of death to the Apothecary is known as 'The Black Path'. This is a warm, comforting, and firm place for your spirit to be, and it provides your spirit some protection from creatures that may be lurking in the InBetween. Spirits are differentiated from Ghosts or other npcs by the simple fact that they still have a body somewhere to return to and must remain on the Black Path unless acted upon by specific skills or abilities.

Black Path Gameplay

While on the Black Path (as a Spirit after dying or by any other means), you are at full vitality, and have any remaining spells, skills, mana, conviction, or abilities that were available to you upon your death. If you use any expandable abilities between the place of your death and The Apothecary, they are considered spent and do *not* automatically restore unless restored by your draw.

If you are reduced to 0 health while on the Black Path proceed directly to the Apothecary. State "no effect" if anyone attempts to use spells/abilities on your spirit, as such spells/abilities no longer work.

To voluntarily leave the Black Path and go into the InBetween (without NPC escort/interaction, or explicit character card note allowing it) is considered the Final Death of your character. The player should report to the Cast Center rather than the Apothecary if they choose to do this.

The Apothecary

Once you reach the Apothecary, you may need to wait in line to be seen. Once inside, the Apothecary will ask you how you died - and you must answer truthfully. Tell the Apothecary about any last rites, boons, curses, or other applicable status effects, and you will draw a stone that will determine if your character returns to the in-game world, or has died permanently. The Apothecary will inform you whether you have any memory of your death, abilities, or health upon leaving their realm.

The player will draw 1 stone from a bag and place it on the offering tray. Depending on the color of the stone they will be:

1. *Neutral*: Restored to life with full vitality, no memories of death (65% chance)
2. *Blessed*: Restored to life with full vitality, memory of death, and skills/spells/mana restored (20% chance)
3. *Cursed*: Restored to life with full vitality and memory of death, but with a weakened soul (if they return to Apothecary within the hour, they will final regardless) (10% chance)
4. *Final Death* (5% chance)

There are 20 stones in total that a player character starts with: 13 Neutral, 4 Blessed, 2 Cursed, and 1 Final Death.

Over time, 11 neutral and 2 blessed stones are removed from the bag as discussed below. While there are actions that players can take to increase the odds of a favorable draw or a negative outcome, as well as a single second chance per character if faced with Final Death, there is no way to further alter the ratio or numbers of stones.

Age of Character

The age of a character as discussed below refers to the number of events a player has attended as that character, not the actual calendar months or years the character has been registered with the game. It is based on our intent to run 6 games per year. If that changes, SusCo will announce those changes clearly at the time that adjustments are made.

1. **Player Characters that are 1 year or less old (4 events) are naturally at 20 stones, and will redraw a Final Death.**

2. After their first 4 events played, Player Characters will lose 1 stone per year (4 games) played. The first 6 stones removed will be Neutrals. The 7th one will be a Blessed. The next 5 will also be Neutrals, and the last one will be a Blessed.
3. Player Characters never go below the final 7 stones (2 *neutral* (29%), 2 *blessed* (29%), 2 *cursed* (29%), 1 *final* - 14%).



Character Creation

Carcer Corporation: Colony Program

Carcer Corporation operates planet-wide and provides a majority of countries with exemplary relocation services regardless of distance, hazards, or complexity of situation. Carcer Corp will collect indebted individuals at your specified volume of need, anywhere from a single person to a few hundred in a single convoy. With a network of colonies and transportation guaranteed by Carcer Corp, eligible adults can complete a debt of any length safely and securely in Carcer's colonies and structured facilities. Non-violent adults will benefit from restorative work and community living in our carefully maintained colonies. All others will be cared for in separate remote facilities with greater monitoring and support. Please note, Carcer reserves all right to place and even relocate colonists according to our own evaluation system.

Carcer's unique structure and system provides an environment conducive to permanent relocation. Many colonists choose to remain with us after their debts are cleared, relieving their country of origin of any burden regarding reintegration. Please note that those entrusted to our care will not be authorized to depart until their debt is complete, an arrival location confirms they have permission to enter, and the transportation to that location has been paid for by either the colonist or a third party.

At this time, Carcer does not provide relocation services for minors under the age of 18, though we do of course care for all children born to colonists in our network. We will process authorizations for departure of minors on a case-by-case basis, provided that transportation has been arranged and an arrival destination is secured.

Regions of Mirhanan

What are your roots?

After the Collapse, the amalgam world of Mirhanan is now comprised of three main types of regions: the Tamed Lands, the Wylds, and the Wastelands. These regions are scattered across the globe and among every habitat range; they are not specific to any terrain type nor found in only one part of the world. Each fosters noticeably different cultures and ways of life.

All characters must pick one of these three regions as part of their history. One skill tree from your chosen region will be your favored skill tree. One skill tree from each region not chosen will be your disfavored skill trees. How much influence the chosen region has on your character is up to you.

The Tamed Lands

Thought to have been places that were first recovered and repopulated, the Tamed Lands are where you will find the largest population centers. This is not, however, how they earned the classification.

Within the Tamed Lands magic is weaker than the other two region classifications, which led to two things - Technology has a better foothold and functions in a more stable manner, and there were far fewer incursions of what were considered potentially hostile life forms that relied on magic for their survival.

This combination of factors brought relative safety for large populations centers to flourish. The cities of the Tamed Lands were able to quickly establish schools, hospitals, and manufacturing facilities. There was land for farms that didn't require constant protection from magical threats or suddenly spawning sentient plant life.

With the stability of technology and the ability to mass produce things, the splintered military factions from Janeth Prime were able to establish themselves as a police force or protectorate of Tamed Lands cities and towns, and even those born of Thislan soon learned how to operate machinery and firearms.

Those who are interested in playing a character with gun skills, medical or science backgrounds, should consider choosing one of the cultures based in the Tamed Lands.

The Wylds

Wilderness takes many forms: forests, savannas, and jungles to name a few. The Wylds take all these forms, and yet the term could also be applied to abandoned cities and ruins. This region classification refers to areas of Mirhanan where magic holds dominion.

Less densely populated than the Tamed Lands, the Wylds are largely the last standing regions of what was once Thislan. It is here that the voices of the divine are heard most clearly. Within these regions, schools dedicated to the Arcane Arts were established.

The mystic energies here, constantly in flux, cause technology to become unstable and malfunction. This in turn created a reliance on melee weapons and magic for the towns and villages defenses, and divine intervention for healing.

Players looking to focus on melee, magic, or spirituality should look to those cultures found in the Wylds.

The Wastelands

Generally considered inhospitable, the Wastelands are exactly what the name implies. Whether due to rampant radiation zones caused by old Janeth Prime nuclear reactors melting down, the unchecked ravages of Thislan magic spinning out of control, or just the mundane lack of water and other life-essential resources, life in the Wastelands comes down to one thing - survival.

Small communities are known to thrive on the edges of the wastes. Most commonly among these are the colonies controlled by Carcer Corporation. The wardens

set in place by Carcer keep tight control over the security assigned to the colonies, and are typically more protectors of the land and colonists than prison guards.

Those living in the Wastelands outside of the Carcer colonies are a people forged in fire. With magic and technology being unreliable, they have had to find ways to use the land for survival. A harsh climate oftentimes creates harsh and pragmatic people. Sometimes your own survival, or the survival of your people, means that another must go without the things they need to live.

Players who want to try their hand at stealth, subterfuge, or as a survivalist will find the cultures of the Wastelands have something to offer.

Cultures of Mirhanan

Where are you from?

Players who choose to include one of Mirhanan's many Cultures in their character's history will receive additional information that only those of their homeland (or a very dedicated researcher) would know. We have included four examples here. Before you choose, please be sure to read the Supplemental Rulebook for another 10+ Cultures open to new characters. Some cultures are known to have a unique system of beliefs; this does not mean it is the only faith within that culture nor that everyone from that culture will be religious.

Your chosen region must match the region your culture is part of. Characters who were born within a Carcer colony may still be part of any culture or faith outside of the colony, as colonies are home to people born all over the world and brought together by chance, fate, and Carcer.



Afifon

Region: The Tamed Lands

Positive Traits: Detailed, Hardworking, Industrious

Negative Traits: Fanatical, Fickle, Volatile

Consider This Culture If: You like kites, storms, & stories about overcoming disaster

Overview:

When the Collapse happened, the country of Afifon found themselves in a place with howling winds that blew near constantly. Fearing to be blown right from the edge of the cliffs they now clung to, the people of Afifon dug down into the unyielding earth like the dwarves of fairy tales. They created impressive honeycombed labyrinths in the canyons, and learned to terrace the iron rich soil of the area. The caves they polished until they resembled cathedrals, and discovered these had the perfect ability to raise silk worms. Now known for their intricate and gossamer silk kites that rise above the canyon cliffs like a riot of wildflowers, dragons and fish and birds streaming through the fierce winds. They adapted just as well to the fascinating technology of this new world. What they had done by hand or through back breaking work could now be automated. And once they understood how to harness the power of the never-ending gales, and the strange lightning in the clouds above, their people quickly developed more and more technology.

There is a distinctive difference between those living in the upper rim of the canyons, and those living farther into the gorge itself. Known colloquially as High Town and The Lows, there are unique hardships for those living in either place. In High Town, the brunt of the gale force winds are a constant threat, and The Lows have a more physical danger from creatures living in the bottom of the canyon.

The people of Afifon tend to be very emotional, and prone to brash outbursts if bogged down by too much inaction. They are a country of swift decisions and ever-changing goal posts - success is defined largely by result, and not how many plans one discarded along the way. This can make Afifians difficult to work with, but they are also known for their dedication to their goals.

Religion [Storm]:

Afifon originally believed in a monotheistic god known as Gloram, however, organized worship of this religion faltered after the collapse. Some called it the apocalypse, some called it Gloram's will - and punishment for the sinful lives of others - and others still took the collapse as proof that Gloram had not existed. Modern Afifon has an almost religious view of the never-ending wind that plagues their new home, and a yearly holiday of pouring vast amounts of colored sands and flour into the winds in order to watch the colors streak through the canyon. Some people call the wind Afefe, some in reverence, some in disdain, and some people believe the wind to be an unnatural occurrence caused by some type of creature or magic.

Lyptyn

Region: The Tamed Lands

Positive Traits: Independent, Caring, Sturdy

Negative Traits: Passive-Aggressive, Lenient, Blasé

Consider This Culture If: You love Vikings, universal basic income, and horror stories

Overview:

Blessed by the tail end of a tropical oceanic current, the land of Lyptyn is split in two - the temperate lowlands with soft sand beaches and even a small grove of coconut palms on the southernmost tip of the island; while the highlands are in perpetual winter from an arctic current that slips along the upper coast of the country. These two currents meet on the east coast and are known for savage storms and incredibly treacherous seas. The majority of the population lives along the southern half of the country, in the more temperate regions, and only a sparse few choose to live amongst the glaciers and frozen pines of the north. Despite the warm(ish) water of the coastal regions, it is not uncommon to see calved icebergs from the north inching their way past, leeching brisk air to give the towns an unusual chill.

While fostering a fiercely independent culture, with children being encouraged to roam on their own or in packs of aemates (colloquially known as 'meirgiersi' - 'little icecubes' literally), and a large amount of small businesses crafting highly specific and niche items or services, there is a strong foundation of social wellness and mutual aid, thus enabling a single parent to provide for their family by selling, for example, exclusively left handed corncob trimmers. Basic food, clothing, and housing are provided by the democratically elected parliament of Bergin, located in the capital city.

While the coast is relatively warm, inland rivers that run to the sea are shockingly cold, and many are deep and deceptively fast. Many people go missing in these rivers during the spring melting season, or after heavy rains upriver. A local legend claims that bodies of those who die in the icy waters must be recovered or else they will be lost on their way to The Apothecary and become a type of ghoulish being known as "Fiann", ever searching for a healing warmth, and often taking it by force by drinking the blood of its victims. It is considered taboo to specifically ask for warm drinks or clothing in the cold, or to go to a stranger's door in cold weather and directly ask for access to their hearth, as these can be seen as inviting the Fiannen into your lives. Instead, innocuous and passive statements are used, such as "I've always loved a good cup of coffee," "The stonework of your hearth is lovely," or "Oh my, I seem to have forgotten to put away my extra blankets,". This sort of passive requesting habit has leached into much of Lyptyn life, and as such can cause cultural clash when speaking with foreigners who don't realize that something is being requested, or that outright requesting things can be seen as rude or bad luck.

Ossidà

Region: The Wastelands

Positive Traits: Peaceful, Reliable, Accepting

Negative Traits: Melancholy, Inattentive, Forgetful

Consider This Culture If: You like the rain, witches, and urban fantasy stories

Overview:

There is a city in the rain, with oxidized copper flashing on almost all of the buildings, pointed roofs peeking out from the tree tops, with the sounds of flute music and softly murmuring voices providing a melody while the ceaseless rain drums the beat. The people are slow and methodical. They respect the aspect of change within decay and find beauty in the result.

They are a people of simmering stews, and briny, pickled treats. The soft air is always fragrant with cooking food, with night blooming flowers, with the smell of mud and petrichor. The trees grow thick along roads, their branches interlinked to create dry pockets where souls stop to rest. Peace gives a sleepy air to the people. It is quiet, melancholic, a place of respite and reflection. Joy comes on the winds to stir hearts, but soon equilibrium is reached again.

Ossidà is a forgetful city, where the past is steadily washed down gutters and away into storm drains. The people there live and let live for the most part, hospitality as baked into the fiber of its populace as the green stain running down from the town hall's ornate copper dome. People are invited into homes; shop doors and entryways are always open. A fire burning in the hearth is a warm, welcoming glow to anyone in need.

For those that take advantage of the goodwill of Ossidà, their future is a cold, bleak ostracism; exclusion from both the communal tables and the family hearth. Ignored and stigmatized, people who have committed more serious transgressions and even violent crimes, and those who refuse to or are unable to make amends with those who they have wronged, will be washed away by the rain - they either leave Ossidà of their own free will when the isolation becomes unbearable, or are escorted by the Copper Guard.

Those born in Ossidà are accustomed to decay, drenched as they are. Abandoned buildings are left to return to forest completely before construction may begin on that spot again, all the while the life that took place within continues - in this way, one often sees meetings and tradesmen, even teachers, gathering in the overgrown foundation of a dilapidated home. The hearth is still good for fire, the anvil still prime to strike, one need not desks or black boards to read. It is a cultural tradition to not rush something to its end, as well as bear witness to the changes that happen inevitably with time.

Symphyta

Region: The Wylds

Positive Traits: Vigilant, Introspective, Careful

Negative Traits: Superstitious, Vague, Deceitful

Consider This Culture If: You like protective rituals, poltergeists, and dark fairy tales

Overview:

The City of Glass, or more accurately, mirrors. All exterior walls and entryways in this sprawling and maze-like City State are covered in large mirrors. People's outer clothing is decorated in small circular mirrors as well, resulting in a glittering and constantly shifting illusion of movement as they go about their business.

Symphyta is a disorienting place for outsiders to visit, but the alternative is much worse. When the Collapse happened, the land that Symphyta now found themselves upon was a dangerous one. Not content with simple dangers like poisonous gasses leaking from fissures in the sharp bedrock, nor wild creatures the likes of which had never been seen, but there is also a terrible intelligence to the darkness found in the forest around Symphyta.

Traveling by day is dicey enough, when the trees overhead blot the sunlight and wind howls with just-barely-there voices, begging you to stray from the path. But at night, if one finds themselves in the dark wood then they are unlikely to escape alive without a substantial protective light. Even then, the darkness clings to them, wrapping tendrils around their neck and slipping hooks of shadow into their eyes. Counting shadows isn't enough in Symphyta, because the darkness has learned to mimic the living.

What does work though, is shattering the darkness. By walking through the mirrored mazes of the city, the darkness clinging to yourself will become scattered and lose hold on your actual body when it tries to spread across the hundreds of partial reflections around you. Mirrors on your clothing will confuse and weaken its grip, and the distinctive mirrored double entrance to any building will rid you of the last traces of the darkness.

This protective reflection has become baked into the culture of Symphyta, with complex mirrored movements iconic in their dance, and a preference for geometric fractals and spirals in their artwork.

Religion [Inspiration, Knowledge]:

Odras, the two-faced god of reflection, is the main deity worshiped in Symphyta, but other religions are not unwelcomed. With one face speaking of reality, Odras's other face speaks of the reflection, and it is the job of the faithful to combine both interpretations to reveal the truth of a matter. Odras has its roots in the Janeth Prime origins of Symphyta, but modern worship has changed in drastic ways from what historical texts remain.

Other Cultures

For additional Cultures, including those designed by our benefactors, please see our Supplemental Rulebook. The world of Mirhanan is not limited to these cultures: some may only be discovered in-game, and some are yet to be written. We are serious about collaborative storytelling and world building. If you have a level of detail in mind equal to the Culture introductions provided here, our team will work with you to bring your ideas to life and add them to this world. Likewise, if you are interested in adding a local system of belief, we are interested in writing it with you – contact us at contactus@sustainablecollapse.com.

Carcer Colony Inhabitants

Why are you here now?

Chance is likely not the reason. Colonists have either been born within the colony or sentenced to it. Guardians have been trained and chosen for the posting. Researchers from the Planar Anchor Group have also been authorized by Carcer Corporation. Colony 724 rarely sees unauthorized visitors as, simply put, there isn't much for a tourist to see.

Colonist

Sadly, it doesn't take a lot to be consigned to a term in the colonies. Sometimes it can be as simple as offending someone with enough political clout to get you sent in for a year or two. More often though, it is for a crime that was severe enough to warrant banishment from your home - but not severe enough to be punished with worse.

Your welcome gifts are culture shock and location shock, sure, the colony is like nothing else at all. Time might as well flow differently here. The people certainly do. You can bring whatever thoughts you like from your life before, but it might be easier not to. Get settled, get to know the names, get an idea of how the place runs. Soon enough, you'll be helping run it, too.

There are a dozen and half mundane jobs you could do –cooking, cleaning, inventory and the like– but why bother with chores when you can pick anything else? You can join with our engineers, fall in with our medics and faith healers, or pick up a toolkit and transform our resources into nice new things. You haven't really lived until you've done a resource walk in the wastes. We'd be happy to take you along. Or maybe you've got a talent for sweet talk? We need diplomats and traders and fixers.

What stories do you know? What songs can you share? What are you good at besides getting noticed enough to be joining us here? You might find you're good at things you never imagined. You might find staying here is easier than leaving, and not for the reasons you think you know.

Researcher

Carcer has recently provided rolling authorization and transport service for Planar Anchor Group (PAG) personnel to Colony 724. As authorized visitors, PAG personnel will be treated as guests within the colony. **Yearly** reports of findings will be required by Carcer and will be compensated based on quality of research and discoveries. Carcer trusts that its guests will follow all colony laws and provide as little disruption to the colony community as possible.

There are 9 major subdivisions within the Planar Anchor Group (PAG): Applied Physics Division, Archivists, Bio-Medical and Organics Division, Chthonic Institute of Research, The Levels, Paranatural Studies Division, Security and Protections Division, The Synthesis Division, and Research and Experimental Development Division. For more information about each of these Divisions and the Planar Anchor Group itself, please see our Supplemental Rulebook.

Planar Anchor Group has abruptly designated the colony a research outpost. Recently, a call has gone out to recruit field researchers from a variety of disciplines, as well as security personnel to provide support and defense for said researchers, to study an undisclosed phenomenon happening beyond the colony perimeter, providing an excellent opportunity for scientists seeking a break from the lab! Reimbursement requests for expenses and hazards encountered must be submitted by the lead researcher for review within one month of expenditure/encounter.

Something somewhere caught the attention of the upper echelons of Carcer and PAG. Whatever it is has caused an unprecedented reallocation of funding to divert high-level research teams from other projects and to hire specialty security staff. There are plenty of rumors, but your guess is as good as mine.



Unauthorized Visitor

Unauthorized Visitors (UVs) travel at their own risk. Chance is what brings them to a colony, and that is usually all they have in common with anyone else. Unlike colonists and guardians who are routinely transported by Carcer, or authorized visitors who have requested entry and been provided both transport and hospitality as guests of Carcer, UVs have made their own way to the edge of the map. Carcer and colony etiquette requires respect for others, so guardians will not deny these unexpected arrivals entry to the colony's shelter from the hazards outside.

Unauthorized Visitors are called many other things by guardians and colonists, from UV, to tourist, wanderer, vagrant, or worst of all, adventurer. Their presence in colonies is tolerated at best, so long as they follow the rules of colony life. Being useful earns food and shelter, though UVs often have to do more to earn goodwill. While there have been cases of tourists becoming valued members of a colony, it is rare. Whatever most tourists are looking for, either it isn't in the colony or seeing the place is enough and they soon wander out the same way they wandered in.

Guardian

Being a Carcer Corporation Guardian or Guardian Recruit is not a starting option for your first character. However, you can choose to start as a new guardian recruit after you retire your first character or your character finals. See the section on Retirement in the Supplemental Rulebook for more information. There may be in-game ways your first character can earn a place on the CarcerCorp payroll, but those must be discovered in-game.

The life of a colony guardian isn't glamorous. Yeah, the uniforms are sharp, the food isn't bad, and the benefits are good. While the standard issue handbook states that "fraternizing with the colonists is frowned upon" here at Colony 724 you are advised to at least maintain a positive rapport with the colonists, researchers, and tourists. The worst thing you have to deal with, outside of incursions, is breaking up the rare fight or tracking down misplaced property. Colony law dictates that everyone treats you with respect, so it's no real hardship that your contract dictates you treat them with respect too. And after all, the ones that can't get the hang of Colony life won't stick around. The chain of command will relocate them, and what other problems are there?

No, guardian life isn't glamorous or exciting, but it could be a lot worse.

Carcer Colony Life

The Carcer colonies were formed as a means to dispose of unwanted elements in society without resorting to the brutalism of capital punishment. For the most part, those consigned to the colonies are left to their own devices. The wardens set in place by Carcer keep tight control over the security forces assigned to the colonies, and are typically more protectors of the land and colonists than prison guards. More often than not Carcer is trying to keep things out of the colony, rather than keep things in.

Carcer doctrine prevents the inhabitants of these colonies to be referred to as anything but colonists. It was discovered early on that keeping the colonists happy and treating them fairly benefited the corporation as much as it did the people they were watching over. Wardens and guardians alike who break this rule have been known to disappear quietly.

All Carcer Colonies are strategically placed to deter and prevent escape. Carcer Colony 724 is bordered on one side by the wide radiation zones and hazards of the

Deep Wastelands. The surrounding coasts and mountains are unforgiving with no safe passage or sanctuary.

Colonists in good standing are permitted to live useful and mostly unrestricted lives within the colony community. These inhabitants may be completing (or already finished with) the debts imposed by their home countries. They have no record of damaging property or harming inhabitants within any colony, and no known history of violence beyond causing minor damage or injuries prior to becoming colonists.

Carcer Corporation is very selective about who it recruits as colony guardians. Training is extensive and graduates must demonstrate the utmost respect for property as well as respect for the safety and security of others. Guardians are not hired to keep people in or out of the colonies. They are hired to maintain colony life by protecting against all threats that may arise inside or outside of the colony itself.

Within 724 it is possible, even easy, to forget there are both colonists and guardians. Holidays are celebrated, social and leisure activities occur in mixed company. One of the most important down time activities are the nights when the colonists come together to share stories and songs either at the communal fire or in the local bar. The belief that a quiet community is a dead community dates back to the Collapse.

Providing for the colony creates a strong sense of community and many of the colonists decide to stay on long after their term has expired, having found bonds of friendship and family they weren't able to make or keep in the outside world. It is not uncommon to find people who were born in the colonies and have no plans of leaving. Some of the guardians have likewise avoided reassignment; the job of protecting the colony and all its people provides honest work – and the place is homey enough if you don't dwell on the radiation outside.

Life in the Carcer Colonies is hard, but fair so long as the laws are observed. You'll find the colonists support this compliance as much as the guardians. All the laws of the colonies uphold two fundamental rules.

The first is that all guardians and colonists must be useful to the colony. Guardians don't have a choice really; the job is entirely about protecting the colony against all threats. Colonists have considerable freedom to choose how to make themselves useful.

Useful colonists come in two fashions: useful to property and useful to people. Those useful to property may venture into the Wastes to collect resources, build or craft what is needed for survival, maintain or even improve what already exists. Those useful to people channel their skills in different ways. Some sell and trade items and materials for the benefit of the colony. Medical professionals and faith healers are always held in high regard. Teachers are considered a valuable commodity regardless of what it is they teach. The wardens value those who are able to work with neighboring communities to keep the peace. Many colonists find new skills as they work to be indispensable to the colony.

The second rule is that everyone – colonist, visitor, or guardian– must respect and protect all Carcer Corporation inhabitants and property as required by law. Destruction of Carcer property is forbidden and punishable by fines, extended stays, or death as determined by the value of the property destroyed. Harming colonists, guardians, or authorized visitors is as serious an offense as harming property, and will be punished as if property was damaged or destroyed. At present there is no law prohibiting harm to unauthorized visitors (also known as tourists); however, the current warden of Carcer Colony 724 chooses to punish intentional harm to tourists as if minor property were damaged or destroyed.



Colonists found to have broken the laws and rules of the colony, therefore forfeiting the privilege of being in good standing, are relocated to separate facilities where they cannot interfere with the rest of the community. These separate facilities, however, are primarily maintained for those serving terms due to crimes of murder, assault, harm to minors, or other grievous wrongdoing. Those whose crimes resulted in severe destruction of property, and anyone deemed a threat to the security of property, or wellbeing of others, are likewise housed in these facilities.

Creating Your Character History

Your character is much more than the sum of the skills it knows. Think of the place you were born and how it affected the choices you were able to make in life. Consider how the adults in your life played a role in your formative years, how it affected the way you viewed relationships growing up. Examine how your friends, teachers, partners, and random people you came across in your life influenced you. The books you read, the music you listened to, the movies and tv shows. All of this and more helped to shape the person you are. Even this moment in time is another detail. You are more than just a skill set.

Shouldn't it stand to reason that your character would also have had a life that led them to this moment? The role you choose to play wasn't born moments before being thrown into this world. The more you develop your character's history the more you will truly know your character's motivations, why they make the choices they do. The roleplaying experience will become more organic, less stopping to think "wait, what would my character do here?"

Questions to help you define who your character is:

No matter how much planning you do, every player has a moment of “huh, I should have considered that” when the game is running. It is difficult to cover all of the bases when trying to bring life to a character. While there is no comprehensive list of questions you should ask yourself when creating a history for your character, we would like to present you with a list of common ones to assist you in your journey.

How old is your character? Sure, you can play someone your own age. There is also a bit of a challenge to playing someone older and showing wisdom. Conversely, it can be freeing to play someone younger with less world weariness than you feel in your own life.

Does your character have a family or loved ones? Please say yes. The number of tragic orphans in LARPs is staggering. There’s a lot to be said about having a character with motivations for getting help to a family back home who is in need, or even a happy family life. Besides, there’s always the chance that someone from back home could show up looking for you *without* the intention of doing you in.

Who is the most important person in your character’s life? A friend? Family member? A loved one? Themselves? When it comes down to the wire, is there someone who left a mark on your character that they would want to live up to their expectations? Would your character be able to face that person after having done something that in their mind would let this person down?

What are your character’s fears? Everyone is afraid of something. Sometimes it is something as mundane as clowns or spiders. Sometimes it’s a little extreme like “was that grave too shallow?” Other times it could be as complex as turning out exactly like a parent. It needn’t be as detrimental as a full-blown phobia, but a character trait like this can go a long way to helping you make decisions in-game.

What are your character’s moral code and beliefs? Two separate issues that often go hand in hand are morals and beliefs. Even without a religious framework, one can have a sense of right and wrong. What are the lines that you won’t cross? Where do you stand on taking a life? What are the things that you’re against, but may find yourself doing in the most extreme of circumstances? Would you steal candy from a baby?

What does a perfect world look like to your character? Not everyone views the world the same way. Some people see nothing wrong with the world around them while others see nothing but despair. What changes could you effect to bring the world more in line with your vision?

How does your character deal with stress? Scream? Punch something? Stuff it all down and pretend like it's not there until you finally explode? Find a small closet to weep silently for an hour? A potential way to reduce emotional bleed after an event is to find a way for your character to process stressful situations that doesn't necessarily reflect the way you deal with them in real life.

What does your character do with their down time? This can be a big one. While the game is certain to have something going on at all times, there may be points throughout the weekend where you want to take a break from all the running around. What does your character enjoy doing with this free time? Relaxing around the fire talking to people? Painting? Playing a musical instrument? If you have something that your character enjoys doing, taking a break doesn't have to mean sitting around doing nothing while catching your breath.

In the end, this list of questions could take up an entire book by themselves and is just a place to get you started. Doing a web search on questions to ask when creating a character will get you links to dozens of writing sites with exhaustive lists of questions like these. Knowing who you are when you enter this world can help to make a seamless transition into the make believe.



World Appropriate Technology

Technology and science were the crux of Janeth Prime and continue to have a place in Mirhanan. The Collapse, however, set the world's technology back a great deal. In general, Mirhanan's tech scene is roughly equivalent to that of the real world in 1979, within reason. Electricity is commonplace, but rechargeable items are rare finds, antiquities from Janeth Prime that are difficult to reproduce. Alternate power sources are being explored, but not yet readily accessible. Body modifications exist even though the body can only take so much; True bioengineering continues to elude ever-fervent scientists. Radios are the most common form of technological communication, computers are in their simplest iterations, vehicles aren't a viable means of transport, and although guns flash in holsters, modifying them remains difficult. Magic clashes with it all. Goes to reason that these technological wonders and luxuries work best in the Tamed Lands. However, Carcer Colony 724 exists in the Wastes, where technology (and magic) remain unreliable, limiting the use of technology even further.

When creating a character and writing a history, we want you to be creative and use the realism of the world to your advantage. We suggest including references and reasoning to any important tech your character interacted with prior to their relocation, any tech they intend to bring to the colony with them, and encourage you to contact staff if you're unsure of the viability of a specific piece of technology. As always, we ask that you keep the immersion of your fellow players in mind. Please change any real world, pop culture, brands, and iconography to better fit Mirhanan. For example, if you want to use a song from a later era, you can change lyrics or find a more suitable version.

Many of our in-game crafting skills reflect the need to create or utilize new aspects of technology. Batteries are the most prevalent example of this, and they will often be used for both in-game and out of game purposes as safety will always supersede immersion.

In light of this, every player may carry three items (detailed below) in their personal inventory. All of these items may be battery-operated without any additional components or in-game crafting. The intent of the inventory is to ensure everyone's safety as well as provide you a chance to help world-build within the setting. All items are also subject to the approval of staff at event check-in.

A character's personal inventory may include the following:

- A flashlight (or light source) – Please choose models with red filters or diluted lighting for eye safety. Floodlights and laser pointers are not acceptable.
- A watch (or other timepiece), digital or analog – Smartwatches and smart wearables are too modern, and should be hidden as much as possible.
- One additional battery-operated device (for roleplay purposes, such as but not limited to:
 - A cassette recorder or other portable tape-player - Feel free to create era appropriate mixtapes.
 - A radio, hand-cranked or transistor – No walkie-talkies or modern day radio signals, please.
 - A disposable film camera
 - A four-function or scientific pocket calculator

Additional devices (and devices that provide effects) may be unlocked through in-game technological and crafting developments.

Any device(s) necessary for safety or accessibility are an inherent exception.
However, we do ask that, when appropriate or feasible, players make staff aware of these items prior to game start in order to avoid any confusion while in-game.

Appropriate Costuming

Jeans, sneakers, or t-shirts with real world logos or pop culture references are not appropriate costuming, nor is intentionally copying the Carcer Corp Guardian uniforms.

Costuming is largely up to you. In the cultural packets you will notice that many cultures of Mirhanan are distinctive in their dress, food, and social nature. If you choose to play a character from a specific culture and want to pick garb to reflect it, we are happy to help you design an outfit or three.

Headwraps, tattoos, body decoration - in the real world there are dozens of cultures that wear similar things, and in fact cultural appreciation and sharing of style is a wonderful thing to see. However, as a reminder, we are still in the real world. There are some articles of clothing and decoration that hold religious and cultural significance to actual people and therefore should not be used for character garb or costumes. This includes but is not limited to: Native American feathered headdresses, South Pacific Islander style tattoos, and religious regalia. If an accessory is unacceptable, we will require that you remove it. If an article of clothing is unacceptable, we will require that you change out of it.

In addition, blackface (and brown, and yellow, and red), and other themed costuming which reduces an ethnicity or culture to a caricature or stereotype is not acceptable at Sustainable Collapse.

Please do not utilize yellow, orange, or purple armbands as part of your chosen costuming. These color armbands should remain metagame symbols for safety reasons. Please see the relevant non-combatant and content opt-out sections for more information.

Character Appearance and the Art of Cosmetic Body Modifications

While there are a myriad of sentient species that inhabit Mirhanan, the only one available to players is Human. That being said, not everyone who is human necessarily looks that way. With advances in medical technology, cosmetic body modifications became common. Modern takes on old techniques for branding and tattooing were adopted.

What this means is, you are free to use whatever combination of makeup and prosthetics to create any look for your character that you want - with a few caveats.

First, it must not violate anything in our code of conduct. No blackface, no genitalia attached to your forehead, no poorly thought-out cultural appropriation.

Second, you are committing to this appearance for the life of your character. Body mods are considered permanent and can only be changed through in-game means. This is important to keep in mind. As spectacular of a look as you can create, are you going to want to repeat its application every event?

Lastly, while you are free to give yourself the appearance of an elf, dwarf, or any of the common fantasy or Sci-Fi species, there may be in-game consequences for taking that appearance.

If you have questions about whether something could be considered inappropriate, please submit photos of your design to characters@sustainablecollapse.com

Character Builds and Backstories should be submitted via email to characters@sustainablecollapse.com. Please make sure to include your real name as well as your character's name with your submission.

Character Builds

Your character's background can be finely detailed or sketched in broad strokes. You may want to acquire skills from many different disciplines and skill trees, or focus on one or two things in great depth.

Our **Character Creation** section provides an overview of the three region types and many (not all) of the cultures alive in Mirhanan, descriptions of Colonists, Researchers, and others, an overview of Colony 724 - the in-game location of our LARP - and a guide to developing your character's history, personality, and goals.

As a reminder, all player characters are human. You may choose to augment your character's appearance, and design your character's outfits, in many ways.

You will need to decide if your character will be a Colonist, Researcher, or an unauthorized (and unsupported) visitor. These are the only choices available for starting characters. As your character progresses, other choices might become possible.

Selecting Your Starting Skills

All characters start with 100 points to spend on skills and get an additional 20 points if you submit a character history at least two weeks before your first event. Once before your fourth game played, you are able to take the total points you have spent and rebuild your character from the ground up. This includes changing your character history or your costuming, although you can only qualify to receive the character history bonus points once.

You may choose your first skills from any of those listed in the General skill tree, the nine Basic skill trees, and the ten Crafting skill trees. As your character progresses, you will have opportunities to purchase Advanced or Specialized skills.

General skills and Crafting skills are open for everyone to buy at the same cost. All other skills are part of skill trees which range from Basic to more advanced abilities. Each tree represents a facet of game play with different ways to interact with the world of Mirhanan. Basic skills are the foundation for all character builds and are open for anyone to buy, though the cost of skills in each tree will vary per character.

Purchasing Skills

When starting to purchase your skills, choose a favored skill tree from the region type you grew up in **and one of the crafting skill trees**. The skills in those trees are then purchased at half price.

Next, you must choose one skill tree from each of the other two regions as your disfavored skill trees. **Crafting Skill Trees cannot be taken as Disfavored**. The skills on these two trees are purchased at double the price. There are no restrictions on purchasing skills beyond the price changes from your Favored and Disfavored skill tree choices. Skills bought from all other trees are purchased at their base cost.

Each region has three skill trees associated with it. One is their preferred method for defending themselves, one for how they maintain their life, and the last is how they spread their influence. Descriptions of each region are in the Character Creation section.

REGION	ASSOCIATED SKILL TREES
Tamed Lands	Guns, Medical, and Social
Wylds	Melee, Divine, and Magic
Wastelands	Stealth, Survival, and Clandestine

Example: Hakram was born in the Wylds and wants to be a warrior, so he chooses Melee as his Favored Skill Tree. Not seeing much honor in Stealth, and lacking any Social graces, he chooses Stealth and Social as his Disfavored Skill Trees. In this example, when purchasing skills from Melee, the skills are always at half price. When purchasing skills from Stealth or Social they will always be at double the price.

Multi-Purchase Skill Costs

There are some skills that you are able to purchase multiple times. With these skills the costs can increase in different ways and are noted in the skill description.

- **Multiple, Increase Per Purchase** - The cost for this skill increases by 50% of the initial purchase cost for each purchase after the initial purchase. Ex: 20/30/40
- **Multiple, Increase Every 5 Purchases** - The cost for this skill increases by the base cost every 5 purchases. Ex: 20 for the first 5, 40 for the 6th-10th, 60 for the 11th-15th.
- **Multiple, Non-Increasing** - The cost for this skill does not increase.

For your **Favored** skill tree, the first purchase of each skill will be half the listed cost. Multi-Purchase skills will increase in price from that amount as described above. An Increase Per Purchase skill will still increase by 50% per purchase, not 25%.

For your **Disfavored** skill trees, the first purchase of each skill will be twice the listed cost. Multi-Purchase skills will increase in price from that amount as described above. An Increase Per Purchase skill will still increase by 50% per purchase, not 100%. Crafting Skill Trees cannot be taken as disfavored.

Examples

Multiple, Increase Per Purchase

(Normal): 20/30/40

(Favored): 10/15/20

(Disfavored): 30/45/60

Multiple, Increase Ever 5 Purchases

(Normal): 20 for the first 5, 40 for the 6th-10th, 60 for the 11th-15th.

(Favored): 10 for the first 5, 20 for the 6th-10th, 30 for the 11th-15th.

(Disfavored): 30 for the first 5, 60 for the 6th-10th, 90 for the 11th-15th.

Choosing Spells and Prayers

If purchased during character creation, Schools of Magic and Divine Domains allow for a choice of starting spells and prayers. During character creation you may choose a total of three Beginner incantations from the Schools(s) and/or Domains(s) you know. Purchasing a School and a Domain, or two of a kind, does not grant extra beginning incantations - you may still only choose three in all.

If you purchase Mana (Magic skill tree) you must choose what your School of Magic is. If you purchase Additional School, choose a second School of Magic. You may choose spells from the beginner list of the School(s) you know. You will find the list of beginner spells in The Schools of Magic section of this book.

The same rules apply to purchasing Conviction (Divine skill tree). Choose your Divine Domain. If you purchase Additional Domain, choose a second Domain. You may choose prayers from the beginner list of the Domain(s) you know. You will find the list of beginner prayers in The Divine Domains section of this book.

(After character creation, you may not select any new spells or prayers when purchasing a School/Domain though you may learn incantations from them as normal.)

Skill Usage

The following terms are used in reference to many of our skills here at Sustainable Collapse. Each indicates a key mechanic feature of how the skill operates as part of the game.

- **Action Pools** - Some skills require the use of action points. Which Action Pool these points are drawn from and their cost will be listed in the description under

Usage. Action Pools are restored at the start of the event on Friday night, and at 9am (game on) on Saturday and Sunday morning. Action points are acquired by purchasing skills. The amount acquired will be detailed in the purchase description.

- **As Components Allow** - This skill can be used as many times as you have the proper component to use it. The component is consumed when you use the skill. For these skills you will be given the proper component once at check in on the event after you purchase it. You may gather more components during or between events.
- **Between Events** - Skills marked as Between Events usually require something done during check out - such as turning in a component, filling out a form, or making note of it in your Post Event Letter. At the next event you attend you will receive the results of your Between Event Skill at check in with your character sheet.
- **Casting Time** - Unless specified otherwise in the spell or skill description, the spell or skill takes effect at the end of the incantation.
- **Called Combat Skills** - The called effect replaces the damage of the attack. For example, the melee skill Maim - the call for the skill is "Maim". The effect is that the targeted limb is broken if hit, and replaces the normal point of damage a weapon strike would inflict.
- **Contacts** - Contacts are people you can reach out to for information between games. It's a means by which you can learn more as specified by the skill.
- **Duration** - The length of time a spell or skill lasts for. If an effect is called without a duration modifier it is assumed that the effects last for 1 minute. Damage spells do not have a duration as the damage lasts until healed.
- **Per Purchase** - You can use the skill once per event per number of times purchased.
- **Prerequisite** - Denotes that there is another skill that you need to have purchased before purchasing this one.
- **Prop** - Occasionally you will find that a skill requires the use of a prop. The requirements of the prop will be given within the skill description.
- **Special** - Instructions on how and when the skill can be used will be included in the skill description.

General and Basic Skills

The following skill lists are available for you to purchase at any time over the span of your character's life. General skills are available to everyone from any region at all times. Basic skills are divided skill tree and can be favored or disfavored.

General Skills

The General Skill Tree represents skills that anyone can learn, regardless of discipline or focus. It cannot be taken as a favored skill tree. General skills are always purchased at the listed price.

Appraisal, 5 CP [Multiple, Increase Every 5 Purchases]

You have knowledge of what goods trade and sell for. Every in-game item with a value will have a code on it written on a yellow sticker. Each purchase of this skill gives you a value for one of the letters of the code.

Health, 20 CP [Multiple, Increase Per Purchase]

Your Health Pool automatically starts at 1. Each purchase of this skill increases your Health Pool by 1. Max 3 purchases.

Quick Death, 20 CP [Multiple, Increase Per Purchase]

Usage: Per Purchase

Sure, your victim is going to bleed out eventually, but who has the time to wait around for that? Using a Quick Death bypasses the bleed out count of your target. Your target must be prone and unable to defend themselves from it. You must take a knee, place a weapon on their chest and state "I grant you a quick death."

Resilience, 30 CP [Single Purchase]

Prerequisite: Health Pool 3

Usage: Special

Because of your robust nature you're able to resist the first Subdue or weapon delivered Slumber effect.

Subdue, 20 CP [Multiple, Increase Every 5 Purchases]

Usage: Per Purchase

A sucker punch represented by a subdue packet. Your target must be within arm's length and you must state "subdue" before throwing the subdue packet and hitting their torso. If the subdue is successful the target must immediately fall, shoulders touching the ground, before they can get back up. If the target is unable to move in this way, they must complete this movement to the best of their ability and count to five before taking any other actions or movements.

Wear Armor, 10 CP [Single Purchase]

Usage: Special

You may wear armor. Armor is divided into 4 locations –head, torso, arms, and legs– And divided into two categories: light and heavy. This skill grants a bonus number of hits equal to the amount of armor points that each location is covered by, to a maximum of 4. See the section on armor (page 23) for more information on armor and examples of each armor type.

Alternate suggestion: You may wear either light or heavy armor covering your head, torso, arms, and/or legs. Your costume armor grants bonus hits for each location that is at least half-covered, depending on the type of armor worn. Light armor grants 1 point per location; heavy armor grants 2 points per location. See the section on armor (page 23) for more information on armor and examples of each armor type.

Research, 20CP [Multiple, Increase Per Purchase, Max 5]

Everybody has unique knowledge and expertise in a myriad of fields. Each time you purchase this skill, you must choose a basic or crafting skill tree you already have access to (ex: Chemistry, Medical, Guns, Stealth, Carpentry, etc.). You may choose the same skill tree multiple times, or a different skill tree with each purchase. This indicates the field(s) in which you may spend your time researching.

For each purchase of this skill, you may choose to investigate different aspects about a topic within an appropriate skill tree between games. Common applications for a single use of Research generally involves investigating one of the following:

- a topic's traits, lore, connections, or aspects.
- how to use a Process or Skill that you have within your field of Research
- the results of using an item in a Process or Skill within your field
- the interactions of an item or topic with another in regards to the field
- details about replicating a finished product

You could use each purchase Research to investigate a different topic to yield a variety of results, or you could focus multiple purchases of this skill into a single topic for more detailed results. For example, if you had 3 purchases of Research: Medical, you could use 1 purchase on a blood sample taken from a creature to investigate its traits and 2 purchases to see if you could use two different Medical skills (that you already have) with the blood sample.

The quality of your research results depends on how you phrase your inquiry, your access to applicable items or tools, and the component samples you have to analyze, among other factors. Items and components used in your research may be consumed through this process. Propose your research inquiries at checkout with any materials you are contributing to the effort, as well as more thoroughly in your PEL and receive your results at the start of the next game you attend. For a more in depth overview, please see **On Experimentation, Research, and Crafting on Page 111.**

Unload, 30 CP [Single Purchase]

Usage: Special

If you do not have the skill Guns Class 1 or Guns Class 2, this skill is necessary to safely remove *live ammo* that has already been loaded into a gun. If it is necessary to fire the Nerf Blaster to remove ammo you may shoot it into your hand or a bag. However, if any of the ammo touches the ground it becomes a *spent casing*.

Basic Skills: Tamed Lands, Wylds, Wastelands

Each skill tree includes small description of how it applies to the region for roleplaying purposes. Use to help inform your character decisions. Be sure to see the sections for Purchasing Skills and Multi-Purchase Skill Costs to understand the costs as related to base cost (as listed), Favored cost (half price), or Disfavored cost (double price), depending upon your character.

Clandestine Skills

Wasteland Skill Tree - Clandestine skills are all about using cunning techniques to make your mark on the world. Thief, rogue, spy, and assassin are all names commonly given to those proficient in these skills.

Contacts: Clandestine, 40 CP [Multiple, Non-Increasing, Max 2]

Usage: Between Events

Contacts are people you can reach out to for information or resources between games. Each contact offers a specific benefit related to their specialties (see below), but they may not always have the answers or items you're looking for, and sometimes they may expect something in exchange for their aid. You may get away with refusing to assist them, but burning a contact could come back to haunt you. For each purchase of this skill, choose a category listed below and name an NPC. Each category can only be chosen one, unless listed otherwise. This can be an NPC from your backstory or an organization established in world lore. Between games you may contact one NPC per purchase, requesting items or information that will be delivered to you next game, either on your character card or via in-game mechanics. Benefits and responses will be flavored according to the categories below:

- **Outskirts - Benefit:** You may compensate your contact to learn about any major changes in the local fauna's habits. At the end of the game, leave a "cache" of around 15 annibs worth of items for your contact to pick up. Treat your contact well to learn more.
- **Underground - Benefit:** You may exchange a piece of information and/or goods in order to have your contact bribe someone on your behalf. Underground contacts include fences, thieves, corrupt officials, and other ne'er-do-wells. You might not see results from implementing this contact immediately.

Apply Poison, 40 CP [Single Purchase]

Usage: As Components Allow

This skill allows you to apply blade venom and contact poison. Anyone attempting to apply blade venom or contact poisons without the skill automatically poisons themselves.

Poison Tolerance, 40 CP [Multiple, Increase Per Purchase]

Usage: Per Purchase

Long-term exposure to the toxins of the world have improved your constitution against them. For each purchase of this skill, you may resist a poison or venom effect. State, "Resist" when using this skill.

Poison Craft, 40 CP [Multiple, Increase Per Purchase, Max 4]

Prerequisite: Apply Poison

Usage: Between Events, As Components Allow

There are three types of poisons craftable with this skill, contact, ingestible, and weakness venom that can be applied to a bladed weapon. Each time you purchase this skill, choose a category of poison and learn that process. Each time you purchase a new category, you will get a single starting recipe and be given the appropriate component to make one at check in of the first event after you purchase the skill.

The fourth purchase of this skill will allow you to learn recipes to create blade venoms with different effects.

Use of this skill requires turning in the component and a glass vial for each poison being made at check out.

Deep Pockets, 50 CP [Single Purchase]

Usage: Special

This allows you to wear or carry a sealable pouch (6"x6"x2") with a red padlock symbol. This cannot be searched by other players or cast for IG purposes. The pouch can be searched by someone who also knows the skill Deep Pockets.

Lock Picking, 30 CP [Single Purchase]

Usage: Special

This skill allows you to pick an in-game lock with a bent paperclip. All in-game locks will be marked as in-game with a green sticker with a keyhole on it.

Set/Disarm Traps, 30 CP [Single Purchase]

Usage: Special

This skill allows you to set and disarm traps. Traps must be obtained in-game through crafting or purchased by other means. See the section on traps (page 28) for more information about what types of traps exist in-game.

Disarming a trap is not without risks. If you accidentally set the trap off while trying to disarm it, you are still affected by it.

Escape Artist, 20 CP [Multiple, Increase Per Purchase]

Usage: Per Purchase

Use of this skill allows you to escape from physical restraints.

Quick Death, 20 CP [Multiple, Increase Per Purchase]

Usage: Per Purchase

Sure, your victim is going to bleed out eventually, but who has the time to wait around for that? Using a Quick Death bypasses the bleed out count of your target. After being quick deathed, they begin their death count. Your target must be prone and unable to defend themselves from it. You must take a knee, place a weapon on their chest and state "I grant you a quick death."

Divine Skills

Wylds Skill Tree - Call yourself cleric, druid, or priest, those who are strong in their convictions can call upon the Divine Domains to put power into prayer. The Divine Skill Tree represents your connection to a deity, higher power, patron, or anything else that would grant you access to the Divine Domains. Information about how faith works in the world of Mirhanan can be found in the chapter [The Divine, Religions, and Prayer](#). For more information about the divine domains and their focus see the Beginning Prayer Lists.

Additional Divine Domain, 50 CP [Single Purchase]

Purchasing this skill allows you to learn spells from a new Divine Domain

Conviction, 20 CP [Multiple, Increase Every 5 Purchases]

Every purchase of this skill adds 1 Conviction to your Conviction Pool

When you purchase this skill choose one of the Divine Domains. You can only learn spells from one of the Divine Domains unless you purchase Second Domain.

Empathic Healing, 30 CP [Single Purchase]

Usage: Special

Restore one Health to target, damage one vitality to self. This damage may not be resisted in any way. This ability takes one minute of RP. If you sacrifice your last health point you immediately start bleeding out.

Create Holy Water, 20 CP [Multiple, Increase Per Purchase]

Prerequisite: One purchase of Conviction

Usage: Between Events

This skill allows you to turn in a clean vial at check out in exchange for a vial of holy water. A vial of holy water contains a spell packet that can be thrown at targets after stating "Holy Water" and may have different effects dependent on the target. **Mostly used for crafting**, holy water may have other uses as well.

Detect/Attune, 40 CP [Multiple, Increase Per Purchase]

Usage: Between Events

You can see and comprehend the workings of divine artifacts. When you purchase this skill, you will receive a partial decoder for deciphering the magic codes written on yellow stickered magical artifacts. Additional purchases will gain you more of the decoder. You have unlimited use of the decoder during game.

You may also use this skill between games to either detect additional properties of a magical artifact or attune one artifact to a target. An attunement will also grant you the detection information. To use this skill, turn the artifact in at check-out and fill out the magic artifact detection form. You may perform one detection or attunement per purchase per event. At the next event, you (and the attunement target player) will receive information about the artifact. Once attuned to an artifact, you can use it. Be warned, use of this skill in either of the two between game modes could potentially trigger a curse if the artifact has negative properties!

Last Rites, 20 CP [Multiple, Increase Every 5 Purchases]

Prerequisite: One purchase of Conviction

Usage: Per Purchase

Your connection to your **divinity** allows you to protect the spirit of the recently departed before they begin their journey along the Black Path. **Last Rites** alters the nature of the results when your recipient pulls from the Apothecary's stones by raising the level of the Stone's result. If the recipient were to pull a Cursed Stone, it would instead be a Neutral Stone, and a Neutral Stone would become Blessed. However, a Blessed Stone has no additional effect. Last Rites does not stack with itself, and cannot be given to the living (including those still bleeding out) or to spirits traveling The Black Path. This skill may only be used on a corpse. Tell the recipient to inform the Apothecary that they were given Last Rites when asked if there are any boons or curses upon their soul.

Self-Sacrifice, 40 CP [Single Purchase]

Usage: Special

Purchasing this skill allows you to transfer a negative status effect (magical, physical, or spiritual) from another person to yourself. **State, "Self-Sacrifice [Effect]."** You cannot self-sacrifice damage, curses, other permanent effects, Weakened Soul Curses, Death or Final Death. You also cannot self-sacrifice a negative status effect if you already are suffering that effect. For example: if your left arm is maimed, you cannot Self Sacrifice a maimed left arm from another person. If your target is suffering multiple effects, you can only take one at a time. You may not resist in any way the negative status effect that you have Self-Sacrificed. Once taken on, this effect may be cured in any normal way.

Enchant Item, 30 CP [Single Purchase]

Usage: Special

You are attuned enough to the flow of magic to assist a crafter in channeling a small portion of your magic into the creation process. With this skill you may provide spells you know into any crafted items capable of being enchanted.

Increase Focus, 40 CP [Multiple, Increase Per Purchase, Max 3]

Usage: Special

Each purchase of this skill would allow you to expend an extra conviction to increase the duration of your prayer by one minute. For example, with 2 purchases of this skill you could spend an additional 2 conviction to cast a prayer and extend its duration by 2 minutes.

Gun Skills

Tamed Lands Skill Tree - If not for those with skill with firearms, the war that followed the collapse would have been very one-sided. Those who follow the way of the gun are adept at knowing which ordinance is best suited to the situation. Called gun skills use Artillery Points, and purchasing a skill adds enough Artillery Points to your Artillery Pool to be able to use the skill once. Certain spells or abilities may be able to temporarily reduce the Artillery cost on skills. The Artillery cost can never be reduced below 1.

Ammo Stocks, 40 CP [Multiple, Increase per purchase, Max 5 purchases]

Ammunition (represented by Nerf Rival ammo) is a limited and controlled resource in the Carcer Colonies. At the start of each event, you will receive the ammunition you are allotted. Each purchase of this skill increases the amount of ammo you receive at check in by 10 rounds.

Artillery, 40CP [Multiple, Increase Every 5 Purchases]

Adds one Artillery Point to your Artillery Pool.

Called Shot, 40 CP [Single Purchase]

Usage: 2 Artillery

Your accuracy with a gun lends itself well to debilitating as well as killing. State "Maim [Left/Right] [Arm/Leg]" immediately before shooting. The shot must only hit the person who must then roleplay according to the Maim effect. Purchasing this skill adds **2 Artillery Points** to your Artillery Pool.

Steady Hand, 40 CP [Multiple, Increase Per Purchase]

Usage: Per Purchase

Your strong grip makes it difficult to remove a weapon from your hand. When hit with a "Disarm", state "Resist". You may do this once per purchase.

Bean Bag Ammo, 40 CP [Single Purchase]

Usage: 2 Artillery

The power behind your shot knocks foes off their feet. State "Knockdown" immediately before shooting. If target is struck in a legal target area they must SAFELY fall flat onto their back and give a quick 5 count before they can get up again. A shield will not block this skill. Purchasing this skill adds 2 Artillery Points to your Artillery Pool.

Guns, Class 1, 30 CP [Single Purchase]

With this skill you are allowed to carry and fire a Nerf (or equivalent) Blaster of the single load, single shot variety. Purchasing this skill grants you 10 rounds of ammunition at check in each event.

Guns, Class 2, 40 CP [Single Purchase]

With this skill you are allowed to carry and fire a Nerf (or equivalent) Blaster with a storage capacity. This skill does not allow for the use of motorized Blasters (must be a plunger, not flywheel). Purchasing this skill grants you 10 rounds of ammunition at check in each event.

Hollow Point, 40 CP [Multiple, Increase per purchase, Max 4 purchases]

Usage: 3 Artillery

Your skill with a weapon grants you the ability to be more accurately dangerous with the bullets you utilize. First purchase of this skill adds 3 Artillery Points to your Artillery Pool and allows you to expend 3 artillery to State "Slay 4" before shooting. Additional purchases of this skill increase the damage of this skill by 1 to a max of "Slay 7", but adds no additional points to your pool.

Rock Salt, 30 CP [Single Purchase]

Usage: 1 Artillery

You have learned that there is a time and place for simply causing pain to your targets. State "Pain" before shooting. If a target is successfully struck, they must make 3 points of contact with the ground (ex. 2 knees and a hand) before being able to get back up. Purchasing this skill adds 1 Artillery Point to your Artillery Pool.

Pierce, 10 CP [Single Purchase]

Usage: 1 Artillery

A well-aimed shot can bypass even the most effective of armors and shields. State "Pierce" before firing. If a target is successfully struck, the target should consider the damage to have been taken directly to an unarmored torso. This skill may be combined with other skills (for example "Pierce, Slay 5") by expending the cost for both skills. Purchasing this skill adds 1 Artillery Point to your Artillery Pool.

Rubber Bullet, 20 CP [Single Purchase]

Usage: 1 Artillery

State "Push" immediately before Shooting. A target affected by push must take 10 steps backwards before re-engaging in combat.

Purchasing this skill adds 1 Artillery Point to your Artillery Pool

Trick Shot, 30 CP [Single Purchase]

Usage: 1 Artillery

With a well-aimed shot, you can disarm your opponent to buy time. State "Disarm" before shooting. If a target is successfully struck, they must immediately drop their weapon. The weapon must land on the ground before it can be picked back up.

Purchasing this skill adds 1 Artillery Point to your Artillery Pool.

Guns Expertise, 30 CP [Single Purchase]

Usage: Special

You have a favored fighting style with a specific type of firearm, which grants you unique benefits when you use them. Select one of the following upon purchase of this skill:

- **Designated Marksman:** When you are using a rifle or other two-handed firearm, you may expend 4 Artillery points and state, "Overwatch, 30 seconds." For the next 30 seconds, you can use Bean Bag Ammo or Rubber Bullet without paying their Artillery cost.
- **Gunslinger:** You may wield two pistols at the same time, each with a maximum magazine capacity of 6.
- **Pistolero:** When using a single pistol, any time you are hit with a called Gun skill, you may expend 4 Artillery, state "Hit the Deck", and place both hands and a knee on the ground. This cancels the effect and damage of the called shot. The attacker does not regain the expended skill.

Guns Mastery, 50 CP [Single Purchase]

Prerequisite: Guns Expertise

Usage: Special

You have further refined your favored fighting style with a specific type of firearm. You gain the appropriate upgraded version of a Gun Expertise skill previously purchased. :

- **Designated Marksman:** When you are using a rifle or other two-handed firearm, you no longer have to expend an additional Artillery Point to add the "Pierce" skill to your guns skills. You still need the "Pierce" skill in order to gain this benefit. This does not make the "Pierce" skill free on its own.
- **Gunslinger:** Your pistols are no longer limited in magazine capacity.
- **Pistolero:** When using a single pistol, once per event when your health pool is reduced to 0, but you are not killed outright, you may use one of your gun skills as if firing a final shot (without paying its Artillery cost) before beginning your bleedout count.

Magic Skills

Wylde Skill Tree - Mage, wizard, sorcerer, common titles bestowed upon those who wield the primal energies of Mirhanan. Those who wield mana can channel a school of magic to put power into spells. With eight different schools of magic to choose from, you're sure to find something to fit your playstyle. Information about how magic spells work in the world of Mirhanan can be found in the chapter Magic. For more details about the schools of magic and their focus see the Beginning Spell Lists.

Additional School, 50 CP [Single Purchase]

Usage: Special

Purchasing this skill allows you to learn a second school of magic.

Analyze Alchemical Powder, 30 CP [Single Purchase]

Usage: Special

This skill allows you to identify an alchemical powder. You may open the vial and read the tag without expending the powder.

Augment Damage, 20 CP [Multiple, Increase Per Purchase, Max 3]

Usage: Special

Each purchase of this skill allows you to spend an extra mana to increase your spell damage by 1, per purchase. Ex, with 3 purchases of this skill you could spend an extra 3 mana to increase the total damage of the spell to 4.

Detect/Attune, 40 CP [Multiple, Increase Per Purchase]

Usage: Between Events

You can see and comprehend the workings of magical artifacts.

When you purchase this skill, you will receive a partial decoder for deciphering the magic codes written on yellow stickered magical artifacts. Additional purchases will gain you more of the decoder. You have unlimited use of the decoder during game. You may also use this skill between games to either detect additional properties of a magical artifact or attune one artifact to a target. An attunement will also grant you the detection information. To use this skill, turn the artifact in at check-out and fill out the magic artifact detection form. You may perform one detection or attunement per purchase per event. At the next event, you (and the attunement target player) will receive information about the artifact. Once attuned to an artifact, you can use it. Be warned, use of this skill in either of the two between game modes could potentially trigger a curse if the artifact has negative properties!

Enhance Duration, 40 CP [Multiple, Increase Per Purchase, Max 3]

Each purchase of this skill would allow you to expend an extra mana to increase the duration of your spell by one minute. Example, with 2 purchases of this skill you could spend an additional 2 mana to cast a spell and extend its duration by 2 minutes.

Mana, 20 CP [Multiple, Increase Every 5 Purchases]

Every purchase of this skill adds +1 to your Mana Pool. When you first purchase mana, choose a school of magic. You may only learn one school of magic, unless you purchase *Additional School*.

Enchant Item, 30 CP [Single Purchase]

Usage: Special

You are attuned enough to the flow of magic to assist a crafter in channeling a small portion of your magic into the creation process. With this skill you may provide spells you know into any crafted items capable of being enchanted.

Read Aura, 30 CP [Single Purchase]

Prerequisite: One purchase of Mana

Usage: Special.

Your attunement to the flows of magic allows you to analyze subtle fluctuations into an individual's aura. You may ask the following questions. The target must respond with only "Yes", "No", or a number, as appropriate, and should not elaborate further. In the case of special curses, the target will be informed how they should answer specific questions.

- Are you Cursed? (This only refers to effects specifically referred to as **Curses**, not other harmful magical effects)
- Are you under any Psionic Influences? (i.e. Charmed, Enthrall, Pacify, Betrayal)
- Are you under the effects of any detrimental magic effects? (This refers to any other undesirable magical effect from spells, potions, items, etc. such as bind, silence, radiation such as Rad Count [but not the specific Rad Count number], etc.)
- Do you have any beneficial spells on you? (This refers to any **Aura, Barrier, Bestow, Shield, or Weapon Enchantment** effect.)
- Were you given Last Rites?
- Are you carrying any magical items? (You do not need to be attuned to be carrying them.)
- How many magical items are you Attuned to? (This can be answered with a number. Trained items do not count toward this number.)

Medical Skills

Tamed Lands Skill Tree - Even in these peaceful times, the need for medical professionals is always there. Accidents and miscommunications still lead to injuries. The hazards of the Wastelands are always cause for concern. Those who wish to fill the role of doctor, nurse, or combat medic need to be well versed in these skills.

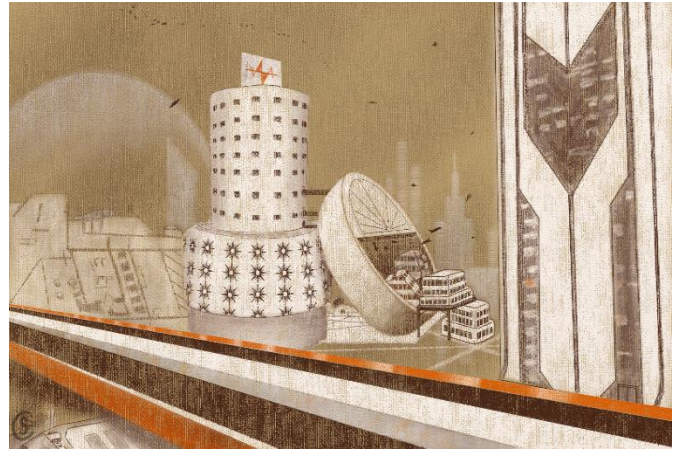
Medical Skills are assumed to be used with Human Biology. In order to use them on creatures or sentient lifeforms that are not human, the appropriate Biology skill must be purchased.

Biology, 20 CP [Multiple, Increase Per Purchase]

Usage: Special

This skill allows you to use your medical skills on creatures with a biology different from those with Human Biology. Each time you purchase this skill you can select from one of the following creature types:

- Beasts, Basic
- Beasts, Sentient
- Insects, Basic
- Insects, Sentient
- Plantforms, Basic
- Plantforms, Sentient
- Undead, Basic



You must have already purchased the basic biology before you can purchase the sentient version. Sentient Undead fall under the Biology: Cryptid skill.

First Aid, 30 CP [Single Purchase]

Usage: As Components Allow

A skilled medic can restore three health to a target's Health Pool if they spend two minutes roleplaying the binding of a wound. You need to use a bandage as you roleplay and state "Administer First Aid" when you begin using this skill. After two minutes, say "Restore Three Health."

Harvest Organ, 40 CP [Single Purchase]

Usage: Special

Prop Requirement: Small Cooler

This skill allows you to harvest a specific organ from a recently dead body. For example, when you begin, state "Harvest Organ: Heart." With two minutes of roleplay, you have the potential to get the organ you're trying to obtain. If successful, the organ must be kept in an organ cooler, which can only hold one harvested organ. Players must provide their own organ cooler, which must be approved at Check-in. Coolers with a larger capacity can be acquired or crafted in-game. Harvested organs can be used with Research and several Crafting skills.

Medical Procedures, 60 CP [Single Purchase]

Prerequisite: Research: Medical

Usage: Special

Most medical professionals have an area of expertise. Purchasing this skill allows you to choose three basic procedures from the Medical Procedure list (see page 114). You must have any prerequisites for the procedure category already purchased in order to gain access.

Enhanced Medical Procedure Knowledge, 30 CP [Multiple, Non-Increasing, Max 6]

Prerequisite: Medical Procedures

Usage: Special

Each purchase of this skill increases the amount of procedures you can learn by three. One procedure may be learned per event, either by accepting a lesson during the event or **when you update your** character between events.

Diagnose, 20 CP [Single Purchase]

Usage: Special

Your medical training allows you to determine the state of physical well-being of your willing or unconscious target. You may ask the following questions. The target should only respond with "yes" or "no."

- Are you Unconscious?
- Are you Wounded?
- Are you Dying?
- Are you Poisoned?
- Are you Diseased?
- Are you Paralyzed?
- Has someone taken a blood sample from you?
- Are you a [Purchased Biology Type]?

Collect Blood Sample, 20 CP [Single Purchase]

Prerequisite: Diagnose

Usage: As Components Allow

With a clean vial and one minute of role play, his skill allows you to collect a pure blood sample from a willing or incapacitated living target. Blood samples can be used for research, pharmacology, and potentially other abilities as well. An individual can only give one sample per event.

Medical Assistant, 20 CP [Single Purchase]

Usage: Special

If someone is performing First Aid on a target, you may assist them while within arm's reach of the target to halve the remaining amount of time the first aid would take. State "Medical Assistant" to let the person doing First Aid know that you are assisting them.

Medical Efficiency, 20 CP [Multiple Purchase, Increase Every 5 Purchases]

Usage: Special

Those with this skill can perform difficult procedures more easily. For each purchase of this skill, you may use a "once per event" procedure one additional time. You may choose the procedure(s) this applies to each event.

Set Break, 20 CP [Single Purchase]

Usage: As Components Allow

You have become proficient in setting broken bones and dislocations. This skill allows you to heal a maimed limb with a bandage and 30 seconds of RP. This skill does not restore health points.

Stabilize, 20 CP [Single Purchase]

Usage: Special

A person with this skill can suspend a target's bleed out count by role-playing the application of pressure on a wound with both hands. Either you, or a person you designate, must stay within arm's length of the target and take no other actions in order to keep the bleed count suspended. If the person providing the stabilization stops applying pressure for any reason, or the target takes more damage, the target's bleedout count resumes. A third party may move the stabilized target at a slow walk, and you must all stay together. The designated person cannot pass off stabilization unless they, too, have stabilization.

Melee Skills

Wylds Skill Tree - Valiant Knight, Stalwart Warrior, Master of Arms, those who live and die by the sword (or mace, or axe, etc.). The art of close-quarter fighting with wood and steel is still more widely taught than the use of firearms. Called melee skills use Stamina Points, and purchasing a skill adds enough Stamina Points to your Stamina Pool to be able to use the skill once. Certain spells or abilities may be able to temporarily reduce the Stamina cost on skills. The Stamina cost can never be reduced below 1.

Disarm, 30 CP [Single Purchase]

Usage: 2 Stamina

Your skill with a weapon allows you to remove it from your foe's grasp. State "Disarm" before attack and strike target's weapon. If the target's weapon is struck they must immediately drop it to the ground. Purchasing this skill adds 2 Stamina Points to your Stamina Pool.

Stamina, 40CP [Multiple, Increase Every 5 Purchases]

Adds one Stamina Point to your Stamina Pool.

Maim, 40 CP [Single Purchase]

Usage: 3 Stamina

Debilitating your opponent is a tactical choice. State "Maim" immediately before attacking. A successful attack must land on an arm or leg, where as the target must then roleplay according to the Maim effect. A maimed limb cannot be used unless *Splinted* or *Healed*. Purchasing this skill adds 3 Stamina Points to your Stamina Pool.

Knockdown, 40 CP [Single Purchase]

Usage: 3 Stamina

Your strength of arms knocks opponents off their feet. State "Knockdown" immediately before attack. If the strike lands on the torso or legs of your target, they must SAFELY fall flat onto their back and give a quick five count before they can get up again. A shield will not block this skill. Purchasing this skill adds 3 Stamina Points to your Stamina Pool.

Dual Wield, 20 CP [Multiple, Increase Per Purchase, Max 3]

First Purchase allows you to wield a small (10" max), and long weapon.

Second Purchase allows you to wield a short and long weapon.

Third Purchase allows you to wield two long weapons.

Maim, 40 CP [Single Purchase]

Usage: 3 Stamina

Debilitating your opponent is a tactical choice. State "Maim" immediately before attacking. A successful attack must land on an arm or leg, whereas the target must then roleplay according to the Maim effect. A maimed limb cannot be used unless *Splinted* or *Healed*. Purchasing this skill adds 3 Stamina Points to your Stamina Pool.

Pain, 30 CP [Single Purchase]

Usage: 2 Stamina

You know exactly how to hurt others. State "Pain" before attacking. Target struck by Pain must make 3 points of contact with the ground before being able to get back up (ex. 2 Knees and a hand.) Purchasing this skill adds 2 Stamina Points to your Stamina Pool.

Parry, 50 CP [Single Purchase]

Usage: Special

When hit by a called melee attack you have purchased, state "Parry" and expend the cost of the skill resisted in this way. You cannot Parry attacks from Guns.

Ex. If you know Maim and are attacked with it, you must expend 3 Stamina to Parry it. Adds +3 Stamina Points to your Stamina Pool.

Shield, 40 CP [Single Purchase]

This skill allows you to use a shield to block *uncalled* bullets. A basic shield **cannot** be used to deflect spells or called gun skills.

Shields may be up to 30" diameter if round, or 24"x30" for other shapes. Shield edges must be covered with at least 5/8ths of an inch of foam (pipe insulation is acceptable). There must not be any sharp edges or points on the front or sides. If you have bolts going through the shield to attach the grip or other parts, pad and tape the exposed parts. Thematically, riot shields can only be constructed through in game crafting and cannot be brought into game vis this skill.

Melee Weapons Expertise, 30 CP [Single Purchase]

Usage: Special

You favor a fighting style with a specific weapon type, which grants you unique benefits when you use them. Select one of the following upon purchase of this skill:

- **Dual Wield Expertise:** When wielding two one handed melee weapons and you are hit with either the “Pain” or “Maim” effects, you may return the skill without paying its Stamina cost. You must take the effect regardless if your return skill strikes successfully, unless you have a way to resist the effect. This can only be done once per opponent.
- **One Handed Expertise:** When wielding a only a single one-handed melee weapon, you may expend 1 Stamina to resist a “Disarm” effect.
- **Sword and Shield Expertise:** When wielding a one-handed melee weapon and a shield and a called melee skill strikes your shield, you may expend 2 Stamina and state, “Backlash: Push.”
- **Two-Handed Expertise:** When wielding a two-handed melee weapon, you can expend 2 Stamina to increase the damage of your next swing of Slay by 1. This requires the “Slay” skill to use.

Melee Weapons Mastery, 50 CP [Single Purchase]

Prerequisite: Melee Weapons Expertise

Usage: Special

You have further refined your favored fighting style with a specific type of weapon. You gain the appropriate upgraded version of a Melee Weapons Expertise skill previously purchased. These skills are granted in addition to the abilities granted by the Melee Weapons Expertise skill:

- **Dual Wield Expertise:** When wielding two one handed melee weapons, once per event when you use one of your melee skills, you may immediately use it again with your other melee weapon without paying its Stamina cost.
- **One Handed Expertise:** When wielding only a one-handed melee weapon, once per event, if you are in a one-on-one duel that has been agreed to by your opponent, at the end of the duel you are restored up to 4 Stamina pool you used during the duel.
- **Sword and Shield Expertise:** When wielding a one-handed melee weapon and a shield, once per event, when a damage spell hits your shield, you may state “Resist.” This skill does not permit you to resist the effect of any spell, only damage.
- **Two-Handed Expertise:** When wielding a two-handed melee weapon, your called melee skills are able to bypass a shield. State, “Pierce [Skill Call]” to use this effect. This increases the cost of the skill by 1 Stamina.

Push, 20 CP [Single Purchase]

Usage: 1 Stamina

State "Push" immediately before striking. A target affected by push must safely take 10 steps backwards (avoiding trees, people, other obstacles) before re-engaging in combat. Purchasing this skill adds 1 Stamina Point to your Stamina Pool

Hearty Punch, 60 CP [Single Purchase]

Prerequisite: Subdue

Usage: 5 Stamina

You have the strength of heart to literally put all your stamina behind your punches. By expending this skill, you can temporarily gain additional uses of the skill Subdue equal to your maximum Health Pool. You cannot regain the Stamina spent on this skill until either all temporary uses of Subdue are expended or the beginning of the next day. Purchasing this skill adds 5 Stamina Points to your Stamina Pool.

Slay, 40 CP [Multiple, Increase per purchase, Max 4 purchases]

Usage: 4 Stamina

A violent enough swing to the torso can devastate most enemies. State "Slay 4" before striking. The strike must successfully hit the torso to deliver damage. The first purchase of this skill adds 4 Stamina Points to your Stamina Pool. All additional purchases of this skill increase the damage by 1 to a max of "Slay 7", but adds no additional points to your pool.

Strength, 40 CP [Multiple, Increase Per Purchase]

Prerequisite: 3 Health Pool

With a bit of an adrenaline rush, you can briefly perform impressive feats of strength far beyond those of average people. By using this skill, you may pick up or manipulate an item marked with a red-stickered weight of 5 or less. The item may be lifted or moved for up to one minute. If attempting to lift heavier objects, you count as 5 normal people for the group effort. Alternatively, you may expend one use of this skill to Resist or remove the effects of Weakness on yourself. In the case of the latter, state "Resist" when hit with a "Weakness" effect.



Social Skills

Tamed Lands Skill Tree - Knowing how to navigate the world and the varied people in it has its place in the skilled diplomat, averting a hostile encounter by knowing who to talk to, or the researcher who wants to know how the world - and more importantly the people within it - works.

Certain Social Skills are assumed to be used with Humans. In order to use them on creatures or sentient lifeforms that are not human, the appropriate Behaviorist skill must be purchased. If a Social Skill states "to [Behaviorist type]" in its description and you don't have any purchases of Behaviorist, you default to "Human" as your Behaviorist type.

Behaviorist, 20 CP [Multiple, Increase Per Purchase]

Usage: Special

This skill allows you to use your social skills on creatures with behavior types and mannerisms different from Humans. Each time you purchase this skill you can select from one of the following creature types:

- Beasts
- Beasts, Sentient
- Insects
- Insects, Sentient
- Plantforms
- Plantforms, Sentient
- Undead

Charming Smile, 20 CP [Multiple, Increase Every 5 Purchases]

Usage: Once Per Purchase

You know that with the right type of smile, you can bring even the most aggressive of people to your side, even if temporarily. Each purchase of this skill will allow (only) you to charm one of your behaviorist types for 1 minute. State "Charm to [Behaviorist Type]" and throw a spell packet to use.

Cultural Studies, 30 CP [Multiple, Increase Every 5 Purchases]

Usage: Between Events

Your observance of cultural norms allows you to research cultures. Multiple purchases allow you to generate more research results for one or more subjects per event. **You can use this skill to find out information about specific cultures that are not within our Supplemental Guide or find out more information on one of the cultures listed within the guide.** Applying this skill to one subject multiple times will produce more thorough information. For each purchase, you must choose one of the following categories:

- Tamed Lands
- Wastelands
- Wylds

Linguistics, 20 CP [Multiple, Increase Every 5 Purchases]

Usage: Once Per Purchase

Your knowledge of verbal and non-verbal languages and behaviors allows you to communicate with sentient beings who may not be able to speak the common tongue. Each purchase of this skill allows (only) you to communicate with a being for the duration of the exchange or a maximum of 15 minutes. State “Communicate to [Behaviorist Type]” to use.

Contacts, 40 CP [Multiple, Increases Every 5 Purchases]

Usage: Between Events

Contacts are people you can reach out to for information or resources between games. In addition, each contact offers a specific benefit related to their specialties (see below). They may not always have the answers or items you’re looking for, and sometimes they may expect something in return for the information given. You may get away with refusing to assist them, but burning a contact could come back to haunt you. For each purchase, choose a category listed below and name an NPC. This can be an NPC from your backstory or an organization established in world lore. Between games you may contact one NPC per purchase, requesting items or information that will be delivered to you next game, either on your character card or via in-game mechanics. Benefits and responses will be flavored according to the categories below:

- **Archivist** (Choose Janeth Prime or Thislan) - **Benefit:** You may ask your contact about the old worlds. Archives are thin and vague. Primary sources are rarely available. Theories abound. This contact can be taken twice.
- **Entertainer** (Select a Sector 1-6) - **Benefit:** You may share gossip with your contact to hear a piece of gossip from their sector. You will not know the validity of the gossip. You cannot select Sector 7 or 8. This contact may be taken multiple times.
- **Mentor** - **Benefit:** You may ask a mentor for advice about an upcoming project or investigation. They will not provide recipes or research information (as that is a separate skill), but they will point you in the right direction by asking guiding questions, offer suggestions to improve your work, or provide constructive criticism.
- **Mercenary** - **Benefit:** You may pay your contact for intel about a dangerous bounty, creature, or organization of your choice. Results will vary depending on how well they are paid.
- **Merchant** - **Benefit:** You may exchange up to 15 amnibs worth of goods or items (including gems) for any other non-perishable goods or items worth the same amount or less. Your contact will do their best to acquire what you request.
- **Political** - **Benefit:** When using one of your Cultural Studies skills, you may instead ask your Political Contact to give you information regarding political movements within a specific sector. You will get better results if this is within your Political Contact’s sector.

Market Connections, 40 CP [Multiple, Increase Every Purchase, Max 5]

Prerequisite: Contact: Merchant

Usage: Special

Thanks to your Merchant contact, you are able to gain some extra buying power. You start each event with 3 random components per purchase. If your Contact gets burned, by you or an enemy, you will need to repair your relationship in order to get the full benefit of this skill.

Rally, 40 CP [Multiple, Increase Every 5 Purchases]

Usage: Once Per Purchase

Sometimes the right words or gestures can help reinvigorate those around you. Each purchase of this skill will allow (only) you to restore 3 points of a single target's pool, after 2 minutes of role play. State "Restore [Agility/ Artillery/ Conviction/ Mana/ Stamina] Pool 3 to [Behaviorist Type]" after 2 minutes of RP with your target.

Research Assistant, 40 CP [Multiple, Increase Every 5 Purchases]

Usage: Between Games

Your training has made you valuable in assisting someone else with a Research project. This skill can only be used in conjunction with another player's use of the Research Skill. For each purchase of this skill, you may aid a different research project as an assistant, granting a bonus to another player's use of Research. Both you and the player you are assisting will receive a copy of the end results of the Research, as appropriate to your skillset. See the Research Skill for how to best assist.

Rumor Mongering, 20 CP [Multiple, Increase Per Purchase, Max 3]

Usage: Between Games

You've developed a knack for hearing things. They aren't always important things, nor are they necessarily strictly true, but you hear them. With the first purchase of this skill you will get a write up of any rumors currently circulating with your character sheet at check in. The second purchase of Rumor Mongering will allow you to submit a rumor to be added to the rumors circulating during the next event. Rumors must be submitted to cast (via emailing rumors@sustainablecollapse.com) two weeks before the event. The final purchase of this skill will give you hints as to which rumors have truth to them.

Welcoming Gesture, 20 CP [Multiple, Increase Every 5 Purchases]

Usage: Once Per Purchase

Your knowledge of body language allows you to encourage individuals to approach you. Each purchase of this skill will allow you to compel someone to approach (only) you. This benefit does not extend to allies and the effect ends when the target is within touching distance or attacked. State "Approach Me to [Behaviorist Type]" to use.

Stealth Skills

Wastelands Skill Tree - Not all who would defend themselves, their homes, and those they love, will charge forth with sword or gun shining in the sunlight. Some prefer the hidden hand and striking from the shadows. Stealth called attacks use Agility Points and purchasing a Stealth Skill adds enough Agility Points to your Agility Pool to use the skill once. Certain spells or abilities may be able to temporarily reduce the Agility cost on skills. The Agility cost can never be reduced below 1.

Agility, 40 CP [Multiple, Increase Every 5 Purchases]
Adds one to you Agility Pool.

Dual Wield, 20 CP [Multiple, Increase Per Purchase, Max 3]
First Purchase allows you to wield a small (10" max), and long weapon.
Second Purchase allows you to wield a short and long weapon.
Third Purchase allows you to wield two long weapons.

Strong Grip, 40 CP [Multiple, Increase Per Purchase]
Usage: Once Per Purchase

Your strong grip makes it difficult to remove a weapon from your hand. When hit with a "Disarm", state "Resist". You may do this once per purchase.

Nerve Strike, 30 CP [Single Purchase]
Usage: 2 Agility

State "Pain" before attacking. Target struck by Pain must make 3 points of contact with the ground before being able to get back up (ex. 2 Knees and a hand.)
Purchasing this skill adds 2 Agility Points to your Agility Pool

Backstab, 40 CP [Multiple, Increase per purchase, Max 6 purchases]
Usage: 2 Agility

Sometimes, it's smarter to stab them in the back. In order for this strike to be successful, it must be delivered from behind the target with both feet planted. You cannot be mid-stride, while delivering this attack. State "Pierce 2" before striking. First purchase of this skill adds 2 Agility Points to your Agility Pool. All additional purchases of this skill increase the damage by 1, to a max of "Pierce 7", but adds no additional points to your pool.

Hamstring, 40 CP [Single Purchase]
Usage: 3 Agility

Debilitating your opponent is a tactical choice. State "Maim" immediately before attacking. A successful attack must land on an arm or leg, where as the target must then roleplay according to the Maim effect. A maimed limb cannot be used unless *Splinted* or *Healed*. Purchasing this skill adds 3 Agility Points to your Agility Pool.

Sweep, 40 CP [Single Purchase]

Usage: 3 Agility

Your strength of arms knocks opponents off their feet. State "Knockdown" immediately before attack. If the strike lands on the torso or legs of your target, they must SAFELY fall flat onto their back and give a quick five count before they can get up again. A shield will not block this skill. Purchasing this skill adds 3 Agility Points to your Agility Pool.

Waylay, 50 CP [Single Purchase]

Usage: 3 Agility

Knock your foe unconscious by stating "Slumber" before striking with your weapon. The strike must be delivered from behind and with both feet planted. Purchasing this skill adds 3 Agility Points to your Agility Pool.

Hit the Deck, 50 CP [Single Purchase]

Usage: 4 Agility

When hit with a called Gun Skill you can yell "Hit the Deck" and place both hands and a knee on the ground. This cancels the effect and damage of the shot. The attacker does not regain the expended skill. Purchasing this skill adds 4 Agility Points to your Agility Pool.

Stealth Weapons Expertise, 30 CP [Single Purchase]

Usage: Special

You favor guerilla fighting style tactics, which grants you unique benefits when you use them. Select one of the following upon purchase of this skill:

- **Flying Blade:** You may deliver Stealth skills with thrown weapons. You may not deliver the "Backstab" or "Waylay" skills with thrown weapons, however.
- **Knife Fighter:** When wielding either a one or two daggers, you can expend 1 Agility to increase the damage of your next swing of Backstab by 1. This requires the Backstab skill to use.
- **Skirmisher:** When wielding one or two one-handed weapons that are larger than a dagger, you may expend 2 Agility and state, "Skirmisher, 5 minutes." For the next 5 minutes, whenever you use a Stealth skill you may use that skill a second time without paying its Agility cost as long as the strikes are used on different opponents.

Stealth Weapons Mastery, 50 CP [Single Purchase]

Prerequisite: Stealth Weapons Expertise

Usage: Special

You have further refined your favored fighting style with a specific type of weapon. You gain the appropriate upgraded version of a Melee Weapons Expertise skill previously purchased.:

- **Flying Blade:** You may also apply poisons to your thrown weapons. You still need the Apply Poison skill to do this.
- **Knife Fighter:** When either single- or dual-wielding daggers, you are immune to the “Disarm” effect.
- **Skirmisher:** When wielding one or two one-handed weapons, you may expend 3 Agility to Resist a “Bind” or “Snare” effect.

Survival Skills

Wastelands Skill Tree - The World of Mirhanan can be an unforgiving place and those born in the Wastelands are all too familiar with this truth. Self-reliance for one's own survival is paramount. These skills won't ever replace a talented healer, but they may keep you alive long enough to find one.

Avoid Trap, 40 CP [Multiple, Increase Per Purchase]

Usage: Per Purchase

Your keen senses notice and quick reflexes help you avoid a trap before falling prey to it. State "Avoid" after triggering a trap to resist the effect.

Conserve Resources, 40 CP [Multiple, Increase Per Purchase, Max 3]

Usage: Per Purchase

Resources are scarce in the Wastelands and you have learned to make the most of what you have. Substitute one purchase of this skill for a base component (iron ore, raw glass, raw wood, or fur) when Crafting an item you already know how to make. This skill cannot reduce the component cost to zero.

Karma, 20 CP [Single Purchase]

Usage: Once per Event

Instead of starting your dying at the end of your bleed out count, you are restored to 1 health.

Poultice, 30 CP [Single Purchase]

Usage: As Components Allow

Out in the wastes where healers and medical professionals are few and far between, you learned the arts of herbal remedies. With the right plant component and a bandage, this skill restores one health to a target's Health Pool plus an additional effect depending on the component used. State “Administer Poultice” to initiate the skill, then spend two minutes role-playing the binding of a wound with the component. After two minutes, state “Restore one health and [Effect].” The effect will be determined by the component used. You will be given a component with its effect when at check in the event you first purchase this skill. See Crafting: Learning New Recipes for ways to learn additional component effects between games.

Poison Tolerance, 40 CP [Multiple, Increase Per Purchase]

Usage: Per Purchase

Long-term exposure to the toxins of the world have improved your constitution against them. For each purchase of this skill, you may resist a poison or venom effect. State, "Resist" when using this skill.

Radiation Tolerance, 40 CP [Multiple, Increase Per Purchase, Max 3]

Usage: Special

When in Radiations Zones, your Rad Count can exceed your Health Pool by one per purchase before suffering from Radiation Effects.

Scavenging Urban, 60 CP [Multiple, Increase Per Purchase, Max 3]

In your travels you have learned the signs to identify where non-perishable items can be found. While these items tend to be limited in scope, they have the advantage of not expiring at the end of the event. Such items may include wood, raw ore, minerals, or glass. This list is not comprehensive. Each purchase grants you a pull from the Non-Perishable Scavenging bag at check in.

Scavenging Woodlands, 60 CP [Multiple, Increase Per Purchase, Max 3]

Surviving in the woodland areas of the wastelands, you have learned the growth and habitat locations of plants and wildlife. While these items expire at the end of the event (unless properly preserved) they tend to have a wider variety of usage over the urban scavenged items. Such items may include plants, insects, and reptiles. This list is not comprehensive. Each purchase grants you a pull from the Woodland Scavenging bag at check in.

Splint, 10 CP [Single Purchase]

Usage: As Components Allow

With this skill you are able to mobilize someone with a maimed leg. After 30 seconds of RP with a bandage, the person is able to walk at a slow pace. This does not remove the maim effect or restore health points.

Stabilize, 20 CP [Single Purchase]

Usage: Special

Purchasing this skill allows you to suspend someone's bleed out count. It does not heal any vitality or restore consciousness. You, or a person you designate, must stay within arm's length and take no actions besides role playing applying pressure to the wound in order to keep the bleed out count suspended.

You may move the stabilized person at a slow walk with the assistance of another person to carry them. The target's bleedout count resumes if they take any damage, or the person "applying pressure to the wound" stops for any reason.

Crafting Skills

There is more to life than the immediate needs of combat, healing, and extending one's influence. Beyond these things is the desire to create and tinker, to make something that lasts, to build an invention that changes lives.

It is entirely possible to build a character with nothing but crafting skills with which to explore the "quieter" side of the game. From Alchemy and Chemistry through Smithing and Textiles, there are many component resources to refine and items to craft and build. Some crafts, including Farming and Metallurgy, gather resources as well as make items from those resources.

Basic craft Recipes start with the ability to craft basic necessities such as charcoal, thread, refined metal ores, and ingredients derived from plants and animals; more complicated recipes lead into the crafting of potions, medications, weapons, armor, power sources, and even entire buildings. Most of the crafting skills also include the ability to enchanted or enhanced End Products. Ultimately the system is set up to encourage cooperation between players skilled in different disciplines. Truly great works will require parts made from a variety of the crafting professions.

Each player may begin with one favored craft tree. There is no limit to the number of Craft skills you may purchase beyond that. All crafting requires raw or



refined component resources and skills purchased from a Crafting Tree. Unless stated otherwise in the skill description, most End Product crafting happens between games. The crafting is begun during check-out, when a Crafter turns in the components for their crafting recipes, and is completed at check-in of the next event when finished End Products are provided by SusCo or the crafter, depending on the item crafted. (If you plan to have your character create something unique, you will need to provide a prop of

the End Product and bring it to check-in for inspection and any appropriate stickers. Vial-based crafts will rarely require a player-provided prop.)

Crafters can also learn to make specific tools to increase their crafting capabilities, as well as learn advanced gathering techniques. With enough ingenuity and intent, the possibilities for crafting might be endless. Using the Research skill of each crafting skill tree will help you learn new recipes, techniques, and items to build. We encourage you to share the recipes you know and learn more from others in-game as well!

Learning New Recipes

There are three ways to learn new recipes for your crafting skills: discussing recipes during a “lesson” with someone also knowledgeable about your craft, researching recipes with the Research skill, or simply experimenting with components and appropriate processes or skills. Each has its benefits and drawbacks. Luckily a crafter is not limited to choosing only one by which to learn recipes.

Lessons - One of the most reliable ways to learn a crafting recipe is to roleplay learning a recipe from another character - player or cast - willing to take the time to give you a “lesson” describing the recipe. There are no skill requirements for teaching, therefore anyone that knows a recipe can teach it to someone else. Time and access to people are the only limiting factors to the number of recipes you can attempt to learn this way during an event. Both you and your teacher must record the recipe exchanged in your PELs. If the recipe is one your character is ready to learn, the lesson will always be successful. If the recipe is beyond your character’s ability to learn - perhaps due to a lack of prerequisite recipes or other skills - you will instead get information about the things you are lacking.

Research - Between games you may try to self-teach using the Research skill. As this represents your character studying on their own, you are limited to attempting one recipe per event per Research skill expended. Research results will vary, depending on the effort and materials put into the endeavor. Some Plot Card tags facilitate the use of the Research Skill, for example, and improve your chances at success. See page 33 for more information about Plot Card tags and the Research Section on page 63 for more information about the Research skills.

Experimentation - You can also simply experiment with recipes, using logic, personal experience, and intuition to hypothesize an outcome. Without the context of a lesson, recipe, or use of a Research skill, experimentation to create new items or consumables is often risky, but not without merit. With high risk comes high rewards. For example, at the end of an event, a player may decide to test one of their processes on a newly acquired component that would otherwise go to waste. Next event, there will be a note on your character sheet indicating whether (or not) you successfully learned how to properly use the component with your process/skill, as well as any (side) effects you may have learned/acquired in your attempts. This requires more book-keeping on the player’s part, but can be a fun way to explore the effects of components, especially if you spent your event focused on other aspects of the game.

Crafting Terms

End Product: While some interim steps of creation are done within the game, such as smelting ingots, pulling wire, blowing glass, the big conclusions and assembly of a project almost always take place between events. This concluded creation is called an

End Product for consistency. End Products are made between events for two major reasons: So that we can figure out the tags and properties of the item being made, and so that the player can procure the prop to represent the item. When expecting to have an end product for the next event, it's required for the player to reach out to staff with information to make sure the item provided fits both aesthetic and safety of the game.

Fuel: Many creations and recipes require the use of certain kinds of combustible materials or their equivalent for one reason or another. There are many types, including Raw Wood, Charcoal, and Raw Methanol. Even refined Planks can be used as a burnable Fuel if you're desperate enough. Equipment and Workstations might also have ways to convert one type of resource into the equivalent of Fuel or vice versa, such as a Generator consuming burnables to run an Arc Furnace more efficiently. Unless specified, any Fuel equivalent should be interchangeable in a recipe.

Power: The electrical equivalent to Fuel, Power used more often in advanced technological items, Equipment, Workstations, and other crafted creations. This includes items such as simpler Power Cells that contain a finite amount of power, generators or reactors that produce a given number of Power, etc. Power items will be indicated by a Blue Sticker with a number indicating how many units of Power are contained within.

Equipment: Any crafted or created item that grants a skill, ability, spell, visions, or insights requires effort and connection for a person to use properly. Magical Equipment are items altered or empowered by arcane and/or divine means, like enchanted weapons, materials treated with dyes and stains, and spell-storing jewelry. Technological (Tech) Equipment are items that use advanced technology to achieve their results, such as enhanced guns, inventions that require Power sources, and mechanized or motorized machines. Equipment of either type becomes attached to a character through Attunement (if the item is magical) or Training (if the item isn't magical). A player is limited to four pieces of Equipment connected to their character, as the interactions of technology and magic on Mirhanan are still somewhat volatile.

Workstation: A more communal piece of Equipment-like devices, workstations are often tied to a single craft or skill within a craft. They are larger items usually anchored to a single location instead of a single person, easily identified by a Plot Card tag, and available to be used by anybody abiding by the Plot Card tag clarifications. Some workstations require materials to function or provide their service, while others reduce the amount of materials required for a task/skill. Examples would be a Blast Furnace that is more efficient with Fuel for making ingots and blowing glass, or a Bullet Press to reload spent bullet casings.

Crafting Timeframes

The crafting system provides skills that allow you to interact with crafts before, during, and between games. Some crafting classes lean harder into one style of gameplay over the other. Most crafting skills have a symbol next to them indicating when or how long a craft takes place; these are intended to reflect realistic roleplay. Keep in mind that as you and the colony progress, there may be items, tools, and other ways to alter the timeframe in which a skill activates.

Ω This skill provides a resource at check-in.

Δ This skill is normally used during game. Engage in fifteen minutes of appropriate general roleplay doing your craft. In-game Personal Tools and Workstations can decrease this time requirement, and these decreases can be cumulative. When complete, bring the materials used to either the Quartermaster, if they are in, or to Ops if not and exchange them for your created items. If the skill merely consumes materials, they can be dropped off with the Quartermaster or the Spent Materials Bin next to the QM desk.

Φ This skill is normally used between games. Crafted final products, like a completed item, will normally require this amount of time.

ΦΔ Both symbols indicates that recipes exist within this skill for both time durations. How long it will take to create something will depend on the recipe. As a general rule: Component parts and smaller crafts are more likely to be done during the game, whereas End Products, Workstations and Equipment will most likely require time between events to complete.

Alchemy

Mirhanan has an assortment of animals, insects, minerals, and plants that are infused with the unique mystical energies of the world. In skilled hands, these energies can be taken from these components and turned into magical elixirs, powders, and oils.

Φ Alchemical Process: Calcination, 30 CP [Single Purchase]

The rapid heating of minerals in a crucible shatters them into a fine dust that can be used to make potions, oils, and powders.

Recipe: Psystrike = Clean vial + Small Amethyst

Φ Alchemical Process: Coagulation, 30 CP [Single Purchase]

Reducing liquids (blood, bile, etc.) from animals and insects over a low heat converts them to a solid form that can be used in potions, oils, and powders.

Recipe: Bolstered Might = Clean Vial + River King

Φ Alchemical Process: Distillation, 30 CP [Single Purchase]

Boiling plant matter or sap in an alembic allows for essential oils to be collected for use.

Recipe: Hydrochloric Acid = Clean Vial + Acridine

Φ Alchemical Process: Lixiviation, 30 CP [Single Purchase]

Dissolving or steeping plant matter in boiling water allows for tisanes that can be used to create potions.

Recipe: Gamma Block = Clean Vial + Dawn's Kiss

Φ Alchemical Process: Putrefaction, 30 CP [Single Purchase]

Letting flesh or organs of animals and insects rot in a closed container allows the solids to liquify for use in potions or oils.

Recipe: Nitric Acid = Clean Vial + Bat

Φ Alchemical Process: Torrefaction, 30 CP [Single Purchase]

Used to heat metals to cause oxidation or remove impurities, torrefaction residues or purified metals can be used in potions, oils, and powders.

Recipe: Purity of Patina = Clean Vial + Copper Ore

Φ Aduration, 50 CP [Single Purchase]

Prerequisite: Three Alchemical Processes

Allows you to combine two alchemical processes and two alchemical creations to create a new and/or more powerful effect. This is normally done by combining two Alchemy products. If you know the recipes and processes for each of the products used within the Aduration, and have all of the materials, this skill also allows an Alchemist to create the final product between events if they provide all the base materials and a single clean Vial. A single clean Vial must be turned in at checkout for each use of this skill.

Φ Classify/Train Alchemical Tools, 30 CP [Single Purchase]

Your intimate knowledge of your laboratory tools allows you to discover any properties they might have. With this skill you may classify/train an alchemical tool to a target. If the item is magical in nature, you will need to find someone else who can perform the task. At check out, the item must be turned in and the appropriate form completed.

Φ Delicate Investigation, 20CP [Multiple, Increase Per Purchase]

Keen insight and sharp perception, alongside a healthy dose of experience, can reveal secrets to those who seek them. Each purchase of this skill allows you to spend time between events examining an alchemical potion without consuming or destroying it. At check in, on your character sheet, you will receive the effect of the potion, plus one detail about its creation, either a component or involved process, per use of Delicate Investigation.

Resist Alchemy, 30 CP [Multiple, Increase Every 5 Purchases]

Once per purchase, you may resist all effects of an Alchemy item.

Carpentry

Even with modern building materials, wood still has its place as an easily accessed and inexpensive option. Those who harvest and prepare wood provide much needed resources such as charcoal and sturdy containers. Skilled carpenters have ways of imbuing wood with properties that rival magic. Staincraft and Exotic Wood are the heart of this skill tree for adding magical properties to all things made of wood.

Ω Lumberjack, 20 CP [Multi Purchase, Increase Per Purchase, 3 Max]

You know where to find and how to harvest raw wood for your craft. With this skill, you receive 3 raw basic wood at check in per rank.

Φ Equip Own Craft: Carpentry, 20 CP [Multiple, Increase Per Purchase]

The benefit of crafting an item means you already know what makes it tick. Whether it be magical or technological, you could teach anyone how to use it properly. For each purchase of Equip Own Craft, you may Detect/Attune or Classify/Train an item you have created between games. The target does not need to be you.

Φ Analyze: Carpentry, 40 CP [Single Purchase]

Prerequisite: Equip Own Craft

Your skill in studying the workings of your own crafts has broadened to see the same tricks and methods in other works in your field. This skill allows you to discover any properties of a Carpentry-based item between events. If the item is a piece of Equipment, you can use Equip Own Craft to Detect/Attune or Classify/Train it to yourself or another. At check out, the item must be turned in and the appropriate form completed.

Φ Architecture, 40 CP [Single Purchase]

This skill allows you to design and build large-scale wooden structures, such as grain silos, animal barns, or a windmill, that could improve colony life as a whole. Items crafted with this skill must be larger than 15 cubic feet in size. Explaining the intent of the structure will help in figuring out the resources needed to create it and the boon it will grant upon completion, if any. The more specific the intent, the more specialized the materials required to create the structure. Recipe: 10 Planks + 2 Steel Ingots = Basic Structure

Φ Woodworking, 30 CP [Single Purchase]

This skill allows you to design and build medium scale wooden structures, such as casks for brewing, chests for storage, and furniture. Items crafted with this skill must be larger than 1 cubic foot and smaller than 15 cubic feet. Explaining the intent of the item will help in figuring out the resources needed to create it and the boon it will grant upon completion, if any. The more specific the intent, the more specialized the materials required to create the item.

Recipe: 5 Planks + 2 Copper Ingots = Brewing Cask

Φ Dovetail Joint, 30 CP [Single Purchase]

Prerequisite: Architecture or Woodworking

This skill allows you to create small or medium scale wooden objects without requiring the use of nails or adhesives. This reduces the amount of iron or steel needed for nails and other fasteners in larger structures by half.

Φ Whittling, 30 CP [Single Purchase]

Those skilled with their hands can craft small wooden items such as trinkets and baubles, small containers, and/or carvings on clubs or staves. These items must be approximately under 1 cubic foot in volume. They will have an in-game value code and are lootable.

Recipe: 2 Plank + 1 Leather = Flute

Δ Engraving, 30CP [Single Purchase]

Prerequisite: Whittling or Woodworking

With this skill, a woodworker can use powdered gemstones to imbue a wooden object with an enhancement that can be used once. You use the component materials and the design of your work to convince ambient magic to remain with the object. However, your skill is limited to a one use of a simple spell or skill that expires at the end of the event. Materials will vary depending on the size of the item you are crafting and the spell or skill to be stored.

Recipe: Hermitic Seal = Wooden Container + Topaz Nib + Lead Ore

ΩΦ Exotic Wood, 40 CP [Multiple, Increase Per Purchase]

Prerequisite: Engraving

This skill allows for the tending, growth, harvesting, and use of special types of wood infused with the powers of Mirhanan. Research, a teacher, or another information source is required to learn what types of wood can be grown and how to harvest them.

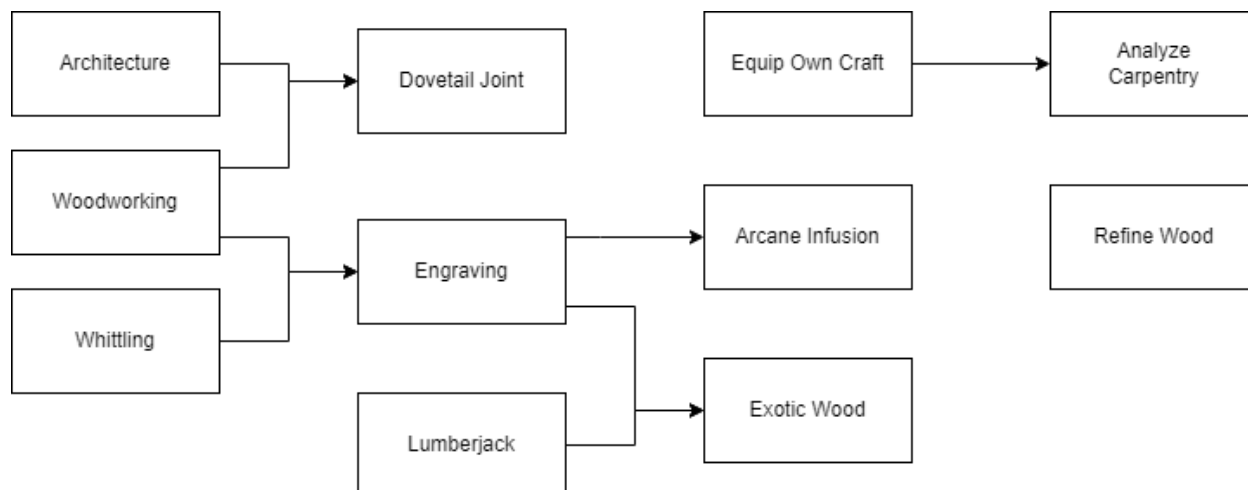
Φ Arcane Infusion, 50CP [Single Purchase]

Prerequisite: Engraving

You've mastered how to shape magic into your creations, allowing you to enchant them with spells, skills, and/or effects of greater potency and/or longevity. Special components may be required to house the most complex magics and more elaborate effects. A caster would need to provide the spells and power for magical or divine items; however, the collaborating caster does not need to have Enchant Item purchased to support this skill.

Δ Refine Wood, 20 CP [Single Purchase]

This skill allows you to turn raw wood into refined materials. You can refine one Raw Wood into one Plank for building materials or make Charcoal for forging or other carbon-heavy crafts by converting up to 5 wooden resources with a Fuel.



Chemistry

Often in direct competition with Alchemists for resources, Chemists use a wide variety of components for their own projects to produce widely different results more favored by the descendants of Janeth Prime. Where Alchemy deals in enhancing what is already there, the pharmaceuticals of Chemistry focus on healing and curatives, but Chemists can also make explosives and the synthetic materials necessary for more complex technological inventions.

Φ Chemistry Process: Centrifugation, 30 CP [Single Purchase]

Using centrifugal force to separate particles from a solution, typically blood - though could be other bodily fluids - from an animal.

Recipe: Anticoagulant = Clottinmouth + Clean Vial

Φ Chemistry Process: Dilution, 30 CP [Single Purchase]

Adding fluids (such as distilled water) to weaken certain insect and animal venoms to make them safe for pharmaceutical use.

Recipe: Esuna = Cinderfly + Clean Vial

Φ Chemistry Process: Oxidation, 30 CP [Single Purchase]

Using heat and oxygen saturation, you create metal oxides for pharmaceutical use. Attempting this with gold, or gold based alloys, requires the use of special additional materials.

Recipe: Cupric Oxide = Copper Ore + Clean Vial

Φ Chemistry Process: Freeze Dry, 30 CP [Single Purchase]

Using extremely cold temperatures to flash-freeze edible plant materials (fruits, berries, etc.) you preserve the nutritional content while reducing the plant materials to a fine powder.

Recipe: Sulfur = Sulfurbloom + Clean Vial

Φ Chemistry Process: Elution, 30 CP [Single Purchase]

Through the use of special solvents, you can extract specific compounds from minerals.

Recipe: Alum = Aluminum Ore + Clean Vial

Φ Chemistry Process: Subcritical Water Extraction, 30 CP [Single Purchase]

Using water heated to just below the boiling point, you extract proteins from plant matter.

Recipe: Alleviate = Blood Berries + Clean Vial

Φ Classify/Train Chemistry Tools, 30 CP [Single Purchase]

This skill allows you to discover any properties of a device used in Chemistry. If the item is a piece of Equipment, you can use this skill to train yourself or another to use it. At check out, the item must be turned in and the appropriate form completed.

Φ Sample Study, 20CP [Multiple, Increasing Per Purchase]

A trained eye and a delicate hand, as well as ample testing criteria, can lead to all sorts of answers. Each purchase of this skill allows you to spend time between events examining a Chemistry End Product within a vial without consuming or destroying it. At check in, on your character sheet, you will receive the effect of the End Product, plus one detail about its creation, either a component or involved process, per use of Sample Study.

Φ Mixtures, 50 CP [Single Purchase]

Allows for the creation of chemical mixtures, including explosives. Most explosives require a special casing to function properly. If you know the recipes and processes for each of the products used within the Mixture, and have all of the materials, this skill also allows a Chemist to create the final product between events if they provide all the base materials and a single clean Vial.

Recipe: Gunpowder = Potassium Nitrate + Sulfur + Charcoal + Clean Vial

Φ Synthetic Materials, 30 CP [Single Purchase]

Requires: Mixtures

Mixing chemicals yields more than liquid concoctions in vials.

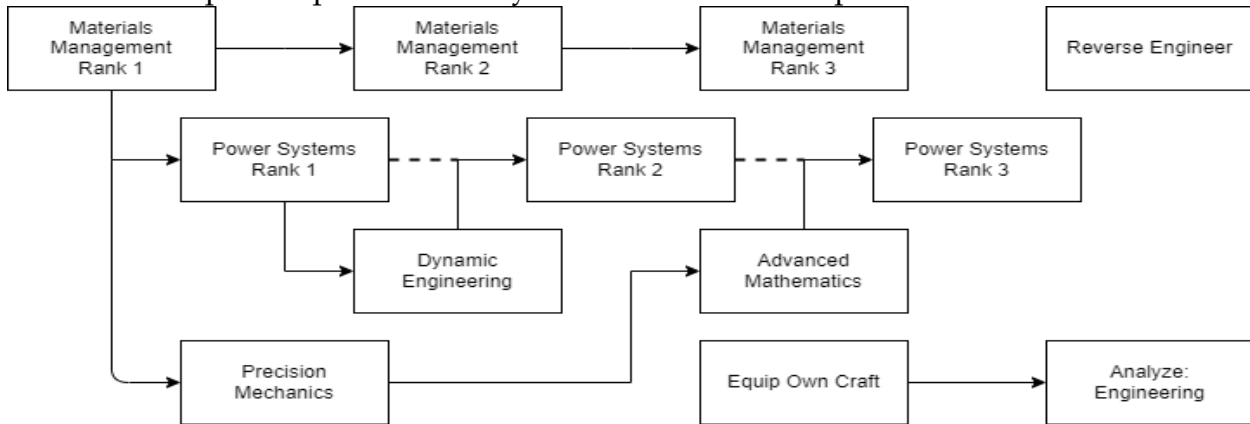
This skill allows you to create and mold plastics and other synthetic materials.

Recipe: 1 Glycerine + 1 Raw Methanol + 1 Lubricant = Plastic

Engineering

Originally seen as capturing lightning in a bottle by the survivors of Thislan, many relics from Janeth Prime - and new inventions from the scientifically minded of Mirhanan - require electricity to run. Some engineers work backward to unlock the knowledge contained in rare pieces of old Janeth Prime. Others invent designs and build machines unique to Mirhanan. Making batteries, harnessing solar power, and

even creating servo motors are possible with this discipline. Although Engineers draft designs for complex inventions, they rely heavily on the other crafting disciplines to make the component parts necessary to assemble the final product.



Φ Equip Own Craft: Engineering, 20 CP [Multiple, Increase Per Purchase]

Usage: Between Events

The benefit of crafting an item means you already know what makes it tick. Whether it be magical or technological, you could teach anyone how to use it properly. For each purchase of Equip Own Craft, you may Detect/Attune or Classify/Train an item you have created between games. The target does not need to be you.

Φ Analyze: Engineering, 40 CP [Single Purchase]

Prerequisite: Equip Own Craft

Your skill in studying the workings of your own crafts has broadened to see the same tricks and methods in other works in your field. This skill allows you to discover any properties of an Engineering-based item between events. If the item is a piece of Equipment, you can use Equip Own Craft to Detect/Attune or Classify/Train it to yourself or another. At check out, the item must be turned in and the appropriate form completed.

Φ Classify/Train, 40 CP [Multiple, Increase Per Purchase]

Your knowledge of tools and crafting makes you capable of recognizing different tools and tech pieces, as well as providing the training one needs to use it. When you purchase this skill, you will receive a partial decoder for deciphering the tool codes written on yellow stickered items. Additional purchases will gain you more of the decoder. You have unlimited use of the decoder during an event.

You may also use this skill between games to either Classify additional properties of a tool or Train one player to use the item. Training will also grant you the Classify information. To use this skill, turn in the item at check-out and fill out the Classify/Train form. You may perform one Classification or Training per purchase per event. At the start of next event, you (and the Training target player) will receive information about the item. Once Trained with an item, a player can use it. Be warned, use of this skill in either of the two between game modes could result in negative results if the item isn't crafted properly.

Φ Reverse Engineer, 40 CP [Single Purchase]

Allows you to deconstruct and reclaim components from an engineered device, or enhance attempts to figure out how to replicate the device. Your yield will depend on what other engineering skills you have.

Φ Materials Management, 20 CP [Multiple, Increase Per Purchase, Max 3]

Your knowledge of raw goods allows you to implement them in the most efficient ways to achieve the most advantageous outcome. With each purchase of this skill, you gain access to utilizing the raw materials in your designs for purposes included.

- Tier 1: Base Materials - You understand that base metals can be used for cases, plating, and gears, while copper can be implemented in multiple facets, including wire or other means of electrical or thermal transference. You can craft items with Iron, Steel, Lead, Aluminum, and Copper.

Recipe: Needleless Syringe = 2 Steel Ingots + 1 Aluminum Ingot

- Tier 2: Glass and Ceramics - You have learned that glass can be used to enhance lighting and scopes, and go beyond simple lenses for complex effects. Ceramics can provide such things as heat shielding and impact resistant plates. You can now craft items that include Glass and Ceramic materials.

Recipe: Solar Still = 3 Copper Ingots + 3 Glass + 1 Aluminum Ingot

- Tier 3: Specialized Materials - Knowledge of the properties of gold, silver, and alloys, as well as synthetic materials such as plastic, and other exotic materials allows you to create specialty casings, prosthetics, and protective shields. With the right combination of supplies, you can even create basic circuit boards. You can now craft with any sort of IG materials available.

Recipe: PCB (Printed Circuit Board) = 1 Silicon + 1 Copper Wire + 1 Plastic

Φ Precision Mechanics, 30 CP [Single Purchase]

Requires: Rank 1 Materials Management

Better abilities, tools, and machinery make for better options and results.

With this skill, you can engineer higher grade devices, using more refined components, such as basic guns.

Recipe: Manual Winch Elevator = 1 Copper Ingots + 3 Steel Ingots + 2 Planks + Lubricant

Φ Advanced Mathematics, 40 CP [Single Purchase]

Requires: Precision Mechanics

This skill allows for determination of proper gear ratios, trajectory, load bearing, and calculations required to ensure the safety and success of a complex piece. With this skill, you can engineer more fine-tuned and complicated parts, creating things such as delicate electronics and automatic weapons.

Recipe: Automatic Medical Dispenser = 1 Basic Power Cell + 1 Glass + 1 PCB + 2 Steel Ingot + 1 Synthetic Conductor + 1 Plastic

ΔΦ Power Systems, 20CP [Multiple, Increase Per Purchase, Max 3]

With this skill, a person can craft items and devices of increasing complexity and quality that can produce and consume Power Units for technological needs.

- Tier 1: Disposable
(Prerequisite: Materials Management) –
You can make simple batteries and similar single use power cells.
Recipe: 3 Basic Power Cells = Lead Ore + Copper Ore + 1 Vial of Acid
- Tier 2: Consumptive
(Prerequisite: Dynamic Engineering) –
You can create fuel-based power systems, like generators and motors.
Recipe: Stirling Engine = 3 Steel Ingots + 2 Copper Ingots + 1 Aluminum Ingot + Coolant
- Tier 3: Regenerative
(Prerequisite: Advanced Mathematics) –
You can create renewable or long-lasting power systems like solar, nuclear, and rechargeables.
Recipe: Small Solar Cell = 1 PCB + 1 Silver Wire + 2 Silicon + Phosphorous

Φ Dynamic Engineering, 40 CP [Single Purchase]

Prerequisite: Power Systems (Tier 1)

This skill allows you to design and craft items with fine control electrical motors and similar complex mobility parts. A power source is required in order to operate the motor within.

Recipe: Basic Mechanical Limb = 1 Basic Power Cell + 2 Aluminum Ingots + 1 Steel Ingot + 2 Copper Wire

Farming

While many things can be automated these days, the skills to work the land remain necessary for the life of any society. Farming doesn't stop at raising crops and cattle though. Knowing how to properly prepare food and brewing come heavily into play. Anyone can grill a steak without reducing it to a charred mess or fumble their way through baking hard tack, but to prepare a meal that everyone will remember takes talent.

Ω Harvest, 20 CP [Multiple, Increase Per Purchase, Max 3]

You work the fields day in and day out, growing seasonally appropriate crops. For each purchase of this skill, you receive 3 Produce at check-in.

ΩΦ Agriculture, 40 CP [Multiple, Increase Per Purchase]

Prerequisite: Harvest

Your skill at growing crops allows you to raise and harvest specific types of components that require special care to grow. For each purchase of this skill, choose a Field Type to cultivate: Plant, Animal, or Insect. To start raising a new crop in a Field,

turn in an appropriate component to seed your Field at check-out. You will never need to turn a component as a starter seed more than once. At check-in, you will receive 1-5 matching components as part of your harvest. The first Harvest from a Field will always be lower, as you establish the crop.

Until you choose to start a new crop in that Field, it will continue to yield the same harvest. You may choose to re-seed a Field at any time by turning in a new component appropriate to the Field Type at checkout, or declare the change to a component you have previously grown.

E.g. Farmer Bob has Five purchases of Agriculture, Two Plant, Two Animal, and One Insect. If he buys another, he must pick whether he can now have either a 3rd Plant, or 3rd Animal, or a 2nd Insect Field per event.

ΔΦ Tea Preparation, 40 CP [Multiple, Increase Per Purchase, Max 3]

Using known recipes, you can brew a cup of tea using plant components. Each purchase of this skill grants you the ability to use different varieties and blend more complex teas. In order to prepare a tea, you must spend 5 minutes roleplaying its preparation and must be “consumed” immediately or the effect is lost. *If an actual drink to represent the finished tea is provided in game, a full ingredients list must be provided in case of food allergies.*

- Rank 1: Fresh Brew – The first purchase allows for tea preparation using known recipes, made on the spot with single ingredients.
Recipe: Mending Tea = Bloodberry
- Rank 2: Dried Teas – The second purchase allows for the preservation of components through the creation of a bag of tea using an in game crafted woven sachet. These items can be created between games with or without a recipe.
Recipe: Dried Tea = 1 Component + Tea Sachet
- Rank 3: Herbal Blends – The third purchase allows for the combination of two components to create new and varying experimentation of possible teas. These teas can only be created with a sachet between games as the herbs take time to dry and intermingle properly. Please note which component is the primary flavor and which is the accent at check-out (e.g. Bloodberry with Dew’s Kiss).
Recipe: Dried Tea Blend = 1 Primary Component + 1 Accent Component + Tea Sachet

Φ Brewing, 30 CP [Single Purchase]

You've lived off the land for so long, you can bottle drinks with minor effects. At checkout, turn in 1 Clean Bottle, 1 produce, and 1 component based on the recipe you intend to cook. You must provide a physical representation of the finished product (ex: juice, soda, etc) at the check-in next game, where you will get 4 effect tags that represent the brew’s potency. As people consume the brew, they are to take the tag and take the effect. Once the effect tags are gone, the brew no longer has any effect potency, but may still be consumed as a mundane commodity. A complete ingredients list must be

provided in-game in case of food allergies. Reminder: no alcohol is permitted, no matter how diluted.

Recipe: Old Jeb's Pick-Me-Up = 1 Clean Bottle + 1 Produce + 1 Bloodberry

Φ Culinary Art, 30 CP [Single Purchase]

You've learned to use your crops to cook foods with minor effects. At checkout, turn 2 produce and 1 component based on the recipe you intend to cook. You must provide a physical representation of the finished product (ex: cookies, candies, etc) at the check-in next game, where you will get a number of effect tags (at least 1) 3 effect tags that represent the food's potency. As people consume the food, they are to take the tag and take the effect. Once the effect tags are gone, the food no longer has any effect potency, but may still be consumed as a mundane commodity. A complete ingredients list must be provided in-game in case of food allergies.

Recipe: Perky Cookies = 2 Produce + 1 Wakesweet

Δ Down Home Cooking, 50 CP [Multiple, Non-Increasing]

Prerequisite: Culinary Art

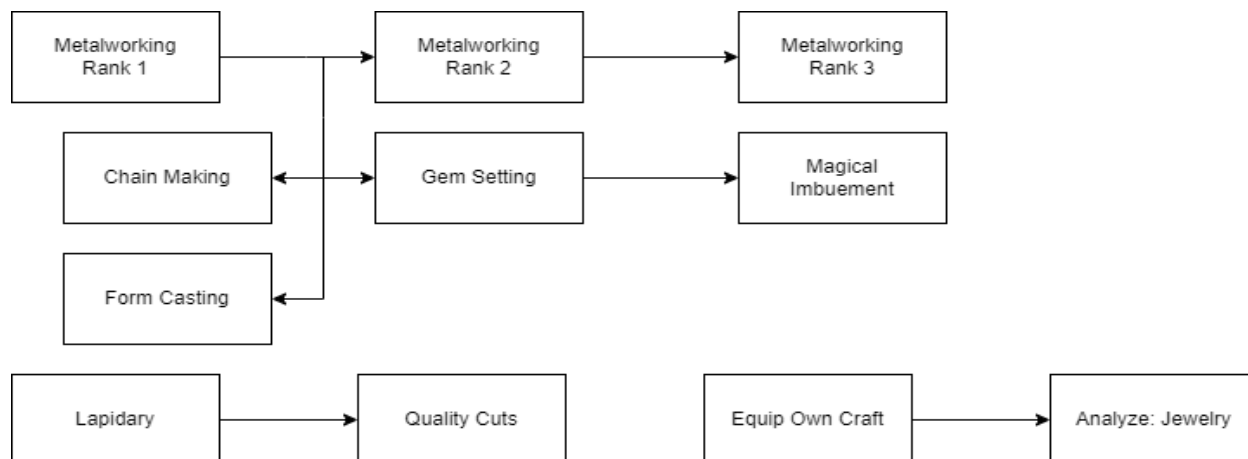
Your fondness for an elaborate, well complimented meal has you preparing an in-game meal using components and end products from Brewing and Culinary recipes. Once per event, you can make a meal that can feed up to 5 people per purchase of this skill. The first rank lets you use 2 Recipes in the meal, and this number increases by 1 for every subsequent purchase. Each Recipe used can be either a complete End Product from Brewing or Culinary Arts (all 3 Culinary tagged goods or a bottle with all 4 Brewing Tags) or the components to create a Recipe you know. The effects of each of these Recipes are given upon the chosen diners after spending 10 minutes partaking in the meal.

E.g. With one purchase, you can cook for 5 people and use 2 Recipes/Brews/Foods and each of those 5 people receive all of the effects. With three purchases, you would be able to cook for 15 people and use 4 Recipes, all participants receiving the total effects of all of them.

You must provide a real meal in game (sandwiches and sides, stew and rice, etc) to represent the finished product, whether prepared yourself or purchased from a store. The items must be fully cooked or edible raw; we cannot provide a kitchen or cooking equipment. A microwave might be available to heat before serving if needed. A complete ingredients list for each item must be provided in-game in case of food allergies.

Jewelry

Much like ravens and crows, humans just can't seem to get enough of shiny things. The jeweler learns the art of cutting gems and setting the stones in precious metals. It is said that those who master the art of making jewelry know the right combination of metal and stone to fabricate items of lasting power.



Φ Lapidary, 20 CP [Multiple, Increase Every 5 Purchases]

Cutting gemstones into jewels is a delicate and expensive art.

This skill allows you to cut two gems per purchase between events.

ΔΦ Quality Cuts, 30CP [Multiple, Non-Increasing, Max 3]

Prerequisite: 3 Purchases of Lapidary

As your skill in cutting gemstones improves, you learn tricks to make your efforts quicker and more fruitful. Each purchase of this skill grants you one of the following abilities. You must state which one you are taking upon purchase:

- Quick Cut: With 5 minutes of roleplay, you may use Lapidary as an in-game crafting action. Uses of Lapidary done during the event count towards the uses available to you after the current event.
- Frugal Cut: Each time you cut a raw gem with Lapidary (either between games or with Quick Cut), you receive 1 or 2 nibs of the appropriate type.
- Split Cut: Using Lapidary, you may choose to cut a large gemstone into two small cut gemstones, or a small gemstone into three nibs.

Φ Equip Own Craft: Jewelry, 20 CP [Multiple, Increase Per Purchase]

The benefit of crafting an item means you already know what makes it tick. Whether it be magical or technological, you could teach anyone how to use it properly. For each purchase of Equip Own Craft, you may Detect/Attune or Classify/Train an item you have created between games. The target does not need to be you.

Φ Analyze: Jewelry, 40 CP [Single Purchase]

Prerequisite: Equip Own Craft

Your skill in studying the workings of your own crafts has broadened to see the same tricks and methods in other works in your field. This skill allows you to discover any properties of a Jewelry-based item between events. If the item is a piece of Equipment, you can use Equip Own Craft to Detect/Attune or Classify/Train it to yourself or another. At check out, the item must be turned in and the appropriate form completed.

Φ Metalworking, 20 CP [Multiple, Increase Per Purchase, Max 3]

The simplest of pieces are solid metal, though no less stunning. Each purchase of this skill allows you to create jewelry out of pure metals. These items will have an in-game value code and are lootable.

- Rank 1: Copper, Aluminum, Iron and Steel
- Rank 2: Silver, Gold, and Lead
- Rank 3: Alloys and Exotics

Δ Chain Making, 20 CP [Single Purchase]

Prerequisites: Metalworking

Using your skills, you can pull wire and make fine chains from it, suitable for the finer pieces of jewelry. Purchasing this skill gives you the ability to pull copper, iron, and steel. Using other materials requires the proper Ranks in Metalworking (e.g. You would need Metalworking Rank 2 to pull silver into wire for chain).

Recipe: 1 Copper Ingot = 2 Copper Wire

Φ Form Casting, 30 CP [Single Purchase]

Prerequisite: Metalworking

This skill allows you to prepare and use a mold for metal casting. The size of the finished casting will determine the amount of materials needed. Purchasing this skill gives you the ability to cast with copper, iron, and steel. Using other materials requires the proper Ranks in Metalworking (e.g. You would need Metalworking Rank 2 to cast with silver). These items will have an in-game value code and are lootable.

Recipe: Ring Mold = 1 Clay + 1 Glass + 1 Charcoal

Φ Gem Setting, 30 CP [Single Purchase]

Prerequisite: Metalworking

With this skill you are able to create copper, iron and steel mounts to set gems into jewelry and other objects. Purchasing this skill gives you the ability to set gems into copper, iron, and steel. Using other materials requires the proper Ranks in Metalworking (e.g. You would need Metalworking Rank 2 to set gems into silver). These items will have an in-game value code and are lootable.

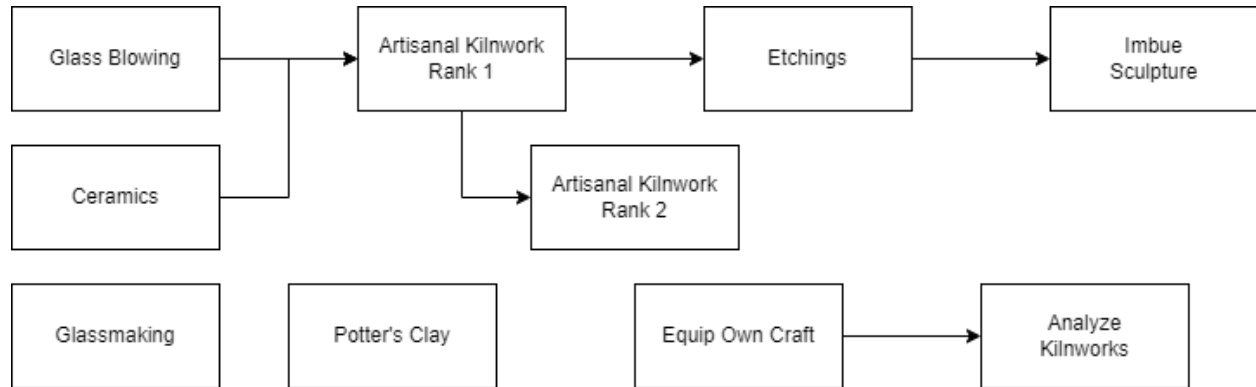
Φ Magical Imbuement, 50 CP [Single]

Prerequisite: Gem Setting

You've mastered how to shape magic into your creations, allowing you to enchant them with spells, skills, and/or effects of greater potency and/or longevity. Special components may be required to house the most complex magics and more elaborate effects. A caster would need to provide the spells and power for magical or divine items; however the collaborating caster does not need to have Enchant Item purchased to support this skill.

Kilnworks

Glass and ceramics can be high priority items, especially if there are alchemists and chemists around. More than vials though, glass can be used to create things from lenses to green houses. Ceramics can be used to create vessels with extreme heat tolerances for forge and iron works.



Ω Glass Making, 20 CP [Multiple, Increase Per Purchase, Max 3]

With this skill you receive 3 pieces of raw glass at check in.

Ω Potter's Clay, 20 CP [Multiple, Increase Per Purchase, Max 3]

With this skill you will receive 3 pieces of clay per rank at check in.

Φ Equip Own Craft: Kilnworks, 20 CP [Multiple, Increase Per Purchase]

The benefit of crafting an item means you already know what makes it tick. Whether it be magical or technological, you could teach anyone how to use it properly. For each purchase of Equip Own Craft, you may Detect/Attune or Classify/Train an item you have created between games. The target does not need to be you.

Φ Analyze: Kilnworks, 40 CP [Single Purchase]

Prerequisite: Equip Own Craft

Your skill in studying the workings of your own crafts has broadened to see the same tricks and methods in other works in your field. This skill allows you to discover any properties of a Kilnwork-based item between events. If the item is a piece of Equipment, you can use Equip Own Craft to Detect/Attune or Classify/Train it to yourself or another. At check out, the item must be turned in and the appropriate form completed.

ΔΦ Ceramics, 30 CP [Single Purchase]

Ceramics have a higher heat tolerance and structural integrity than glass vessels, making them an ideal alternative method for vessel crafting (ex: potions vials, explosive casings). Their applications vary greatly compared to glass, permitting more elaborate constructions to become possible.

Recipe: 5 Vials/2 Bottles = 2 Clay + 1 Fuel

ΔΦ Glass Blowing, 30 CP [Single Purchase]

While most glassblowers make their money forming raw glass into vials or bottles, a clever crafter can create blown glass creations of temporal beauty, investigative scientific purposes, and technological advancement.

Recipe: 5 Vials/2 Bottles = 2 Glass + 1 Fuel

Φ Artisanal Kilnwork, 40 CP [Multiple, Increase Per Purchase, Max 2]

Prerequisite: Glass Blowing OR Ceramics

Knowledge of the kiln and how to properly time the administration of heat to your craft is just as integral as the shaping of the glass or ceramic themselves. With each purchase of this skill, you can create more refined items:

- Rank 1: Refined Crafting – If you have Glassblowing, you can produce panes and other delicate materials in their creations. If you have Ceramics, you can implement specialized clay materials.

Glasswork Recipe: Lantern = 2 Glass + 1 Fuel + 1 Metal Ingot

Ceramics Recipe: 3 Explosive Casings = 1 Combat Ceramic + 1 Fuel

- Rank 2: Delicate Arts – If you have Glassblowing, you can now grind lenses and produce optical-grade materials. If you have Ceramics, you can now produce medically and mechanically refined options.

Glasswork Recipe: Basic Glasses = 2 Glass + 1 Diamond Nib + 1 Metal Ingot

Ceramics Recipe: Ablative Armor Plate = 2 Combat Ceramics + Alumina

Δ Etchings, 40 CP [Single Purchase]

Prerequisite: Artisanal Kilnwork

With this skill, a crafter can use powdered gemstones to imbue an object with an enhancement that can be used once. You use the component materials and the design of your work to convince ambient magic to remain with the object. However, your skill is limited to a one use of a simple spell or skill that expires at the end of the event.

Materials will vary depending on the size of the item you are crafting and the spell or skill to be stored.

Recipe: Arcane Eye = 1 Pair of Glasses + 1 Small Cut Amethyst

Φ Imbue Sculpture, 50 CP [Single Purchase]

Prerequisite: Etchings

You've mastered how to shape magic into your creations, allowing you to enchant them with spells, skills, and/or effects of greater potency and/or longevity. Special components may be required to house the most complex magics and more elaborate effects. A caster would need to provide the spells and power for magical or divine items; however the collaborating caster does not need to have Enchant Item purchased to support this skill.

Metallurgy

No one would be able to work metals if not for those who know how the metals are made. From mining and refining ores to blending alloys and drawing wire, the metallurgist making something useful out of the raw materials Mirhanan provides.

Ω Mining, 20 CP [Multiple, Increase Every Purchase, Max 3]

This skill allows you to locate and extract basic iron, lead, and aluminum ores from the ground. With each purchase of this skill, you gain access to a new rank. At check in, you may exchange 2 iron ore for 1 lead or aluminum ore.

- Rank 1: You receive 3 pieces of iron ore.
- Rank 2: You receive 3 additional pieces of iron ore, for a total of 6 iron ore.
- Rank 3: You receive a total of 6 pieces of iron ore, and 2 of your choice of Aluminum and Lead.

Ω Mining: Gems, 40 CP [Multiple, Increase Every Purchase, Max 3]

Prerequisite: Mining Rank 2

You have a sharp eye for finding gemstones in the mines. With each purchase of this skill, you receive 2 random raw gems at check in.

Ω Mining: Noble, 40 CP [Multiple, Increase Every Purchase, Max 3]

Prerequisite: Mining Rank 2

At check in, you can choose to receive either: 2 random pieces of copper, silver, or gold ore OR one specific noble ore component of your choice. You may make this decision once per purchase of the skill.

Δ Wire Drawing, 20 CP [Single Purchase]

Not all projects require brute force and solid objects. Flexibility can be key to small tasks.

This skill allows you to create spools of wire from an ingot.

Recipe: 2 Wire = 1 Ingot

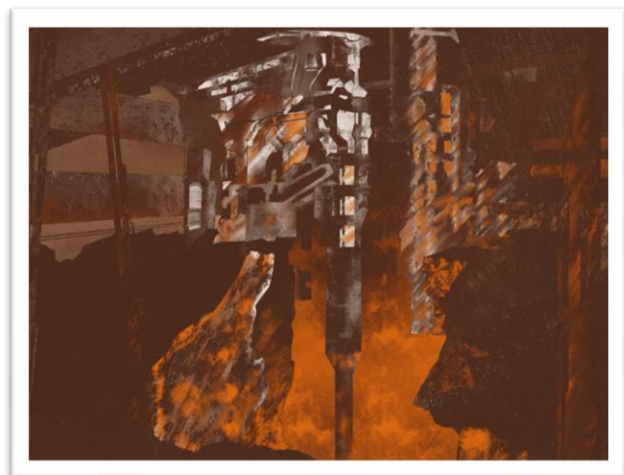
Δ Refine, 20 CP [Single Purchase]

This skill allows you to refine ore into pure ingots, used in crafting of all sorts. For most ingots, it takes 2 of an ore plus one Fuel to smelt it. Iron Ingots tend to be no better than the ore itself when put to use, so it typically has carbon added to make the much more useful Steel Ingot.

Recipe: Steel Ingot = 2 Iron Ore + 1

Charcoal + 1 Fuel

Other Ingots = 2 Ore + 1 Fuel



Δ Alloy, 50 CP [Single Purchase]

Prerequisite: Refine

With this skill you can learn and use Recipes to create alloys in tune with the powers of Mirhanan. While typically composed of two types of metals, some alloys require other additives such as gems or components. You will need to find a skilled master to teach you these combinations, or discover them yourself.

Φ Reclaim, 50 CP [Single Purchase]

Prerequisite: Alloy

This skill allows you to deconstruct crafted items to salvage metal components. Any nonmetallic items are lost in this process. You may deconstruct one item per event, between events. Turn in the item to be deconstructed at check out.

Φ Equip Own Craft: Metallurgy, 20 CP [Multiple, Increase Per Purchase]

The benefit of crafting an item means you already know what makes it tick. Whether it be magical or technological, you could teach anyone how to use it properly. For each purchase of Equip Own Craft, you may Detect/Attune or Classify/Train an item you have created between games. The target does not need to be you.

Φ Analyze: Metallurgy, 40 CP [Single Purchase]

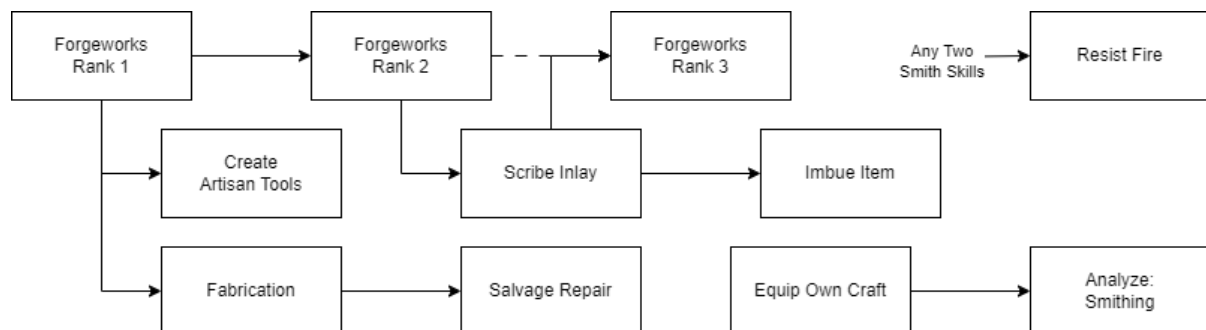
Prerequisite: Equip Own Craft

Your skill in studying the workings of your own crafts has broadened to see the same tricks and methods in other works in your field. This skill allows you to discover any properties of a Metallurgy-based item between events. If the item is a piece of Equipment, you can use Equip Own Craft to Detect/Attune or Classify/Train it to yourself or another. At check out, the item must be turned in and the appropriate form completed.

Φ Form Casting, 30 CP [Single Purchase]

This skill allows you to prepare and use a mold for metal casting. Size of the finished casting will determine the amount of components needed. You must know how to produce or refine the metal you are using in the casting.

Smithing



While many think first of blades forged in fire and steel, the smith creates tools vital to day-to-day life: plows for the field, files and saws for woodworking, tools that other crafters need to work their wares. Of course, with a hot enough forge and the right alloys, who can say what new horrors can be unleashed in the shape of a blade made for war, or what kinds of protections could be pounded from the metal?

Φ Equip Own Craft: Smithing, 20 CP [Multiple, Increase Per Purchase]

The benefit of crafting an item means you already know what makes it tick. Whether it be magical or technological, you could teach anyone how to use it properly. For each purchase of Equip Own Craft, you may Detect/Attune or Classify/Train an item you have created between games. The target does not need to be you.

Φ Analyze: Smithing, 40 CP [Single Purchase]

Prerequisite: Equip Own Craft

Your skill in studying the workings of your own crafts has broadened to see the same tricks and methods in other works in your field. This skill allows you to discover any properties of a Smithing-based item between events. If the item is a piece of Equipment, you can use Equip Own Craft to Detect/Attune or Classify/Train it to yourself or another. At check out, the item must be turned in and the appropriate form completed.

Φ Forgeworks, 20CP [Multiple, Increase Per Purchase, Max 3]

Knowledge of the forge and how to properly time the administration of heat to your craft is just as integral as the shaping of the metals themselves. With each purchase of this skill, you learn how to properly work and craft with different metals for your pieces. These items will have an in-game value code and are lootable.

- Rank 1: Base Metals – You can forge an item out of iron, steel, lead and aluminum.
- Rank 2: Noble and Alloys – You can forge an item out of copper, gold, silver, and non-enchanted alloys.
- Rank 3: Enchantable Metals (Requires: Scribe Inlay) – You can forge an item using magical alloys that will hold an enchantment. The materials used will determine the type and duration of enchantment that can be placed on the item.

Φ Create Artisan Tools, 20 CP [Single Purchase]

Prerequisite: Forgeworks Rank 1

With enough time, metal, and the occasional forge mold, you can create tools, such as shears, hammers, shovels, lock picks, that can improve a craftsman's art by increasing their yield or decreasing crafting costs. Explaining the intent of the item will help in figuring out the resources needed to create it and the boon it will grant upon completion, if any. The more specific the intent, the more specialized the materials required to create the item. These items will have an in-game value code and are lootable.

Recipe: Gardening Shears = 1 Steel Ingot + 1 Leather

Φ Fabrication, 30CP [Single Purchase]

Prerequisite: Forgeworks Rank 1

With this skill, you can craft finer, more mobile components. These cut and shaped pieces allow you to make more refined mechanical devices, such as basic guns and machinery for motors. These items will have an in-game value code and are lootable.

Recipe: Steam Hammer = 4 Steel Ingots + 2 Copper Ingots + 2 Leather

Δ Salvage Repair, 20CP [Multiple, Increase Per Purchase]

Prerequisite: Fabrication

Sometimes all the material you need to get armor back into shape is already attached, it just takes a bit of motivation. You can forego the necessary ore to repair a piece of armor once an event, per purchase of this skill.

Δ Scribe Inlay, 40 CP [Single Purchase]

Requires: Forgeworks Rank 2

With this skill, a crafter can use powdered gemstones to imbue an object with an enhancement that can be used once. You use the component materials and the design of your work to convince ambient magic to remain with the object. However, your skill is limited to a one use of a simple spell or skill that expires at the end of the event. Materials will vary depending on the size of the item you are crafting and the spell or skill to be stored.

Recipe: Knockdown = 5 Amethyst Nibs + Copper Ore + Melee Weapon

Φ Imbue Item 50CP [Single Purchase]

Requires: Scribe Inlay

You've mastered how to shape magic into your creations, allowing you to enchant them with spells, skills, and/or effects of greater potency and/or longevity. Special components may be required to house the most complex magics and more elaborate effects. A caster would need to provide the spells and power for magical or divine items; however the collaborating caster does not need to have Enchant Item purchased to support this skill.

Resist Fire, 20 CP [Multiple, Increase Every 5 Purchases]

Prerequisite: Any two smithing skills.

Your time spent working in the extreme heat of the forge has given you the ability to shrug off Fire effects. For each purchase of this skill, you may resist a skill or ability with the word Fire in its call. State "Resist" to use this ability.

Textiles

The textile crafter is a magician of the crafting world, turning the roughest of raw goods into the most comfortable of garments. Traditional craftsmen can be found spinning wool, weaving cloth, and tanning leather hides for leather, whereas progressive tailors

utilize a myriad of synthetic components to create advanced canvases and vibrant dyes. These skill crafters take basic resources and create beautiful and useful apparel, many of which can take on magical or perhaps even technological properties in the right hands.

Φ Equip Own Craft: Textiles, 20 CP [Multiple, Increase Per Purchase]

Usage: Between Events

The benefit of crafting an item means you already know what makes it tick. Whether it be magical or technological, you could teach anyone how to use it properly. For each purchase of Equip Own Craft, you may Detect/Attune or Classify/Train an item you have created between games. The target does not need to be you.

Φ Analyze: Textiles, 40 CP [Single Purchase]

Prerequisite: Equip Own Craft

Your skill in studying the workings of your own crafts has broadened to see the same tricks and methods in other works in your field. This skill allows you to discover any properties of a Textile-based item between events. If the item is a piece of Equipment, you can use Equip Own Craft to Detect/Attune or Classify/Train it to yourself or another. At check out, the item must be turned in and the appropriate form completed.

Φ Dye Crafting, 50 CP [Single Purchase]

With an eye for color and a mind for effects, you can create dyes that make a garment more than just look good. By learning the appropriate recipes, you can turn raw components into dyes that can be used to imbue and enhance textiles with effects.

Recipe: Cloth Dye = Component + Soda Ash + Clean Vial

Δ Embroidery, 30 CP [Single Purchase]

Your skills at needlepoint allows you to embellish your textiles with intricate and meaningful designs. With properly prepared thread and the right components, these designs can enhance a textile for a single-use effect that expires at the end of the event. These items will have an in-game value code and are lootable.

Recipe: Embroidery Thread = 1 Thread + Goldenspark

Φ Leathercrafter, 40 CP [Single Purchase]

This skill allows you to craft finished items out of leather. These items will have an in-game value code and are lootable. Size of the finished item will determine the amount of components needed, but can be broken down into the following size categories:

- **Small:** These can generally fit in your hand. (ex: hat, gloves, dagger sheath, small (5x5x2) belt pouch)
- **Medium:** These items require more materials or are more difficult to create than small items. (ex: sword sheath (long or short), shirt, pants, flag)
- **Large:** These items are approximately large enough to cover a person. (ex: coat, jacket, jerkin, blanket, hammock, tablecloth)

Δ Spinning, 30 CP [Single Purchase]

Allows you to refine fibers from certain hides, plants, and synthetics to create thread. Thread created this way can then be woven into various types of fabrics.

Recipe: Thread = 2 Fur

Φ Tailor, 40 CP [Single Purchase]

This skill allows you to craft finished items out of cloth. These items will have an in-game value code and are lootable. Size of the finished item will determine the amount of components needed, but can be broken down into the following size categories:

- **Small:** Scarf, hat, pair of gloves, or similar sized item
- **Medium:** Pants, shirt, or similar sized item.
- **Large:** Dress or cloak, or similar sized item.

Δ Tanning, 30 CP [Single Purchase]

This skill allows you to process raw furs and hides and convert it to usable leathers. More unusual hides may require more unusual treatments.

You may attempt to harvest the hide, skin, chitin, or fibers of rare and esoteric creatures in-game to acquire more unusual forms of hide and thread with particular properties. When attempting this skill on a creature in game, state "Skinning #" with the # being your number of purchases of Skinning, and spend 1 minute of roleplay IF told you can proceed.

Recipe: 1 Leather = 1 Fur

ΩΔ Skinning, 20 CP [Multiple, Increase Every Purchase, Max 3]

This skill allows you to harvest the outer layers of animals in ways that yield useful materials. With each purchase of this skill, you receive 3 Furs at check in.

Δ Weaving, 30 CP [Single Purchase]

Training with a loom allows you to take thread and weave it into cloth. Depending on the types of thread used, special fabrics can be created.

Recipe: Cloth = 2 Thread

On Experimentation, Research, and Crafting

Between games, individuals seeking to increase their knowledge have two primary ways to go about this: Research and Experimentation. A character only has enough time to manage one Experiment along with any Research they may do, as the results are the fruits of their spare time between events. Research implements a more structured approach as a slower but more steadfast way to learn and grow, while Experimentation leans more heavily on intuition, material supply, and a willingness to take risks. Research and Experimentation are most commonly used for finding or creating new Recipes in a related field, designing or creating a new End Product, and looking into a topic for details useful to plot stories and planning.

Research comes in a myriad of subjects relating to the physical and metaphysical world. Since each purchase of the Research Skill represents the character's capability to maximize their efforts, a player can pursue as many paths of research as they've purchased. Research allows a character to delve into a topic, either through seeking prior knowledge or conducting their own studies, depending on the subject. Every purchase of Research in a field can be used separately, yielding more broad and generalized information on the number of subjects being pursued, or can be compiled onto one another to place more of your character's energy into digging deeper on a single subject. The latter can also be done with multiple fields of Research.

Experimentation is a higher risk-taking method, but the results tend to be more towards the extremes of good and bad. It has been fondly referred to as the 'Mess Around, Find Out' method from a real-world perspective. Experimenting is typically a more resource intensive method than Research, as the efforts are more destructive and/or creative, often consuming them in the process. However, experimentation yields more immediate results. Players in a time crunch may resort to this option to expedite their efforts for various reasons.

For example, if inspiration has struck you and you wish to try a recipe you feel should work, you can experiment to immediately make the prototype instead of Researching it first for any potential design flaws, provided you have all the materials needed to craft it. You can also experiment to explore the unknown, taking a higher risk to gain new knowledge. This method revolves more around in-game roleplay, by personally sampling a component to see what effects it might have in a Poultice or bottled concoction or Attuning/Training to a device without knowing its abilities or effects beforehand.

Results received from your efforts to Research or Experiment depends on a few factors.

1. **Resources** – Providing materials as a reference point for Research or as part of an Experiment can drastically alter the results of your investigation. These resources can be just about anything from components and props to Plot Card tags and written documents. Depending on how the resources are used, resources utilized may be lost, consumed, or sacrificed as appropriate to the process of using them. One doesn't do exploratory research on an organ and expect it to come out useful afterwards.
2. **Purchased Skills** – The skills your character knows and utilizes while Researching or Experimenting impacts a variety of aspects regarding the information you learn as a result of your endeavors. You can (and likely should) explicitly name the skills you intend to utilize as part of your process to make sure they are included as part of your efforts. This is not limited to just Research or Crafting Skills either; knowing how to Communicate with creatures might make it easier for a Farmer to Research what an animal crop might like to eat and

knowing how to Brew could make it easier for a crafter to build a new Alchemy or Chemistry tool.

3. **Procedure** – Characters should approach their explorations with a specific end result in mind, and express that end goal both at checkout and in their PELs. Procedure is all about intent; The more descriptive you are about the details you are seeking and the approach you're choosing to take, the easier it is for Cast to craft a response following your line of inquiry. Stating you wish you make a new hammer for a crafter friend will yield broad and vague results as it a carpenter's hammer is different from a jeweler's; whereas letting us know you wish to make a hammer to improve the mining yield of a Smith will get more concise ideas to help you move forward. This is the most important aspect of submitting a Research or Experimentation inquiry, so Cast doesn't make assumptions that might leave your efforts feeling wasted.

Your results can only be as bountiful as the effort put into the exploration, but we do want your efforts to bear fruit. This includes collaborative efforts, where multiple people work on the same subject as a group project, using the extra fields of knowledge to get more results. Be sure to include/reference all parties and their contributions when submitting these endeavors. There will be a group result that everybody learns, but each person will also likely get individual information that their expertise revealed to them. Collaboration is also often the way that more complicated items are crafted. Having a lead craftsman to orchestrate and submit such endeavors is highly recommended.

A note on the fields of Chemistry, Alchemy, and Farming, or other single-use consumable creations: Typically, these crafts require a Discovered Recipe to find guaranteed success between games and experimentation into a single, complex prototype takes up all of their between game time. However, crafts that produce consumed items like potions, pharmaceuticals, and edible food items are not limited to one experiment per game. They have the luxury to blindly experiment with as many components and procedures as the person has materials available to use. They are limited by their resources and the skills they have purchased. In exchange, these crafters won't know the end results of their experiments until the act of consumption. It is up to the crafter to discover and record the results through roleplay or skill purchases. However, the Research skill can be paired with these crafts to obtain that information!

Crafting Examples

Investigating a Found Prop

Pat is a very curious player, their character “Tinker Varin” having picked up a little bit of old-style crafting skills from all over the place, expressed with one purchase Cultural Studies: Wylds and one of Research in each: Smithing, Metallurgy, and Chemistry. While they would normally spend their between game time using each Research skill separately to explore a wide spread of curiosities in each field, looking for something interesting to make or use, this event they came across a unique looking dagger in a tomb. This is something worth putting focus into, and so Pat writes in their PEL’s between-games section:

“I am going to spend my time studying the weird dagger we got from the crypt mod. I want to know where it might have come from or who made it, what it’s made of, if this is a style I can copy, and what its purpose is supposed to be.

I’m putting in a use of Research: Metallurgy, Research: Smithing, Research: Chemistry, and Cultural Studies: Wyld. I have the dagger in my checkout inventory so I can study it directly, and I’m going to reach out to my Contact in the Underground to see if they can help find any clues as to what this tomb was all about. I also have the Metallurgist: Alloy skill in case the knife’s made of something special.”

Because they’ve approached this subject from multiple angles, the resulting information will be more comprehensive, though not every skill offered up will yield results. Chemistry didn’t have much impact on the making of this dagger, and so there wouldn’t be information to glean from that application of research. However, noting their skill in Alloys netted a name for the blended metal it was composed of that they likely wouldn’t have otherwise gotten. The exploration into Cultural Studies paired with their Underground Contact was able to get some information on some long-vanquished (or so it’s claimed to be...) Cult, whose elite agents used these as assassin’s daggers, and is made to hold multiple toxins to be used at the killer’s need. While Varin understands making Alloys through Metallurgist, but cannot Smith with them yet, they’re not able to get a recipe for this particular blade’s design. Instead, they did gain one within their skill set, a blade able to hold a double dose of one poison. Nor do they find any details about the magic lying within it, beyond it being enchanted for some reason, as they applied no research skills in magical fields.

It wasn’t everything Pat had hoped to get, but they got a bunch of hooks and details that Varin can use to further pursue information about the dagger. Now they know to reach out to their more deeply skilled Smithy friend to look into how to work the unique metal and if there might be any tricks or flaws to exploit. In doing so, the Smithy learns about an interesting alloy they’d never heard of, something to Research on their own time with their own skills. Pat would also be wise to find someone magically inclined, who can Detect / Attune or Research: Magic to study further magical secrets in the artifact, before it sinks its fangs into the unsuspecting Tinker!

Investigating a New Component

Cardamom is a character devoted to the culinary arts, and has just come into a supply of an unusual fruit component they've never seen before. They're not sure if it's good for consumption, so they devote all their time into finding out every little detail about this odd purple berry. Their player writes:

"I am putting all three ranks of Research: Farming into studying this weird fruit. I've got Agriculture, Cooking, Brewing, and Tea Making. I want to know what I can make with it. I've got three of the fruits to work with in my check out bag, and I have the produce and bottle in my bank account to craft them up."

Because there's only a broad direction given (namely in looking for crafting results), these results will be appropriately broad. Cardamom won't get the detailed Horticulture and crafting results, such as what makes it grow better or the Aspect it best expresses, without a more precise effort into their Research. However, since they're not just blindly crafting the item into a consumable, but pairing it with Research, they aren't just going to get three unopened Cooking tags and four Brewing tags at the start of the event. At check in, Cardamom's character sheet will note the Recipes and the effects for what this fruit makes as a Cooked Item, a Brew, and a Tea.

Inventing a New End Product

The character, Shreya Zinat, wants to create a device that helps their more firearm-inclined friends introduce attackers to the flavor of the ground. They've got a crazy idea on how to make a gun deliver a boosted kinetic impact to knock people off their feet using explosive force. In their PEL, they write:

"I'm going to Experiment and make a prototype gun that gives the user the ability to use Knockdown. I figure that if the power in a whole vial of gunpowder is enough to give twenty bullets their firing speed, then the whole vial can be used to add a major boost to the muzzle speed of a single bullet, and even if that means the round breaks apart, the transfer of force should be able to bring a target down for a little bit."

I've got Forgeworks: Rank 2 and Fabrication, and my Engineer friend (Spanner) will be helping put it all together for me as a collaboration effort, they'll say what skills they're chipping in. In my bag, I have a list of materials I'm making it all with and how they're being used, and I've marked which supplies are in the bag and which are in the bank."

This is a risky creation, especially with no Research into stress-testing such a method, but it will bear fruit as Fabrication allows them to make basic guns. In the end, Shreya gets a gun that can inflict Knockdown for the cost of loading it with a vial of gunpowder. Because this is such an overpowered method to achieve this goal, it's also going to jam the gun for 10 seconds after being used like this where the player will need to roleplay 'clearing the chamber'.

Had Shreya (or Spanner) Researched their design idea beforehand, they may have gotten a different direction, such as using a pressurized air chamber to add the boost. The end result would have had no drawbacks, but would have also been a 1 use/Event device.

In the end, Shreya can now make this design with the recipe they prototyped. They could rest on their laurels there, or keep pursuing how to refine the idea with Research or more Experiments to figure it out with trial and error.

Investigating a Plot

Clarion is an Alchemist of some skill, but wants to make a name for themselves. A strange affliction that's left people weak has been circulating the Colony, and folks are desperate for a solution. The Alchemist doesn't have a solution, but is willing to look into it. They write in their PEL:

"I have a use of Research: Alchemy. I will use it to work on finding out if there's a mixture that can remove the weakness illness when taken.

My checkout bag has three components (____,____, and ____) that I know have bolstering, strengthening, and cleansing Aspects, respectively. I want to put them towards the Research effort to see if they might be useful in any combination or with another substance. Even if I'm not on the right track with these, getting some direction towards a solution is useful."

The next event's character sheet has the response: "Your pursuits seem to be on the right track with the Strengthening Aspect. A Distillation of that component combined with something that has the Aspect of Adaptation would make a shield against the weakness symptoms. It will take a more clinical application of these substances to remove the affliction once it's set in, though."

The end goal Clarion is looking for is a complicated matter, and so one use of Research isn't quite enough to reveal the exact recipe needed. The addition of components to be consumed in the effort bolstered the result, letting Clarion know exactly what procedure to use on the Strengthening component, as well as narrowing down what the other needed component is. Now they need to figure out which procedures' products it takes to mix into a Weakness Shield. An ounce of prevention is worth a pound of cure, after all, but sharing or trading the knowledge to a Chemist or Medical Specialist might be a profitable endeavor. Perhaps together, they could solve the conundrum.

Beginning Spell Lists: The Schools of Magic

Starting a new character, you gain access to one of the Schools of Magic when you first purchase the Mana skill. An additional school may be purchased as a basic skill. Advanced skills may allow you to learn even more outside of that. Listed below are the beginner level spells for each school. You may choose starting incantations from the Schools of Magic you have access to during character creation only.

You will find a complete list of all the spells available to the Schools of Magic in the appendix. The Lexicon provides definitions for magical calls, effects, and casting methods. An explanation of how spells work is provided in the Magic section.



Earth

Focused on protection, the school of Earth is densely packed with spells that are defensive in nature. Shields are the Earth wielder's specialty and there are few attacks they can't stand against.

Bark Skin

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

Balanced Stance

Prerequisite: Stone Helm

Cost: 1 Mana

Delivery: Self Only

Incantation: Earth, Shield Against

Knockdown or Push

Resist the next Knockdown or Push effect

Mire

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Snare

Resist Earth

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Earth

Resist Fire

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Fire

Resist Water

Cost: 2 Mana

Delivery: Touch

Incantation: Earth, Shield Against Water

Resist Wind

Delivery: Touch

Cost: 2 Mana

Incantation: Earth, Shield Against Wind

Scree

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Push

Secure

Cost: 1 + X Mana

Delivery: Touch

Incantation: Earth, Secure

Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the caster or the Pry spell.

Strengthen Bones

Cost: 1 Mana

Delivery: Touch

Incantation: Earth, Shield Against Maim

Stone Blast

Cost: 1 Mana

Delivery: Packet

Incantation: Earth, Damage 1

Stone Helm

Cost: 1 Mana

Delivery: Touch

Incantation: Earth, Shield Against

Slumber

Fire

The destructive nature of Fire lends itself well to forcefully removing obstacles from its path. Those interested in an offense-oriented mage tend to find themselves attuned to the flames.

Awaken

Cost: 1 Mana
Delivery: Touch
Incantation: Fire, Remove Slumber

Blinding Smoke

Cost: 1 Mana
Delivery: Packet
Incantation: Fire, Snare

Charred Exterior

Cost: 1 Mana
Delivery: Touch
Incantation: Fire, Shield against Pain

Cleansing Fire

Cost: 1 Mana
Delivery: Touch
Incantation: Fire, Remove Poison, Pain

Flame Strike

Cost: 1 Mana
Delivery: Packet
Incantation: Fire, Damage 1

Heat Weapon

Cost: 2 Mana
Delivery: Packet
Incantation: Fire, Disarm [right/left] hand.

Pain

Cost: 1 Mana
Delivery: Packet
Incantation: Fire, Pain

Ignite Forge

Cost: 2 Mana
Delivery: Touch
Incantation: Fire, Ignite Forge
Removes the need for a Fuel component for kilnworks and metal works for a single crafted recipe. Alternatively, this spell can be used as part of checkout with a crafter. If this method is used, you start the next event with a reduced mana pool equal to the number of times you "cast" this spell as part of checkout.

Pry

Cost: 1 + X Mana
Delivery: Touch
Incantation: Fire, Remove Secure.
Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.

Resist Fire

Cost: 2 Mana
Delivery: Touch
Incantation: Fire, Shield Against Fire

Smokescreen

Cost: 2 Mana
Delivery: Touch
Incantation: Fire, Shield Against Melee

Sudden Sparks

Cost: 1 Mana
Delivery: Packet
Incantation: Fire, Push

Water

The fluidity of Water, and its ability to take the form of whatever vessel holds it, lends this school a lot of utility. While it lacks the same focus as the other schools of magic, it does lend itself well to filling in gaps.

Awaken

Cost: 1 Mana
Delivery: Touch
Incantation: Water, Remove Slumber

Brace of Ice

Cost: 1 Mana
Delivery: Touch
Incantation: Water, Shield Against Maim

Cold Water

Cost: 1 Mana
Delivery: Touch
Incantation: Water, Remove Charm

Fluid Grace

Cost: 1 Mana
Delivery: Touch
Incantation: Water, Shield Against Magical Bonds
This shield protects against Bind, Snare, Paralyze and Petrify effects.

Freeze Limbs

Cost: 1 Mana
Delivery: Packet
Incantation: Water, [Bind, Snare]

Frost Dagger

Cost: 2 Mana
Delivery: Touch
Incantation: Water, Quick Death
May only be used on an unconscious or immobile target.

Ice Dart

Cost: 1 Mana
Delivery: Packet
Incantation: Water, Damage 1

Resist Fire

Cost: 2 Mana
Delivery: Touch
Incantation: Water, Shield Against Fire

Resist Water

Cost: 2 Mana
Delivery: Touch
Incantation: Water, Shield Against Water

Crushing Depths

Cost: 1 Mana
Delivery: Packet
Incantation: Water, Pain

Slow Poison

Cost: 2 Mana
Delivery: Touch
Incantation: Water, Reset Poison Counter
Resets the target's Poison Count to 5 minutes.

Weakness

Cost: 2 Mana
Delivery: Packet
Incantation: Water, Weakness

Wind

Colloquially known as the School of Motion, Wind is all about controlling movement and direction. Need a path cleared? Need to silence a pesky spell caster? Need to get your friends free of pesky binding magics? The Wind is at your back.

Bind

Cost: 1 Mana
Delivery: Packet
Incantation: Wind, Bind

Disarm

Cost: 1 Mana
Delivery: Packet
Incantation: Wind, Disarm [right/left] hand.

Entangle

Cost: 1 Mana
Delivery: Packet
Incantation: Wind, Snare

Gust

Cost: 1 Mana
Delivery: Packet
Incantation: Wind, Push

Lightning

Cost: 1 Mana
Delivery: Packet
Incantation: Wind, Damage 1

Pry

Cost: 1 + [X] Mana
Delivery: Touch
Incantation: Wind, Remove Secure
Allows you to remove a Secure [X] tag.
[X] is the number of mana you must expend to remove the tag.

Release

Cost: 1 Mana
Delivery: Touch
Incantation: Wind, Remove Magical Bonds
This spell cancels the effects of Bind, Snare, and Paralyze

Resist Push

Cost: 1 Mana
Delivery: Touch
Incantation: Wind, Shield Against Push

Resist Silence

Cost: 1 Mana
Delivery: Touch
Incantation: Wind, Shield Against Silence

Resist Wind

Cost: 2 Mana
Delivery: Touch
Incantation: Wind, Shield Against Wind

Spin

Cost: 1 Mana
Delivery: Packet
Incantation: Wind, Spin 5 Times

Sweep

Cost: 2 Mana
Delivery: Packet
Incantation: Wind, Knockdown

Bardic

This school of magic takes performance arts to a whole new level. Through the act of performing, be it song, spoken word, or a musical instrument, those who practice Bardic magic are able to inspire people to push beyond their normal limits. Unlike more traditional schools of magic, the duration of Bardic spells last until the Bard's performance comes to a close.

There are three Keywords specific to Bardic incantation:

- **Bardic Chain Touch** - A Bardic Mana spell with this delivery method allows for multiple targets to receive the effect of one Bardic Performance. All targets must be touched within sixty seconds of the start of the performance, and the caster must expend the casting cost again for each target after the first. This is different from the Chain Touch [X] delivery method which allows multiple targets per casting. The caster does not have to stand in place.
- **Performance** - A one minute performance required prior to finishing the incantation of a Bardic spell.
- **Extended Performance** - An ongoing performance after completion of a Bardic spell incantation. The effects of the spell last as long as the performance does, or until canceled as normal for that type of spell or effect, like with a dispel or silence. Other ways a spell may be cancelled are listed in the spell's description.

A Tempo

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Cure

Weakness

Ballad of Thislan

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Silence, Extended Performance

Caesura

Cost: 1 Mana

Delivery: packet

Incantation: Bardic, Snare, Extended Performance

Coda

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Last Rites

Perfect Performance

Cost: 1 Mana

Delivery: Self Only

Incantation: Bardic, Shield Against Silence

If you are targeted with Silence while performing a Bardic spell, you may state "Resist" and continue your performance.

March of Alleviation

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Pain, Extended Performance

March of the Fortress

Cost: 1 Mana

Delivery: Bardic Chain Touch

Incantation: Bardic, Barrier against Terror, Extended Performance

Ossia

Cost: 1 Mana

Delivery: Self Only

Incantation: Bardic, Performance, Self-Sacrifice [Effect]

You cannot self-sacrifice damage, curses, other permanent effects, Weakened Soul Curses, Death or Final Death. You cannot transfer a status effect to yourself if you already are suffering that effect. You may not resist in any way the negative status effect that you have Self-Sacrificed. Once taken on, this effect may however be cured in any normal way.

Reprise

Cost: 1 Mana

Delivery: Touch

Incantation: Bardic, Performance, Bestow Karma

Sostenuto

Cost: 1 Mana

Delivery: Touch

Incantation: Bardic, Performance, Restore One Health

Sonnet

Cost: 1 Mana

Delivery: Packet

Incantation: Bardic, Pacify, Extended Performance

Tenuto

Cost: 2 Mana

Delivery: Touch

Incantation: Bardic, Performance, Increase Duration of next [Spell/Prayer] by Two Minutes

This cannot increase the duration of a Bardic spell.



Gravrad

Founded by PAG shortly after the Collapse, the Gravrad School draws on the ambient Radiation levels of the world and subverts the sciences into magic. Mainly focused on redistributing radiation and producing gravitational effects, the practitioners of this school have recently made discoveries that assist with the medicinal arts.

Decrease Gravitational Bond

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrad, Reduce Weight by [X], 10 Minutes

Reduces the weight of an object that requires multiple people to move by [X] for 10 minutes.

Diagnose Radiation Sickness

Cost: 1 Mana

Delivery: Touch

Incantation: Gravrad, Diagnose, What is your Radiation Count?

Gravitational Binding

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrad, Bind

Gravitational Jump

Cost: 2 Mana

Delivery: Touch

Incantation: Gravrad, Shield Against Trap

Gravitational Lock

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrad, Secure

Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the caster or a Pry spell.

Gravitational Snap

Cost: 1 + [X] Mana

Delivery: Touch

Incantation: Gravrad, Remove Secure
Allows you to remove a Secure [X] tag. [X] is the number of mana you must expend to remove the tag.

Increase Gravitational Bond

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrad, Snare

Lead Shielding

Cost: 2 Mana

Delivery: Touch

Incant: Gravrad, Shield against Gravrad

Radiation Burn

Cost: 1 Mana

Delivery: Packet

Incantation: Gravrad, Damage 1

Reduce Radiation

Prerequisite: Diagnose Radiation Sickness

Cost: 1 Mana

Delivery: Touch

Incantation: Gravrad, Reduce Radiation Count by 1

Thermal Coating

Cost: 2 Mana

Delivery: Touch

Incantation: Gravrad, Shield Against Fire

X-Ray

Cost: 1 Mana

Delivery: Touch

Incantation: Gravrad, Bestow Rapid

First Aid, 5 Minutes

If the target receives first aid in the next five minutes, they must inform the person performing it that it will only take half the amount of time.

Psionic

Mental manipulation and altering emotions are at the heart of those who practice Psionics. Shortcuts to making temporary allies aren't without their costs, but those of this school tend to find them worth it.

Communicate

Cost: 1 Mana

Delivery: Self Only

Incantation: Mind, Communicate, 5 Minutes

Allows you to instantly heal a maimed or broken limb from self. Does not increase Health.

Detect Psionic Influence

Cost: 2 Mana

Delivery: Touch

Incantation: Mind, Detect Psionic Influence

Allows you to ask the following questions:

- Are you Charmed?
- Are you Pacified?
- Are you Enthralled?
- Are you under the effects of Betrayal?

Mind Shield

Cost: 2 Mana

Delivery: Touch

Incantation: Mind, Shield against Mind

Minor Vision

Cost: 1 Mana

Delivery: Special

Incantation: Mind, Send Minor Vision

This spell allows you to give someone a prepared vision. The vision must be written out and can be no longer than 100 words. They will receive the vision the next time they sleep.

Entice

Cost: 1 Mana

Delivery: Packet

Incantation: Mind, Approach Me

Target is compelled to approach you.

The spell ends when they are within touching distance or they are attacked.

Pacify

Cost: 2 Mana

Delivery: Packet

Incantation: Mind, Pacify

Mend Limb

Cost: 2 Mana

Delivery: Self Only

Incantation: Mind, Remove Maim, instantly

Psi Strike

Cost: 1 Mana

Delivery: Packet

Incantation: Mind, Damage 1

Pain Shield

Cost: 1 Mana
Delivery: Touch
Incantation: Mind, Shield against Pain

Strength

Cost: 2 + [X] Mana
Delivery: Self Only
Incantation: Mind, Increase Strength [X]
This spell gives you the strength required to lift objects with a carry requirement of more than one person. For each Mana spent on top of the

costing cast, your strength is increased by 1 person.

Telekinetic Push

Cost: 1 Mana
Delivery: Packet
Incantation: Mind, Push

Terror

Cost: 2 Mana
Delivery: Packet
Incantation: Mind, Terror

Runic

Preparation goes a long way towards a successful encounter, and none are more prepared than those who know the Runes. Being able to set a spell in waiting for the perfect moment to use it, there is a Rune for almost every situation.

The Runic School of magic only has one delivery method, Drawn. The rune must be drawn on your target - preferably with an eyeliner pencil or something that is easily washed off - sometimes in a specific location.

To activate a Runic Barrier or Bestow, smudge the rune drawn on you and then state the incantation. To activate a Runic Aura or Shield, state the call and then smudge the rune as soon as safely possible (you do not need to pause combat for example).

Rune Magic ignores the standard rules for spell stacking, but this ability comes at a price.

- A target may have multiple runes of a single type cast upon them at a time.
- Only one Barrier may be active at a time.
- Only one Bestow may be active at a time.
- All runes expire at the end of the night and must be removed even if not activated.

The symbols for the runes will be provided in the final release draft of the rule book.

Mark of Rhan'on Para'de

Cost: 2 Mana
Delivery: Drawn
Incantation: Rune, Shield Against Earth, Fire, Wind, or Water

Mark of Ho'el Dis

Cost: 2 Mana
Delivery: Drawn
Incantation: Rune, Bestow Spell
Immediately after drawing this rune, another spell must be cast into it for holding.

Rune of Yu'no'di

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Bestow Karma

Rune of Blyn'Ther'dye

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Psionics

Rune of Uhn'lo Khet

Cost: 1 + X Mana

Delivery: Drawn

Incantation: Rune, Remove Secure
Allows you to remove a Secure [X] tag.
[X] is the number of mana you must expend to remove the tag.

Rune of Har'sit

Cost: 2 Mana

Delivery: Drawn

Incantation: Rune, Bestow Knockdown
Bestows the target with a single use of the combat skill call "Knockdown".

Rune of Nola'Go

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Disarm

Rune of Stae'dao'en

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Revenant

Rune of Y'yeet

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Bestow Push
Bestows the target with a single use of the combat skill call "Push".

Rune of Lohkt'itt

Cost: 1 + [X] Mana

Delivery: Drawn

Incantation: Rune, Secure [X]
Requires a tag that says "Secured X" where x is the number of mana spent on the secure spell. Can only be cast upon an object that can be closed with a clasp or lock. Secured items can only be opened by the person who cast them or with a Pry spell.

Rune of L'ehgdae

Cost: 1 + [X] Mana

Delivery: Drawn

Incantation: Rune, Increase Strength [X], 5 Minutes

This spell gives your target the strength required to lift objects with a carry requirement of more than one person. For each Mana spent on top of the costing cast, your target's strength is increased by 1 person.

Rune of Suhn'scriin

Cost: 1 Mana

Delivery: Drawn

Incantation: Rune, Shield Against Gravrad

Beginning Prayer Lists: The Divine Domains

Starting a new character, you gain access to one of the Divine Domains when you first purchase the Conviction skill. An additional Divine Domain may be purchased as a basic skill. Advanced skills may allow you to learn even more outside of that. Listed below are the beginner level prayers for each Divine Domain. You may choose starting incantations from the Divine Domains you have access to during character creation only.

You will find a complete list of all the prayers available to the Divine Domains in the appendix. The Lexicon provides definitions for divine calls, effects, and casting methods. An overview of faith within Mirhanan and an explanation of how prayers work is provided in [The Divine, Religions, and Prayers](#) section. More information on established religions within Mirhanan can be found in The Cultures of Mirhanan section.

Creation

Artisans of all types, those who devote themselves to the Domain of Creation look to the divine to evolve their craft beyond what is normally thought possible.

Balance Weapon

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Agility

Cost by 1

This reduction can only be used for a skill or effect delivered by the target weapon/object. This cannot reduce the cost to less than 1.

Ignite Forge

Cost: 2 Conviction

Delivery: Touch

Incantation: Creation, Ignite Forge

Removes the need for a Fuel component for kilnworks and metal works for a single crafted item. Alternatively, this spell can be used as part of checkout with a crafter. If this method is used, you start the next event with a reduced mana pool equal to the number of times you “cast” this spell as part of checkout.

Improve Grip

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Shield Against Disarm

Mend Limb

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Remove Maim, Instantly

Allows you to instantly heal a maimed or broken limb from target. Does not increase Health.

Oil Gun

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Artillery Cost by 1

This reduction can only be used for a skill or effect delivered by the target

weapon/object. This cannot reduce the cost to less than 1.

Sample

Cost: 2 Conviction

Delivery: Self Only

Incantation: Creation, Sample [Potion/
Pharmaceutical/ Alchemical Powder/
Edible Item]

You may take the effect from a potion, a pharmaceutical, an alchemical powder, or an edible item (such as tagged food or drink) without expending the effect tag. Instead, read the effect tag and return it to the item, before taking the effect. This spell may be used once per item.

Sharpen Blade

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Reduce Stamina
Cost by 1

This reduction can only be used for a skill or effect delivered by the target weapon/object. This cannot reduce the cost to less than 1.

Summon Antidote

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Remove Poison
This prayer takes 30 seconds to cast.

Summon Base Component

Cost: 2 Conviction

Delivery: Special

Incantation: Create Base Component

This prayer allows you to create a piece of iron ore, raw glass, raw wood, or a pelt. It may only be used at Check In of the event.

Summon Throwing Dagger

Cost: 1 Conviction

Delivery: Packet

Incantation: Creation, Holy Damage 1

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Restore One
Health

This prayer takes 30 seconds to cast, and restores one Health Point

Weighted Boots

Cost: 1 Conviction

Delivery: Touch

Incantation: Creation, Shield Against
Push

Resist the next Push effect

Death

Much of the world concentrates on what happens within The Apothecary, if they think of the space between life and death at all. The Black Path which we all follow from the site of our death to The Apothecary's door is, itself, a solid and welcoming place. It leads us through a clouded and unnerving void, threading a safe path among obstacles and inhabitants often eager to lure spirits away. Those who draw strength from this Domain may seek to protect the living or enhance the dead.

Death Shield

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, Resist Death

This shield allows you to resist any spell or skill with the word Death in its call

Drain Strength

Cost: 2 Conviction

Incantation: Twilight, Weakness

Lamplighter

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, Show the way.

Must be cast on a spirit, allows you to redirect a lost/wandering spirit to the Black Path

Lance of the Grey

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Damage 1

Maim Undead

Cost: 2 Conviction

Delivery: Packet

Incantation: Twilight, Maim Undead
[right/left] [arm/leg]

Mend Undead

Cost: 1 Conviction and 1 Health Point

Delivery: Touch

Incantation: Twilight, Restore Undead

Instantly

This spell restores an undead to full vitality. The health point spent may not be recovered or healed in any way for the rest of the event. Put use of this prayer in your PEL.

Pacify Undead

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Pacify Undead

Speak With Dead

Cost: 1 Conviction

Delivery: Self Only

Incantation: Twilight, Communicate to Corpse

This prayer allows you to speak with the recently deceased. It will only work on a sentient species whose body is still present (before they banshee to the Black Path). The target is under no obligation to respond, let alone tell the truth. The target will be allowed to remember all words spoken within the duration of this prayer upon their return from the Apothecary.

Snare Undead

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Snare Undead

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Twilight, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Turn Undead

Cost: 1 Conviction

Delivery: Packet

Incantation: Twilight, Push Undead

Twilight Shield

Cost: 2 Conviction

Delivery: Touch

Incantation: Twilight, Shield against Twilight

Inspiration

Followers of Inspiration often have the right words and actions to help others achieve their goals and take satisfaction from playing a support role.

Bestow Disarm

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow one use of Disarm

Bestows the target with a single use of the combat skill call "Disarm".

Bestow Health

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

Bestow Karma

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Karma Bestows a single use of Karma: instead of starting their death count at the end of their bleed out count, the target is

restored to 1 health. To use this bestowal, state "Inspiration, Karma".

Bestow Linguistics

Cost: 1 Conviction

Delivery: Touch

Incantation: Knowledge, Bestow Communicate

Allows the target to understand and speak the languages of other sentient species for 15 minutes. To use this bestowal, state "Inspiration, Communicate, 5 minutes".

Bestow Push

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Push Bestows the target with a single use of the combat skill call "Push".

Bestow Resilience

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Shield Against Slumber

Bestow Stabilize

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow Stabilize

Pacify

Cost: 2 Conviction

Delivery: Packet

Incantation: Inspiration, Pacify

Pep Talk

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Reduce [Pool]

Cost of next [Skill/ Spell/ Prayer] by One

This cannot reduce the cost to 0.

Reassurance

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Shield Against Terror

Share Burden

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Increase

Duration of next [Spell/ Prayer] by One Minute

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Inspiration, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Knowledge

The axiom “knowledge is power” reaches new heights when applied to those who devote themselves to this Domain. Whether amassing knowledge for oneself or to share with others, the only real tenant is preservation of what is known.

Bestow Communicate

Prerequisite: Communicate

Cost: 2 Conviction

Delivery: touch

Incantation: Knowledge, Bestow Communicate

Allows the target to understand and speak the languages of other sentient species for 5 minutes. To use this bestowal state “Knowledge, Communicate, 5 minutes”

Borrow Divine Knowledge

Prerequisite: Bestow Communicate

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Bestow [Prayer] to Self, [Prayer Incantation]

This prayer allows you to touch a willing target and bestow one use of a beginner or intermediate prayer they know to yourself. [X] is the cost of the prayer bestowed. You do not expend points when casting the bestowed prayer.

Borrow Magic Knowledge

Prerequisite: Bestow Communicate

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Bestow [Spell] to Self, [Spell Incantation]

This prayer allows you to touch a willing target and bestow one use of a beginner or intermediate spell they know to yourself. [X] is the cost of the spell bestowed. You do not expend points when casting the bestowed spell.

Borrow Melee Knowledge

Prerequisite: Bestow Communicate

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Bestow [Melee Skill] to Self, [Melee Skill Call]

This prayer allows you to touch a willing target and bestow one use of a basic called melee skill they know to yourself. [X] is the Stamina cost of the skill bestowed. You do not expend points when casting the bestowed skill.

Borrow Stealth Knowledge

Prerequisite: Bestow Communicate

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Bestow [Stealth Skill] to Self, [Stealth Skill Call]

This prayer allows you to touch a willing target and bestow one use of a basic called stealth skill they know to yourself. [X] is the Agility cost of the skill bestowed. You do not expend points when casting the bestowed skill.

Cleanse Poison

Cost: 1 Conviction

Delivery: Touch

Incantation: Knowledge, Remove Poison

Communicate

Cost: 1 Conviction

Delivery: Self Only

Incantation: Knowledge, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

Guiding Prayer

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Reduce Conviction Cost of Next Prayer by 1

This cannot reduce the cost to 0 Conviction.

Lecture

Cost: 2 Conviction

Delivery: Packet

Incantation: Knowledge, Silence

Lend Divine Knowledge

Prerequisite: Borrow Divine Knowledge

Cost: 2 + [X] Conviction

Delivery: Touch

Incantation: Knowledge, Bestow [Prayer], [Prayer Incantation]

This prayer bestows one use of a basic or intermediate prayer to a target you touch. You may bestow a prayer you know, or touch a willing person and bestow a prayer they know to the target. [X] is the Conviction cost of the spell bestowed. The target does not expend points when casting the bestowed prayer.

Open Book

Cost: 2 Conviction

Delivery: Touch

Incantation: Knowledge, Reduce Mana

Cost of Next Spell by 1

This cannot reduce the cost to 0 Mana.

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Knowledge, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Life

Of all the Divine Domains, none lends itself better to the healing arts than Life. The most devout of this domain are rumored to be able to restore life to those who have died.

Awaken

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Remove Slumber

Cure Disease

Cost: 2 Conviction

Delivery: Touch

Incantation: Life, Remove Disease

Bestow Health

Cost: 2 Conviction

Delivery: Touch

Incantation: Inspiration, Bestow 1 to Health Pool

Gives your target a temporary Health Point. This Health Point is the first to be used and cannot be healed.

Death Shield

Cost: 2 Conviction

Delivery: Touch

Incantation: Life, Shield Against Death

This shield allows you to resist any spell or skill with the word Death in its call

Cleanse Poison

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Remove Poison

Heal Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Restore 1 Health, Instant

Restores 1 health point to target.

Communicate

Cost: 1 Conviction

Delivery: Self Only

Incantation: Life, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

Pacify

Cost: 2 Conviction

Delivery: Packet

Incantation: Life, Pacify

The target is unable to attack or be aggressive towards you. This spell ends when the target is dealt damage or your performance ends.

Reduce Radiation

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Reduce Radiation

Count by 1

Release

Cost: 1 Conviction

Delivery: Touch

Incantation: Life, Remove Magical Bonds

This spell cancels the effects of Bind, Snare, and Paralyze

Speak With Dead

Cost: 1 Conviction

Delivery: Self Only

Incantation: Life, Speak with Dead, 5 Minutes

This prayer allows you to speak with the recently deceased. It will only work on a sentient species whose body is still present (before they banish to the Black Path). The target is under no obligation to respond, let alone tell the truth. However, any conversation had the target will be allowed to remember upon their return from the Apothecary.

Turn Undead

Cost: 1 Conviction

Delivery: Packet

Incantation: Life, Push Undead

Nature

Typically embraced by those of Druidic or Ranger mindsets, those who live a life in harmony with the world around them learn the ways of the flora and fauna.

Charm Lesser Beast

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Charm Lesser Beast, 5 Minutes

This prayer will form a temporary bond of loyalty between you and a lesser beast that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

This prayer will form a temporary bond of loyalty between you and a lesser plantform that lasts for 5 minutes. You may command it to perform simple tasks within its physical capabilities.

Cleanse Poison

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Remove Poison

Charm Lesser Plantform

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Charm Lesser Plantform, 5 Minutes

Communicate

Cost: 1 Conviction

Delivery: Self Only

Incantation: Nature, Communicate, 5 Minutes

Allows you to understand and speak the languages of other sentient species for 5 minutes.

Cure Disease

Cost: 2 Conviction

Delivery: Touch

Incantation: Nature, Remove Disease

Ensnaring Roots

Cost: 1 Conviction

Delivery: Packet

Incantation: Nature, Snare

Pacify Primal

Cost: 2 Conviction

Delivery: Packet

Incantation: Nature, Pacify Primal

Resist Disease

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Disease

Resist Nature

Cost: 2 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Nature

Resist Poison

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Shield Against Poison and Venom

Shared Conviction

Cost: 1 + [X] Conviction

Delivery: Touch

Incantation: Nature, Transfer

Conviction [X]

Allows you to restore a target's Conviction Pool by X. This cannot increase their pool beyond their own capacity.

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: Nature, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point.



Storm

Tornado and Hurricane, Sirocco and Scouring Sand Storms, Lightning and the concussive blast of Thunder. There is raw power in the heart of every storm, and those who choose this path need to be strong enough to embrace it.

Calm Winds

Cost: 2 Conviction
Delivery: Packet
Incantation: Storm, Pacify Primal

Dust Devil

Cost: 2 Conviction
Delivery: Packet
Incantation: Storm, Pain

Elemental Shield

Cost: 3 Conviction
Delivery: Touch
Incantation: Storm, Shield Against Earth, Fire, Water, or Wind

Gale

Cost: 1 Conviction
Delivery: Packet
Incantation: Storm, Push

Resist Storm

Cost: 2 Conviction
Delivery: Touch
Incantation: Storm, Shield Against Storm

Rolling Thunder

Cost: 2 Conviction
Delivery: Touch
Incantation: Storm, Bestow Subdue

Sea Legs

Cost: 1 Conviction
Delivery: Touch
Incantation: Storm, Shield Against Knockdown

Squall

Cost: 1 Conviction
Delivery: Packet
Incantation: Storm, Damage 1

Sure Footed

Cost: 1 Conviction
Delivery: Touch
Incantation: Storm, Shield Against Push

Turbulence

Cost: 1 Conviction
Delivery: Touch
Incantation: Storm, Remove Slumber

Upheaval

Cost: 2 Conviction
Delivery: Packet
Incantation: Storm, Knockdown

Tend Minor Wound

Cost: 1 Conviction
Delivery: Touch
Incantation: Storm, Restore One Health
This prayer takes 30 seconds to cast, and restores one Health Point

War

While losing favor in this current age of peace, there is always the clarion call of this Domain bringing in Devout in preparations for the day that war breaks out again. Warrior priests are constantly honing their skills with the blessings of this domain.

Adjust Sight

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Enchant War

Enchants a gun with War. Call "War" on your next attack. May be paired with a called artillery attack.

Challenge

Cost: 1 Conviction

Delivery: Packet

Incantation: War, Approach Me

Coldcock

Cost: 2 Conviction

Delivery: Subdue Packet

Incantation: War, Subdue

Crowd Control

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Bestow Push

Bestows the target with one use of the combat call "Push"

Fearless

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Terror

Iron Grip

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Disarm

Make it Hurt

Cost: 2 Conviction

Delivery: Touch

Incantation: War, Bestow Pain

Bestows the target with one use of the combat call "Pain"

Not Today

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Death

Pure Adrenaline

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Shield Against Slumber

Sanctify

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Enchant Holy

Enchants a hand-to-hand weapon with Holy. Call "Holy" on your next attack.

May be paired with a called melee or stealth attack.

Tend Minor Wound

Cost: 1 Conviction

Delivery: Touch

Incantation: War, Restore One Health

This prayer takes 30 seconds to cast, and restores one Health Point

Whetstone

Cost: 1

Delivery: Touch

Incantation: War, Enchant War

Enchants a hand-to-hand weapon with War. Call "War" on your next attack. May be paired with a called melee or stealth attack.

Medical Procedure List

Medical Procedures are broken down into four categories: Anatomy, Medicinal Expertise, Pathology, and Phlebotomy. Categories reflect a medical specialization and require a single skill prerequisite to access, as proof of specialization.

Each category contains three basic procedures, one intermediate procedure, and one advanced procedure. You must learn all basic procedures within a category before you can learn the intermediate procedure. Likewise, you must learn the appropriate intermediate procedure before you can learn the advanced procedure. **In order to learn an advanced procedure or the Resuscitation procedure, you need to be taught by someone who already knows that procedure. Otherwise, you can learn any procedure without instruction. In order to learn a new procedure via either method you must meet the appropriate prerequisites and you can only learn one procedure per game.** Using Anatomy Procedures as an example, you must already know Physical Therapy, Relocate Limb, and Surgical Assistant before you can learn Surgical Precision, and once you know Surgical Precision, you are able to learn Preserve Organ.

Learning all twenty of the Medical Procedures unlocks the Final Procedure: Resuscitation.

Anatomy

Prerequisite: Harvest Organ

Physical Therapy (Basic)

Usage: Once Per Event

Delivery: Touch

Time Required: 1 Minute

Incantation: Medical, Remove Weakness

This procedure takes 1 minute to perform, and removes the effects of Weakness.

Incantation: Medical, Remove Maim, Instantly, Pain

This procedure can only be used on a willing, immobilized, or unconscious target and requires a piece of wood which is consumed as part of the procedure.

Relocate Limb (Basic)

Usage: As components allow

Delivery: Touch

Surgical Assistant (Basic)

Usage: Once Per Event

Delivery: Touch

Incantation: Medical, Rapid Harvest Organ

If someone is performing Harvest Organ on a target, you may use this procedure while within arm's reach of the target. If you do, halve the remaining amount of time Harvest Organ would take.

Surgical Precision (Intermediate)

Usage: Once Per Event

Delivery: Touch

Time Required: 1 Minute

Incantation: Medical, I grant you a Quickdeath

This procedure can only be used on an immobilized or unconscious target.

Medicinal Expertise

Prerequisite: First Aid

Analyze Pharmaceutical (Basic)

Usage: Unlimited

Delivery: Touch

Incantation: Medical, Analyze Pharmaceutical

This procedure allows you to identify a pharmaceutical. After one minute of RP, you may open the vial and read the tag without expending the pharmaceutical.

Fast Medicine (Basic)

Usage: Once Per Event

Delivery: Touch

Your proficiency with pharmaceuticals allowed you to administer them more rapidly. Reduce the time of any pharmaceutical tags that require wait time to become effective. This skill does not affect the duration of the tag effect.

Anti-Venom (Basic)

Usage: As components allow.

Preserve Organ (Advanced)

Usage: Once Per Event

Delivery: Special

Incantation: Medical, Preserve Organ

This procedure allows you to preserve an organ between events without the use of Preservation Oil. To use this procedure, turn the organ in at check out and put it in your PEL. The organ is only preserved as long as it remains inside the Organ Cooler. You may not have more than one organ preserved at a time with this procedure.

Delivery: Touch

Incantation: Medical, Remove Poison

Using similar toxins as an antibody stimulant, you can design a quick dose of anti-venom to apply to somebody struggling with anaphylactic reaction. This procedure requires a vial of poison, which is consumed by this procedure.

Micro Dose (Intermediate)

Usage: As components allow

Delivery: Chain Touch 2

Incantation: Medical, Share [pharmaceutical item]

Your proficiency with pharmaceuticals allows you to deliver a single pharmaceutical to two targets. One of the targets may include yourself. This procedure requires a needleless syringe, which is an IG crafted item, and a pharmaceutical, which is consumed by this procedure.

Concentrated Dose (Advanced)

Usage: As components allow

Delivery: Touch

Instead of splitting a dose, you can refine it to a singular injection for added potency. All effect numbers of a

pharmaceutical are increased by one. This procedure requires a needleless syringe, which is an IG crafted item, and a pharmaceutical, which is consumed by this procedure.

Pathology

Prerequisite: Diagnose

Diagnose Radiation Sickness (Basic)

Usage: Unlimited

Delivery: Touch

Incantation: Medical, Diagnose, What is your Radiation Count?

Your skill at diagnosis allows you to figure out the radiation count of the target by using this procedure.

This procedure requires a vial of blood appropriate to the target to perform, and consumes the vial upon use.

Smelling Salts (Basic)

Usage: As components allow

Delivery: Touch

Incantation: Medical, Remove Slumber

This procedure consumes a Wakesweet to remove a Slumber effect.

Scrub Up (Intermediate)

Usage: Once Per Event

Delivery: Self Only

Incantation: Medical, Barrier Against Disease, 5 Minutes

Stem Cell Treatment (Basic)

Usage: As components allow

Delivery: Touch

Incantation: Medical, Shield against Disease

Ipecac (Advanced)

Usage: Once Per Event

Delivery: Touch

Incantation: Medical, Remove All Effects, Weakness 1 minute.

This procedure can only be used on a willing, immobilized, or unconscious target.

Phlebotomy

Prerequisite: Collect Blood Sample

Quick Clot (Basic)

Usage: As components allow

Delivery: Touch

Incantation: Medical, Pause Bleed Out Count, 5 Minutes

This procedure requires a shedskink component, which is consumed by this procedure.

Blood Drive (Basic)

Usage: Once Per Event

Targets: Two within Touch Range
Your skill taking and providing blood allows you to use your Collect Blood Sample skill to bypass the need for a vial of blood when you have a willing blood donor and recipient within arm's reach. This procedure is used in tandem with another procedure. Your targets must both be within arm's reach for the duration of the procedures. Both targets must be of the same, or compatible, species.

Blood Transfusion (Basic)

Usage: As components allow

Delivery: Touch

Time Required: 30 Seconds

Incantation: Medical, Restore One Health

With 30 seconds of role play, you can expend a vial of blood to restore one Health Point to a target. The blood must be appropriate for the target.

Targeted Blood Transfusion (Intermediate)

Usage: As components allow

Delivery: Touch

Time Required: 30 Seconds

Incantation: Medical, Restore Two Health

With 30 seconds of role play, you can expend a vial of blood to restore two Health Points to a target. The blood must be appropriate for the target.

Blood Infusion (Advanced)

Usage: As components allow

Delivery: Touch

Time Required: 30 seconds

Components Required: Varies (See Below)

Your specialization allows you to tap into the traits hidden within the blood of certain animal components, and infuse them into a willing or unconscious target. When you learn this procedure, you will get the effects of one animal component. You may learn the effects of other animal components in game through Research or teaching discussions. This procedure requires an animal component and a vial of blood, which are consumed by the procedure.

Final Procedure

Resuscitation

Usage: As components allow

Delivery: Touch

Time Required: 5 Minutes

Components Required: Sterile Surgical Kit (crafted)

Incantation: Medical, Restore Life and Health Pool to Full

With 5 minutes of roleplay and a crafted Sterile Surgical Kit, you may bring someone who has died (exceeded their bleed out count) back to life at full health. This procedure can only be performed after they have bled out, but before their death count has ended. It cannot be used on spirits of the dead, already walking the Black Path.

Advancing Your Character

Event Points

- Every character starts with a max point cap of 150. For every event you attend as a player, this cap is increased by 50 points. Your point cap represents the maximum amount of points you may spend in total.
- You are awarded 10 points for playing the event, and 10 upon submission of your Post Event Letter.
- Bonus points will also be awarded for arriving early to help us set up the site for game, staying late to help us break down and put everything away after game, and donations.

Updating

After an event you will be awarded character points and have the opportunity to purchase new skills to add to your character. New spells, prayers, recipes, and more can be learned and added to your character after each event, skills permitting. The process for learning new spells and prayers is detailed in the [Learning Spells and Prayers](#) section. The process for learning new recipes is detailed in the [Learning New Recipes](#) section. Updates must be submitted at least two weeks prior to the next event.

Advanced and Specialized Skill Trees

Once a character reaches a certain point in their skill growth, you will have the option of accessing either two Advanced Skill Trees or a single Specialized Skill Tree. Advanced Skill Trees unlocks a broader selection of skills to purchase, and is geared towards characters who prefer a wide range of skills. Comparatively the Specialized track offers fewer total skills, and is geared towards characters who prefer to concentrate on one area of expertise. Choosing a Specialized Skill Tree unlocks a smaller set of unique, powerful skills available only to those who meet specific additional requirements.

In order to access these skill trees your character must have 500 or more total points spent in skills, and meet additional prerequisites depending on the tree. You may not choose the Advanced Skill Tree of either of your Disfavored Basic Skill Trees. Advanced and Specialized skill trees are not affected by any Favored Skill discounts. You may not choose Advanced *and* Specialized trees, no matter how many total skills your character acquires.

The Advanced Skill Trees - Clandestine, Divine, Guns, Magic, Medical, Melee, Social, Stealth, and Survival - are open to characters with at least 250 points of basic skills for the same tree and at least 500 points of skills overall. The only restriction is that you may not take the Advanced Skill Tree of either of your Disfavored Basic Skill Trees. You may take your first Advanced tree as soon as you meet these requirements. You may

take your second Advanced tree when you have at least 250 points in the matching basic tree, because you will have already met the 500 point minimum.

Advanced Skill Trees offer enhanced versions of their corresponding Basic Skill Trees, providing more utility and reflecting a deeper knowledge and mastery. Purchasing these skills does not cause any loss of a character's Basic skills.

Unlike the flat 250/500 minimums required for the Advanced skill trees, all Specialized skill trees have additional restrictions or prerequisites which make them harder to access and reflect an intense focus. Some Specialized skill trees require an unwavering dedication to a subject, and are restricted to characters who have no Basic skills from a conflicting skill tree. If your character has conflicting skills, you will need to drop them. You will receive CP equal to the Basic skills discarded and may then purchase skills in line with the Specialized tree. Some Specialized skill trees include skills that require the use of items that can only be found or crafted in-game and others will have a specific roleplaying requirement.

Specialized Skill Trees contain unique skills, including hybrids of basic skills, specific to heroic archetypes found in the world. While potentially more powerful than those offered in the Advanced Skill Trees, these skills tend to be more situation-dependent. You may only choose one Specialized skill tree.

We have included a few examples of available Specialized skill trees in this book. A complete list of ready-made Specialized skill trees may be found in the Supplemental Rulebook. As it would be nearly impossible to create a Specialized Skill Tree for every Archetype, the list we offer is incomplete. Because of this, the Rules Team is committed to working with you to bring a new Specialized Skill Tree into the game if you have an idea. While we cannot give you an "all powerful" skill set, we will work with you to deliver a list of Specialized skills balanced against the other skill trees that you will be happy with. Please email us at characters@sustainablecollapse.com with an overview of what you're interested in and would like to do with your specialized class. Mechanics aren't required, but even something simple as "I would like a class themed around X" helps the rules team get the ball rolling for the creation process.

Rites of Passage

Whether you choose to access two Advanced Skill Trees, or a single Specialized Skill Tree you must complete one or more Rites of Passage. These Rites of Passage represent roleplay challenges indicative of the type of skill set(s) you wish to advance. For an Advanced Skill Trees, you must complete the right of passage relevant to the skill trees you wish to advance (listed below). If you wish to access a single Specialized Skill Tree, you must complete the Advanced Skill Tree Rite of Passage for each skill that the Specialized Tree requires. For example, a Spellblade would need to complete both the Melee and Magic Rites of Passage.

Basic Rites of Passage

- **Craft (any)** - Make and sell 5 items from your craft.
- **Clandestine** - Accomplish 3 illicit tasks in a single weekend without being identified as the source of them. This could include thievery, starting rumors (without use of the rumor mongering skill), or other illicit deals.
- **Divine** - Win 4 different challenges using exclusively your spells.
- **Guns** - Eliminate 4 different targets with your guns.
- **Magic** - Win 4 different challenges using exclusively your spells.
- **Medical** - Heal 5 different beings in a single event.
- **Melee** - Exchange blows with 5 different monsters.
- **Social** - Without using your spells or skills convince 3 different people to do something they normally wouldn't do (within our code of conduct).
- **Stealth** - Remove 3 fighters from combat(s) without being seen.
- **Survival** - Use any combination of your Karma, Poison Tolerance, Poultice, Splint, or Stabilize skills 5 times.

You can instead create your own idea for a Rite of Passage for your character, but it must be at least as difficult as the ones listed above. Alternative Rites of Passage must be approved by Sustainable Collapse in advance, prior to the game you seek to complete it. Please email any suggested Rites of Passage to characters@sustainablecollapse.com. All Rites of Passage must be fulfilled after you have met the minimum points requirement, not before. Please make note of your attempts at completing your Rite of Passage in your PEL.

Advanced Clandestine Skill Tree

Prerequisite: 250 Points in Basic Clandestine Skills, minimum of 500 points total spent

Contact: Fence, 30 CP [Single Purchase]

Usage: Between Events

Gives you a contact that can be used to unload contraband items between games. While you may be able to get a better price by finding someone to sell them to in-game, this guarantees you will be able to move them with less attention. Items being fenced must be turned in at checkout.

Double Dose, 40 CP [Single Purchase]

Prerequisite: Apply Poison

Usage: As Components Allow

Allows for two called poison attacks from one application of poison. Self only.

Forgery, 50 CP [Single Purchase]

Usage: Between Events

You may attempt to forge a document between events with any means available to you (computer, printer, scanner, etc).

Secret Stash, 50 CP [Single Purchase]

Prerequisite: Deep Pockets

Usage: Special

A second 6" x 6" x 2" pouch that cannot be searched by any means, including by those with Deep Pockets or Secret Stash. A Deep Pockets pouch is still detectable by someone with the skill Deep Pockets.

Unrestricted, 40 CP [Multiple, Increase Per Purchase]

Prerequisite: Escape Artist

Usage: Per Purchase

You may resist one binding spell.

Advanced Divine Skill Tree

Prerequisite: 250 Points in Basic Divine Skills, minimum of 500 points total spent

Augmentation, 40 CP [Multiple, Increase Per Purchase]

Usage: Between Events

With this skill you are able to augment a divine prayer that you know to have an additional or modified effect. The final Conviction cost and incantation will be determined by how you wish the spell to be augmented.

Divine Wrath, 40 CP [Single Purchase]

Usage: Special

Once per event, you may convert all of your remaining Conviction into a single burst of divine damage. Incantation "Divine Wrath, [Divine Domain] damage [x]." If you know more than one Divine Domain you must choose which domain you are using for Divine Wrath when you cast it. The damage [x] is equal to the amount of Conviction used to power Divine Wrath.

Lay On Hands, 50 CP [Multiple, Increase Per Purchase]

Prerequisite: Empathic Healing

Usage: Special

Once per event you may instantly heal someone to full health. State "I Restore you to full Health."

Martyr, 40 CP [Single Purchase]

Prerequisite: Self Sacrifice

Usage: Special

You may now self-sacrifice Weakened Soul Curses, death, or final death effects. You will incur all risks involved from this sacrifice. Such a heroic action will not trigger additional penalties from the apothecary other than the ones already attached to your soul or what you have taken on.

Third Divine Domain, 50 CP [Single Purchase]

Prerequisite: Additional Divine Domain

Allows you to learn spells from a third divine domain.

Advanced Guns Skills Tree

Prerequisite: 250 points in Basic Guns Skills, minimum of 500 points total spent

Crowd Control, 40 CP [Single Purchase]

Prerequisite: Rubber Bullets

Usage: 3 Artillery

This skill allows you to rapid fire 5 shots of the skill Rubber Bullets.

Double Tap, 40 CP [Single Purchase]

Usage: Special

Once an event, if your called gun attack is resisted by any means, you may immediately use it again without paying its Artillery Point cost.

Everybody Down!, 50 CP [Single Purchase]

Prerequisite: Bean Bag Ammo

Usage: 9 Artillery

This skill allows you to rapid fire 5 shots of the skill Bean Bag Ammo.

Head Shot, 50 CP [Single Purchase]

You may call "Death" as a gun attack once per event. Skill is not used if you miss your target, but it is expended if they resist or are otherwise immune.

Return Fire, 40 CP [Multiple, Increase Per Purchase]

Usage: Special

Once per purchase, if you are hit with a called gun attack you may immediately use that skill once without spending the Artillery Point cost. You can choose to Return Fire on shots that are not normally within your capabilities. You still take the effect of the called attack.

Advanced Magic Skill Tree

Prerequisites: 250 Points in Basic Magic Skills, minimum of 500 points total spent

Adaptation, 40 CP [Single Purchase]

Usage: Between Events

With this skill you are able to enhance a spell that you know. The final Mana cost and incantation will be determined by how you wish the spell to be enhanced.

Enhanced Augment Damage, 60 CP [Multiple, Increase Per Purchase, Max 2]

Usage: Special

Each purchase of this skill increases the base damage of your damage spells by 1.

Extend Shield, 40 CP [Multiple, Increase Per Purchase]

Usage: Special

For each purchase of this skill, you may pay double the casting cost of any lesser shield spell you know and cast it on 5 targets.

Mana Flare, 40 CP [Single Purchase]

Usage: Special

Once per event, you may convert all of your remaining mana into a single burst of damage. Incantation "Mana Flare, [school] damage [x]." If you know more than one school of magic you must choose which school you are using for the Mana Flare when you cast it. The damage [x] is equal to the amount of mana used to power the Mana Flare.

Third School, 50 CP [Single Purchase]

Prerequisite: Additional School

Allows you to learn spells from a third school of magic.

Advanced Medical Skill Tree

Prerequisites: 250 points in Basic Medical Skills, minimum of 500 points total spent

Restrictions: You may use each skill in this tree on humans. To apply these skills to non-human lifeforms you must have the appropriate Biology: [Subject] skill.

Administer Pharmaceuticals, 50 CP [Multiple, Non-Increasing, Max 3]

Prerequisite: Collect Blood Sample

Usage: As Components Allow

First purchase of this skill allows you to increase the healing of a pharmaceutical by 1 vitality.

Second purchase of this skill allows you to double the duration of the effect of a pharmaceutical.

Third purchase of this skill allows you to ignore the 1 minute to take effect.

All purchased skill improvements can apply to each pharmaceutical used after purchase.

Ambulance Driver, 40 CP [Single Purchase]

Prerequisite: Stabilize

Usage: Special

You may now stabilize and move a person at a quick walk unassisted. The person's Bleed out count resumes if they take any damage or you are separated.

Biology: Cryptid, 40CP [Multiple Purchase, Increase Every 5 Purchases]

Prerequisite: Research: Medical

Usage: Between Events

Once per purchase, with use of the Research: Medical, you can learn the biology of specific species of living mythical or primal creatures.

Field Medic, 40 CP [Single Purchase]

Prerequisite: First Aid

Usage: As Components Allow

Increases the amount of healing from First Aid to 4 health.

Organ Harvester, 50 CP [Single Purchase]

Prerequisite: Harvest Organ

Usage: Special

Prop requirement: 2 small coolers or an advanced cooler created in game with a higher capacity

This skill allows you to harvest two organs from a recently dead body with two minutes of role play.

Advanced Melee Skill Tree

Prerequisites: 250 points in Basic Melee Skills, minimum of 500 points total spent

All Fall Down, 50 CP [Single Purchase]

Prerequisite: Knockdown

Usage: 9 Stamina

This skill allows you to swing the Knockdown skill 5 times in succession.

Deathblow, 50 CP [Single Purchase]

Usage: Special

You may call "Death" as a melee skill once per event.

Make Some Room, 40 CP [Single Purchase]

Prerequisite: Push

Usage: 3 Stamina

This skill allows you to swing the Push skill 5 times in succession.

True Strike, 40 CP [Single Purchase]

Usage: Special

Once an event, if your called melee attack is resisted by any means, you may immediately reuse the skill without paying its Stamina cost.

Vitality, 40 CP [Multiple, Increase Per Purchase, Max 2]

Prerequisite: 4 Health Pool

Each purchase increases your max Health Pool by 1.

Advanced Social Skill Tree

Prerequisites: 250 points in Basic Social Skills, minimum of 500 points total spent

Librarian, 50 CP [Single Purchase]

Prerequisite: Research Assistant

This skill raises your assistance to a master level. It will always provide more information than the use of Research Assistant (with skill in the research area), even if you do not have any skills in the area being researched. You will also receive a copy of the research results.

Polyglot, 40 CP [Single Purchase]

Prerequisite: Linguistics x 5

Your depth of knowledge in linguistics allows you to be able to pick up on enough cues to be able to communicate with anyone. You may use Linguistics without expending the skill.

Quick Question, 30 CP [Multiple, Increase Per Purchase]

Prerequisite: A Political, Merchant, or Under Ground Contact

Once per event, you are able to get a message to one of your Contacts that requires a fast yes or no response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

Threshing, 40 CP [Single Purchase]

Prerequisite: Rumormonger x3

You will know which rumors are patently false. Any rumors you spread will always be read as true by anyone who does not have this skill.

Social Networking, 50 CP [Multiple, Increase Per Purchase]

Prerequisite: A contact from the Basic Social Skill Tree

Each purchase of this skill increases the reliability and access to one of your contacts. You may purchase this skill once for each of your contacts.

Advanced Stealth Skill Tree

Prerequisites: 250 points in Basic Stealth Skills, minimum of 500 points total spent

Assassinate, 50 CP [Single Purchase]

Allows you to call “Death” as a stealth attack once per event.

Dodge, 50 CP [Single Purchase]

Prerequisite: Hit the Deck

Usage: 6 Agility

You may now use the Hit the Deck skill by stating “Dodge” and are no longer required to make 3 points of contact with the ground.

Level the Field, 50 CP [Single Purchase]

Prerequisite: Sweep

Usage: 9 Agility

You may use the skill Sweep 5 times consecutively.

Luck, 40 CP [Single Purchase]

Once an event, if your called stealth attack is resisted by any means you are able to reuse it immediately without paying its Agility cost.

Throat Punch, 50 CP [Single Purchase]

Prerequisite: Subdue

Usage: 3 Agility

Using a subdue packet, state “Silence” before throwing.

Advanced Survival Skill Tree

Prerequisites: 250 points in Basic Survival Skills, minimum of 500 points total spent

Advanced Scavenger, 40 CP [Single Purchase]

Prerequisite: One of the Scavenger skills

Usage: Once Per Purchase

You may choose to return two of your scavenged items in exchange for another pull from one of the Scavenger bags.

Poison Immunity, 60 CP [Multiple, Increase Per Purchase]

Prerequisite: Poison Tolerance x3

Your exposure to poisons and venoms has built up your natural resistances to an extreme level. With each purchase of this skill you may select a type of blade venom. You may choose the same venom or different venoms each time you purchase this skill. You become immune to that type of venom. This does not make you immune to the

effect otherwise. For example, immunity to Weakness Venom doesn't make you immune to the Weakness effect.

Radiation Immunity, 50 CP [Single Purchase]

Prerequisite: Radiation Tolerance x3

You are immune to the effects of Radiation Zones. This does not protect you from Gravrad spells.

Resist Gravrad, 40 CP [Single Purchase]

This skill allows you to resist the effects of one Gravrad spell.

Second Wind, 50 CP [Single Purchase]

Prerequisite: Karma

Usage: Once Per Event

Instead of dying and starting your death at the end of your bleed out count, you are restored to full health. This takes priority over Karma, but does not replace it.

Select Examples of Specialized Skill Trees

Prerequisites and Restrictions will vary, see Supplemental Rulebook for more options

Aspect Specialized Skill Tree

Prerequisites: 300 points in Divine Basic Skills, minimum of 500 points total spent

Restrictions: Only one Divine Domain

To be an Aspect is to achieve a perfect understanding of a Divine Domain, and demonstrate the focus of that domain at a level beyond mortal limits. Aspects may resist or even absorb and be healed by any prayers of their own domain. As living extensions of their domain, Aspects exert their will in the world with prayers of incredible strength, sometimes with incantations never before spoken.

[See the complete prayer list for Aspect-tier prayers available for each Divine Domain in the Supplemental Rulebook.]

Absorb Domain, 60 CP [Single Purchase]

Prerequisite: Immunity to Domain

Your soul is fully attuned to channel your Divine Domain in such a way that when you are hit with a spell from your Divine Domain you may absorb and convert it to restore one health instead of taking its effect.

Divine Wrath, 40 CP [Single Purchase]

Usage: Special

Once per event, you may convert all of your remaining Conviction into a single burst of divine damage. Incantation "Divine Wrath, [Divine Domain] damage [x]." If you know

more than one Divine Domain you must choose which domain you are using for Divine Wrath when you cast it. The damage [x] is equal to the amount of Conviction used to power Divine Wrath

Immunity to Domain, 50 CP [Single Purchase]

Prerequisite: Resist Domain x 5

You have reached a new depth of understanding of your Divine Domain that allows you to ignore its effects when it is directed against you. When hit by a spell of your Divine Domain, state “no effect.”

Resist Domain, 30 CP [Multiple, Non-Increasing, Max 5]

The depth of your conviction within your Divine Domain has made you somewhat resistant to its effects. For each purchase of this skill, you may resist one spell cast at you from your Divine Domain

Spell Crafting, 50 CP [Multiple, Increase Per Purchase]

Each purchase of this skill allows you to create a new spell that is unique to you. This spell may not be taught to, or learned by, anyone else. You may purchase this skill once per season and draft a spell for the rules team to review. The final incantation and casting cost of the spell is decided by the rules team, and must fit thematically within your Divine Domain

Bulwark Specialized Skill Tree

Prerequisites: 300 points in Basic Melee Skills, minimum of 500 points total spent

Restrictions: No Guns Skills

Guardian, protector, all humble names that define the Bulwark. With shield in hand, when the Bulwark decides to make their stand no force in the world can move them.

Ebb and Flow, 60 CP [Single Purchase]

Prerequisite: Parry

If an opponent uses the same called skill on you twice in a row, you may parry the second one without paying the Stamina cost.

Force of Will, 50 CP [Single Purchase]

Once per event, when your Health Pool is reduced to one, you may plant one foot and state “Force of Will”. For one minute you have a barrier against all melee and gun attacks. At the end of that minute, you fall over dead with no bleed out count.

Hold Ground, 50 CP [Multiple, Non-Increasing]

Prerequisite: Shield

Each purchase of this skill grants you a one-minute barrier against skills or spell effects that would force you to move. State “I will hold this ground!” to activate it.

Make Some Room, 40 CP [Single Purchase]

Prerequisite: Push

Usage: 3 Stamina

This skill allows you to swing the Push skill 5 times in succession.

Vitality, 40 CP [Multiple, Increase Per Purchase, Max 4]

Prerequisite: 4 Health Pool

Each purchase of this skill increases your Max Health Pool by 1

Diplomat Specialized Skill Tree

Prerequisites: 300 points in Basic Social Skills, minimum of 500 points total spent

Restrictions: Roleplay gated

Not everything can be solved at the point of a sword or the barrel of a gun. Sometimes it takes de-escalation, someone who can talk everyone down from the ledge. Swimming in the political waters can oftentimes be more dangerous than wading through a battlefield. This is where the Diplomat shines.

Letters of Introduction, 30 CP [Multiple, Increase Per Purchase]

Prerequisite: Social Networking for Contact: Political

Usage: Special

Each purchase of this skill grants you credentials from a political contact. These credentials will open the door for making contact with cultures and people that won't often waste their time on someone unknown. Each letter of introduction can facilitate communication to one culture.

Parlay, 40 CP [Multiple, Increase Per Purchase]

Usage: Once Per Purchase

State "All within [designate area], Pacify 5 minutes." Everyone within the designated area affected will be non-hostile for the duration of the effect unless attacked by something that was outside the area of effect when the skill was initially used.

Polyglot, 40 CP [Single Purchase]

Prerequisite: Linguistics x 5

Your depth of knowledge in linguistics allows you to be able to pick up on enough cues to be able to communicate with anyone. You may use Linguistics without expending the skill.

Rapid Response: Political, 40 CP [Single Purchase]

Prerequisite: Contact: Political

Once per event, you are able to get a message to your Political Contact that requires a fast response. Deliver your message to the plot center in writing, and a response will be sent out to you within an hour.

Social Networking, 50 CP [Multiple, Increase Per Purchase]

Prerequisite: A contact from the Basic Social Skill Tree

Each purchase of this skill increases the reliability and access to one of your contacts. You may purchase this skill once for each of your contacts.

Mad Scientist Specialized Skill Tree

Prerequisites: 250 points in Alchemy Skills, 250 points in Chemistry Skills, minimum of 500 points total spent

Reaching further than anyone would normally dare, the Mad Scientist delights in transforming components and items in ingenious ways. The transformed components and items may be used by anyone with the appropriate Skill. There may be additional effects for those who attempt use of a Mad Scientist's work without proper knowledge.

Aerosol, 50 CP [Single Purchase]

Prerequisite: Chemistry Process: Mixtures

With a special deployment casing you can turn powders with Packet delivery to powders with Cluster 5 delivery.

Injectable, 50 CP [Single Purchase]

With this skill you are able to turn potions into a form that can be used in conjunction with the Administer Pharmaceuticals skill.

Reclamation, 50 CP [Single Purchase]

Usage: Between Events

With this skill you may revert potions, pharmaceuticals, and certain other items to their original components. Items must be turned in at check out to use this skill.

Transmogrification, 40 CP [Multiple, Increase Per Purchase, Max 2]

Prerequisite: Research: Alchemy and Research: Chemistry

With the first purchase of this skill you may combine 2 common components to synthesize 1 uncommon component. With a second purchase of this skill you may combine 2 uncommon components to synthesize 1 rare component.

Recipes used with this skill must be researched. You may purchase this skill twice.

Weird Science, 50 CP [Single Purchase]

With this skill you may combine one Alchemy process with one Chemistry process to produce new mixtures. Recipes used with this skill must be researched.

Spellblade Specialized Skill Tree

Prerequisites: 250 points in Basic Magic Skills, 250 points in Basic Melee Skills, minimum of 500 points total spent

Restrictions: Only one school of magic. Spell blade skills require the use of a special in-game crafted weapon.

Long before the Collapse, warriors of Thislan learned how to wield weapons and magic in tandem - enchanting their blades in order to bring down a foe more effectively. Spellblades not only cast magic upon their weapons, but channel magic through their weapons to devastating effect.

Energy Weapon, 40 CP [Single purchase]

Usage: 2 Mana

You may expend 2 mana to enchant your weapon with your school of magic. Call [school] on your next attack. It may be combined with a called attack (i.e. Fire Maim)

Nullblade, 50 CP [Single Purchase]

Prerequisite: Energy Weapon

Usage: 2 Mana

State "Null" before your next attack. Attack may land on any valid target. Does special damage to certain magical based species.

Resist School, 40 CP [Multiple, Increase Per Purchase]

Each purchase allows you to resist a spell of your school.

Spell Strike, 50 CP [Multiple, Increase Per Purchase]

Prerequisite: Energy Weapon

For each purchase of this skill, you learn how to cast a spell through your weapon. Once you choose a spell it is locked in and cannot be changed.

Vitality, 40 CP [Multiple, Increase Per Purchase, Max 2]

Prerequisite: 4 Health Pool

Each purchase of this skill increases your Max Health Pool by 1

Lexicon

Spell and Skill Calls and Effects

Absorb - Converts an outside source, such as a spell, to restore mana or conviction. If something is absorbed the effect is ignored by the recipient.

Anchor - An anchored item cannot be moved from the location. It must have a red sticker with an anchor drawn on it.

Approach - For the duration of the effect, the target is compelled to move directly toward the caster at least a slow walk.

Amnesia - For the duration of the effect, the target has no memory of who they are, or what skills they possess.

Aura - Auras are a special type of reactive shield that are triggered by a specific event. If you hear the call "Backlash" followed by a carrier and effect, you have triggered an aura and must take its effects unless you have a shield against the specific carrier or effect.

Backlash - When an Aura spell is triggered, the first word of the incantation is always Backlash. Backlash cannot be parried, dodged, or avoided, but can be resisted with the appropriate shield spell. Example, "Backlash, Fire, Pain" could be resisted with a Shield or Barrier against Fire or Pain.

Barrier - A magical effect that protects against a specific type of effect or requires specific effects to be broken. Similar to Shields, Barriers protect you from a specific effect. Unlike shields instead of being a one-time use, the barrier is active for a set amount of time - generally 5 minutes. The barrier's duration starts from the time the spell is cast.

Bestow - Some casters are able to grant you one-time uses of skills, spells, or abilities. These bestowals last until they are used or the event ends. The word "bestow" in an incantation denotes that the spell is a bestowal.

Betray - The nature of the betrayal and the people betrayed is entirely up to the target, however they must betray their friends to the greatest extent they can. The betrayal can be anything from cutting them down during a battle to revealing secrets or starting rumors about them. The target will have full memories of their time under this effect.

Bleed - Target's health pool is reduced to zero and their bleed out count begins after one minute has passed. An instant healing spell will prevent this from occurring.

Bind - Forces the target's wrists to their side. Target is unable to attack, defend, or cast spells until the spell ends or they are released in some way.

Charm - For the duration of the effect, the target believes that the caster is their closest friend in the world and will do anything, within reason, that their new friend asks of them.

Circle of Protection/Greater Circle of Protection - A 3- or 10-foot diameter circle on the ground (must be visible, preferably with a rope but can be drawn in the dirt) that protects from both magic and physical attacks. The circle operates as a barrier in both directions; nothing may pass into, or out of, the circle.

Create - Conjures a creature component of the appropriate level.

Cremate - Can only be used on a corpse. Reduces the Death Count to zero and sends the spirit directly to the Apothecary.

Command - The target of the effect must immediately follow the command to the best of their ability.

Communicate - This allows the caster to speak with and understand the speech of another sentient being. It does not compel the target to speak, or tell the truth. Unless specified otherwise, the effect only applies to the caster and target, and not others in the vicinity.

Death - This effect reduces the target's Health Pool to zero and immediately starts their Death Count with no Bleed Out Count. May be resisted with the appropriate skill or spell.

Deconstruct - A magical effect that allows salvaging components from a constructed item in order to gain some of the components that went into its construction.

Diagnose [X] - A means of assessing the status of an indicated condition. You may respond "yes" or "no" to each question asked or your radiation count depending on the Diagnose question.

Disarm - If delivered by a melee weapon, the skill must hit the weapon being disarmed. If it is delivered by a gun or magical effect, the skill can hit any part of the body allowed by the combat and contact rules. If a gun is hit with Disarm, you do not need to drop it, but it is instead treated as if it was jammed and unusable for 10 seconds.

Disease - This effect causes a persistent Weakness effect to the target that can only be cured with a Remove Disease effect. (See "Weakness" entry below for details.)

Dispel [Effect] - Cancels the magical based effect it is targeting.

Dispel Magic - Cancels all magic effects on the target. This includes Runes, Shields, Barriers, Bestowals, and Auras. It can also be used to break a Circle of Protection.

Dodge - When hit with a called Gun Skill you can yell "Dodge". This cancels the effect and damage of the shot. The attacker does not regain the expended skill.

Drain - Followed by a clarifier such as Stamina or Health and a number, this effect reduces the target's appropriate pool by the stated number. The amount drained can only be restored by the Apothecary, or between events. You cannot be drained of your final Health Point.

Enchant - Grants the ability to swing a specific damage type, such as Fire or Holy, once. Unless stated otherwise, the specific enchanted damage is called on your next swing or shot fired. Once used, a new enchant is required to repeat the action.

End Product - A completed custom crafted item, made between events. See the Crafting Section on page XX for details.

Enthrall - This effect will force the target to be loyal to the caster and obey their commands to the best of their ability, for 5 minutes. The best of your ability does not include pushing yourself past the borders of your comfort zone, just your character. Those of particularly strong will may choose instead to fight the spell but this is costly. If you chose to resist, you will lose all health remaining in your health pool and immediately begin Bleeding Out.

Equipment - Any crafted or created item that grants a skill, ability, spell, visions, or insights, and requires effort and connection for a person to use properly. A player can have up to 4 pieces of Equipment. See the Crafting Section on page XX for details.

Final Death - This call represents a complete unraveling of one's soul. There is no coming back from this effect if it lands. You must immediately report to the operations center without interacting with others in an In-Game way. State "No Effect" if targeted by any skill or effect, even those which target corpses, spirits, or undead.

Force of Will - Once per event, when your Health Pool is reduced to one, you may plant one foot and state "Force of Will". For one minute you have a barrier against all melee and gun attacks. At the end of that minute, you fall over dead with no bleed out count.

Forge of [Domain] - Blesses a crafting station with the relevant domain to make a correlated magic item.

Forget - The target permanently forgets the information specified by the caster. The target may know that they have forgotten something, but they cannot remember anything else.

Fuel - Combustible component materials used in crafting processes and other operations. See the Crafting Section for details.

Hit the Deck - When hit with a called Gun Skill you can yell "Hit the Deck" and place both hands and a knee on the ground. This cancels the effect and damage of the shot. The attacker does not regain the expended skill.

I Will Hold This Ground - Grants a one-minute barrier against skills or spell effects that would force you to move.

Ignite - This magical effect provides one Fuel Component for one In-Game Crafting Action that requires Fuel.

Increase - Temporarily increases an indicated context, such as a spell's duration or an individual's strength, for the specified amount.

Karma - Once you have naturally reached the end of your bleed out count, rather than become a corpse, you can choose to be restored to one health. You are not

required to get up, and can continue to pretend to be dead. Quick Death or other effects that bypass the bleed out count prevent karma from triggering.

Knockdown - You must safely and swiftly lay down with your shoulder blades touching the ground and count to five before standing back up. If you are unable to move in this way, you must complete this movement to the best of your ability and count to five before making any other movement or taking any other action.

Last Rites/Greater Last Rites - Last Rites are a blessing given to corpses that provide a spirit a boon when facing the Apothecary. Last Rites alters the nature of the results from when you pull one of the Apothecary's stones. Last Rites raises the level of the Stone's result. For example, if you were to pull a Cursed Stone, it would instead be a Neutral Stone. If you pull a Blessed Stone, Last Rites has no additional effect. Greater Last Rites guarantees that the recipient will return Blessed. They do not stack, and cannot be given to the living (including those still bleeding out) or to spirits traveling The Black Path, unless it is Greater Last Rites. Inform the Apothecary that you were given Last Rites or Greater Last Rites when asked if there are any boons or curses upon your soul.

Magic/ Magical - All spells, prayers, and artifacts charged with Mana or Conviction, as well as the effects all spells, prayers, and such artifacts generate.

Magnetize [Target] to [Object] - This effect causes the target to be drawn to a stationary object such as a tree or building. The target must move as quickly and safely to the object as possible, then remain within one arm's length of it for the duration of the effect.

Maim - Breaks a limb. A melee weapon must hit the target's limb to deliver this effect. If delivered by gun or magical effect, the target limb will be specified and the ammo or packet can hit any part of the body allowed by the combat and contact rules to take effect. A maimed limb cannot be used unless splinted or healed. Ex. If your left leg is maimed you may not stand, walk, or push yourself around on the ground with it. It must remain immobile.

No Effect - This call is used when an effect does not, and will never, work against its target.

Null - An effect carrier that only applies to a special class of being. It will be noted on your character sheet if Null affects you, otherwise it has no effect and you must state "No effect".

Overwatch - A protection tactic used by gunners. For the stated duration, the individual calling overwatch has unlimited calls of the "Push" and "Knockdown" skill.

Overwhelming [Emotion] - A magical effect where the target experiences a powerful, single word, emotion suggestion. This cannot be used to break our code of conduct. Suggest emotions responsibly.

- Pain** - With this effect you must drop to one knee and place both hands on the ground before getting back up. If you are unable to move in this way, you must complete this movement to the best of your ability before making any other movement. Roleplaying being in pain (screaming, grunting, or otherwise acknowledging the effect) is strongly suggested for all instances of Pain.
- Pacify** - The target is unable to be aggressive for the duration of the effect, or until they are struck by a weapon or spell.
- Paralyze** - For the duration of the effect, the target is completely immobile. Paralyze does not bestow any of the benefits of Petrify.
- Parry** - Defensive skill call meaning that a melee or stealth effect was resisted or turned away.
- Petrify** - Turns the target to stone. The target may not move, and is immune to physical damage. Spell-based damage still goes through. Petrified targets cannot be healed by Medical Skills until the effect has ended. Petrify Unto Death means that after 5 minutes has passed, the target is dead and starts their Death Count.
- Pierce** - Damage and effects attached to this call are treated as if it hit an unarmored target. Pierce goes through shields.
- Poison** - Poisons may be crafted or naturally occurring, and are either ingestible, contact-based, or applied to a weapon and delivered as a skill. Ingestible and Contact poisons take effect immediately, and cause the target to fall unconscious and bypass bleed out, dying after 5 minutes unless cured. If delivered by weapon as a Venom, the target immediately suffers the stated effect for 5 minutes (ex. weakness venom causes Weakness) but do not die after those 5 minutes.
- Power** - The equivalent to Fuel for most technological devices. See the Crafting Section on page XX for details.
- Push** - As the melee skill. Target must take 10 paces, safely, backwards before reengaging.
- Quick Death** - This immediately ends a Bleed Out Count and starts a Death Count.
- Reduce** - Lessens an effect, cost, or status duration.
- Remove** - Removes the specified effect or status of the target.
- Refine** - Converts a base/common component into a refined component.
- Remember Death** - You remember the 5 minutes leading up to your death, regardless of what the stone your Apothecary pull would normally indicate.
- Reset** - Restarts the beginning of the appropriate count/timer. For example, "Reset Bleed Out Count" would restart your 5 minute count.
- Resist** - Indicates a shielding spell, or natural ability, to ignore the effect.
- Restore** - Replenishes the Target for a specified resource - Health, Mana, Conviction, and other expendable resources are able to be restored unless otherwise noted.

Revenant - For the duration of the spell, a corpse is raised from the dead and will have all of its memories and skills, and be eager for revenge on whatever killed it.

Sample - A skill that allows the caster to consume a small amount of a consumable item in order to gain the benefits, or detriments, of its effect. This can only be used once per item.

Secure - Represented by a tag saying "Secure [X]", where X is the number of Mana holding the Secure tag in place. An object, or door, with a Secure tag on it cannot be opened without first removing the tag with a Pry spell or effect, or using Dispel Magic.

Self-Sacrifice - Transfer a negative status effect from another target to yourself, unless you are already suffering from said effect.

Sever [Action Pool] - This effect causes the target to be unable to use any skill or ability that requires the expenditure of points from an Action Pool for the duration of the effect. For example, Sever Mana, 1 Hour, would prevent the target from being able to cast any Mana based spells for one hour.

Shell - Certain creatures or beings have special protections that allow them to ignore attacks and effects until certain conditions are met. If you encounter something responding to your attacks with "Shell" it means that they are acknowledging you, but you are having no effect on them. Each Shell has a set of conditions that must be met before anything will get through them. For example, certain types of more powerful undead may have a Shell that must be broken through the use of a Holy effect.

Shield - Shield spells can either be passive or active. A passive shield spell will trigger the next time you are hit by whatever the shield is protecting you from. An active shield spell allows you to take the effect instead of using its protection. The incantation will tell you whether or not the shield is active or passive.

Show the Way - A magical effect that attempts to help redirect lost or wandering Spirits back to the Black Path. This cannot force them back to the Black Path, however. This effect can only be cast on Spirits.

Silence - The Target is unable to speak or make vocalizations (including moaning, mumbling, or other non-word noises) for the duration of the effect. Miming and writing or other silent modes of communication are still acceptable.

Slay [X] - If delivered by a melee weapon, the weapon must strike the torso. If delivered by gun, it can strike anywhere on the target. [X] is the amount of damage it does.

Slumber - For the duration of the effect, the target is unconscious and cannot be awakened without a Remove Slumber effect, or the duration of the Slumber expires.

Snare - Locks the target's feet to their current location. Target may not move from that spot until the spell ends or is canceled.

Spin - Rotate safely in place as indicated at a speed that is comfortable for you. You don't need to make yourself sick when hit with this effect.

Stay the Path - A magical effect that prevents a Spirit from being led away from the Black Path. This effect can only be cast on Spirits.

Stealth [x] - Represents a sneak attack. The attacker must be standing behind the target with both feet planted on the ground to use it. [x] is the amount of damage delivered by the attack. A Stealth [X] attack cannot be parried, dodged, or avoided, but can be resisted with the appropriate shield spell.

Stabilize - This effect suspends someone's bleed out count. It does not heal any vitality or restore consciousness. The person using this must stay within arm's length and take no actions besides role-playing applying pressure to the wound in order to keep the bleed out count suspended.

A stabilized person may be moved at a slow walk with the assistance of another person to carry them. The target's bleed out count resumes if they take any damage, or the person "applying pressure to the wound" stops for any reason.

Strength - An effect increasing the strength of an individual in order to count for more toward lifting an object's Weight. It may also be used to temporarily overcome the effects of Weakness.

Subdue - A sucker punch represented by a subdue packet. The target must be within arm's length. If the subdue is successful the target must immediately fall, shoulders touching the ground, before they can get back up. If you are unable to move in this way, you must complete this movement to the best of your ability and count to five before making any other movement or taking any other action.

Suspend - pauses a target's specified Bleed Out Count/ Death Count, or prevents specified damage/effects from affecting the target, for a period of time. The incantation will include what is suspended and for how long. If applicable, the description will include what consequences the target incurs when the pause or prevention ends.

Terror - An effect causing overwhelming fear. The target of the spell must move at least 10 feet away from the caster as quickly as safety allows, maintain that distance, and cannot to attack the source of the Terror until the effect has ended. The target's only thought is escape, and while they may defend themselves on their way to safety, they may not attack or cast any spells until they are 10 feet away from the source of their fear.

Transfer - Grants the indicated amount of Pool to the recipient. The source of the transfer must have enough of the Pool to both initiate the skill/spell and to give away.

[Type]/"to [Type]" - Specifies that the damage or effect only works on a particular type of creature or being. *Current types include - Undead, Beast (Lesser, Greater, Sentient), Plantform (Lesser, Greater, Sentient), Revenant, and Primal.* If you are not

classified as one of these types the effect does not work against you, and you must state "No effect."

Weakness - While under the effects of weakness you cannot attack, defend yourself, carry anything, or cast any spell that is not delivered by touch, and can only walk at a slow pace. If you have lost Health Points, you may regain them in any normal way, however normal Healing effects do not cancel Weakness.

Weight - A measure of how many people must have at least 1 hand on an item to move it. This is indicated by a red sticker with a number on it.

Workstation - A larger, communal piece of Equipment-like devices, workstations are often tied to a single craft or skill within a craft. They are larger items usually anchored to a single location, easily identified by a Plot Card tag.

Wraith Walk - A magical effect that allows the caster to escort a specific spirit to the Apothecary. The caster may interact with other spirits and denizens of the Black Path as normal, but must remain within 5 paces of the Spirit that they are escorting until the Spirit enters the Apothecary. This spell does not allow the caster to enter the Apothecary.

Venom - Call for a blade strike using a blade venom. Venom will be preceded by an effect such as Weakness. Blade venoms may be resisted as Poisons.

Spell and Prayer Casting Keywords

Aura - A spell or prayer set in waiting. The effect triggers when the caster is struck with a weapon.

Bardic Chain Touch - A Bardic Mana spell with this delivery method allows for multiple targets to receive the effect of one Bardic Performance. All targets must be touched within sixty seconds of the start of the performance, and the caster must expend the casting cost again for each target after the first. This is different from the Chain Touch [X] delivery method which allows multiple targets per casting. The caster does not have to stand in place.

Chain - A spell that repeats itself a number of times. Each target may be touched once per casting of this spell. The full casting cost is expended even if there are fewer targets touched than the spell allows. One foot must remain planted on the ground while casting the chain or it is disrupted and no more targets may be touched. This is different from the Chain Touch methods which allow freedom of movement during casting.

Chain Touch - A spell that repeats itself a number of times. Each target may be touched once per casting of this spell. The full casting cost is expended even if there are fewer targets touched than the spell allows. The caster does not have to stand in place.

Cluster - A handful of spell packets, typically 5 (see spell description for exact number), thrown at once.

Extended Performance - An ongoing performance after the completion of a Bardic spell incantation. The effects of the spell last as long as the performance does, or until canceled as normal (ex: Dispel Magic, Silencing the caster, etc) for that type of spell or effect. The spell description will state any other ways a specific spell may be canceled.

Performance - A one minute performance required prior to finishing the incantation of a Bardic spell.

Spell Stacking: A person may have only one of each type of spell active at a time. You may not have two Auras, or Barriers, or Bestows, or Shields, or **Weapon Enchantments** cast on you simultaneously. You may have an Aura and a Barrier and a Bestow and a Shield **and a Weapon Enchantment** at the same time. Certain spells and abilities may create exceptions to this stacking rule.