



REMNANTS OF HUMANITY

A Postapocalyptic Companion to
the Exodus LARP System

V1.2

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Exodus LARP System Setting Book

“Remnants of Humanity”- Adapt or Die

Written by: Shawn Loader & Sarah Mersereau Loader
Lead Editor: Sarah Mersereau Loader

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Table of Contents

Forward.....	2
A Primer to the World of Now.....	2
Rifts and Rads.....	3
Character Death and You.....	3
Character Creation: Factions.....	4
Faction Resources.....	4
The Corporations.....	4
The Faithful.....	5
The Nomads.....	5
The Scrappers.....	5
Mutations.....	6
Major Mutations.....	6
Minor Mutations.....	8
Firearms.....	12
Special Resources.....	13

Forward

The following setting book is designed to work with the Exodus LARP system, to provide a post-apocalyptic, survivalist theme for your game world. The World of Now in which this game takes place is approximately 100 years in the future of the world that we have today, and we encourage you to explore the concepts of "what if" in a creative manner.

Utilizing the same resource and combat systems introduced in the core Exodus book, RoH introduces the concept of mutations and political affiliation rather than races as well as the inclusion of ballistic ranged weaponry (to be represented with Nerf or similar foam dart guns). In keeping with the core Exodus rules, RoH is a classless system with all skills being available to your character to purchase as long as prerequisites are met. Like the core Exodus rules, you begin character creation with 10xp and 5HP, but you may also come into play with one starting mutation package or up to 10 Rads of chosen mutations (see p. 7).

A PRIMER TO THE WORLD OF NOW

Rumors of what happened to the world are many. What is known, is that the Old Ones of the World Before were at the peak of civilization; constantly trying to better themselves and explore new avenues of science and technology. Unfortunately progress and change is a double-edged sword and the Old Ones became prideful in their mastery of the world. With various factions all believing themselves to be in the right, war beset the World Before and the experiments of the Old Ones became more daring and dangerous. In a constant struggle for superiority, they sought to artificially change and mimic life. The methods were guarded feverishly and jealousy arose among the factions of the World before. It is unknown what exactly sparked the Week of Fire or the formation of hazardous Rifts, but the subsequent war leveled great cities and nations across the world leaving only ruin in its wake.

Stripped of the comfort of the World Before, humanity eked out a living underground waiting for the surface world to be hospitable once again. Poisoned by the destruction they had wrought and starved of the resources from Before, few healthy pregnancies could be carried to term with more and more births being stillborn or not quite human. The age of the Old Ones had passed, and the age of those who Adapt had begun.

It is now some 100 years since the Week of Fire, and against all odds Humanity has continued to persist...along with other creatures. The surface has changed immensely from the World Before, now marred by crackling Rifts which spew harmful energy and horrific creatures. Mutations are common among Humanity, with some falling to the wasting sickness of the Rifts to rise as Abominations, forever changed and unable to breed, despised for their inability to "truly" help Humanity flourish once more in this changed world. The truly unfortunate lose their humanity to extreme mutation, devolving from Abominations into violent monsters which are usually killed on sight.

Life and death are no longer simple; the Rifts wreak havoc on what used to be the one simple truth: we live, then we die. Instead the Rifts sometimes bring one back, changed yet still alive. While no one has yet come back from willingly stepping, ultimately it is your choices that will affect the path this world will take.

RIFTS and RADS

A core theme within Exodus LARP Systems' settings are the presence of Rifts and the strange effects they inflict. This is no different for "Remnants of Humanity". While the exact nature and cause of the Rifts is theorized at length by the different factions in the game world, all parties can agree that Rifts and the creatures that exit them emanate powerful energy. This energy in terms of OOG lingo is radiation or Rads for short. Rads may accrue on your character throughout gameplay via combat or other actions with interesting effects (see Death and Resurrection, and Mutations). These Rifts are unstable tears in reality and are believed to potentially lead to other lands due to their part in Resurrection as well the existence of Abominations within the world.

From time to time, terrible things come out of Rifts. One generally does not stay in the vicinity of Rifts for very long, as it can be hazardous to their health. STs may at any time send Abominations or worse out of any Rift in play and are actually encouraged to do so if players are loitering near Rifts for too long.

CHARACTER DEATH and YOU

If your character is unfortunate enough to die in game, you first follow core Exodus rules. Remove any reps, report to the Storyteller camp and decide whether you wish to relinquish your character or attempt resurrection. Relinquishing your character follows the core rules exactly in that you may do so at any time and that character will be taken permanently out of play in exchange for half your accrued XP being returned to create a new character.

Resurrection on the other hand has a Rift and Radiation-centric twist as follows.

Resurrection Potential: Per standard Exodus rules, you have 10 potential lives and must roll to see whether your character resurrects or dies permanently without the XP return. Your resurrection potential, however, is affected not only by exceptional items, previous deaths and accrued XP, but also by the amount of Rads on your character. In the Remnants of Humanity setting, every 10 Rads accumulated on your character will also reduce your potential to resurrect by 1.

Example: If it is your first death, you have no accrued Rads and you have less than 60 XP on your character with no exceptional items, you merely need to roll 2-10 to resurrect. If it is your second death and your character has 130 XP and 12 Rads accrued, you need to roll 6-10 to resurrect.

Rift Exposure: When you resurrect, your unequipped character will stumble out of a Rift per standard Exodus rules, but this will also add a randomly rolled mutation with its associated Rads to your card. While you do not take the HP damage in this case, your brush with a Rift will automatically trigger a Mutation which will result in at least 1 Rad being added to your active mutations pool. If it is your first game and the Storytellers decide that the death will not count, your character will resurrect but without the addition of Rads and mutation or your potential lives being reduced.

The Storytellers will mark your new warts or boils down in their records before you return to game via a standard Resurrection. Please see the Mutations section (p.7) to catch up on your new mutation effects. Please note that you exit the Rift with your new mutation in play.

CHARACTER CREATION : FACTIONS

The concept of nations fell by the wayside through the war, and now much of humanity has aligned themselves with one of 4 factions: The Corporations, The Faithful, The Nomads, and The Scrappers.

Each faction has their own point of view on how to survive and how to rebuild, with cultural, political, and economic ideals taught to them since birth. While some may choose to be factionless, the benefit of a faction includes: a sense of purpose, a measure of protection, a group of like-minded friends, and free access to resources (1 basic resource card per event based on the faction list). If you choose to, you may instead start the game or become Factionless in game. Please note you would be stuck without protection of allies and would not get the 1 resource per game.

You may also choose to leave and join another Faction mid-game through roleplay. If you change a Faction, you must take on their minimum costuming requirements to receive their resources on your next game.

FACTION RESOURCES

Per the core Exodus system, the majority of trade is done via Resource cards which represent either generalized or specialized items and materials in game. On your first game, if you have chosen a Faction, you get 3 resources from that Faction's list, divided as you choose. Every following event you attend, you get 1 more resource card as you wish from your Faction list. Every Faction has one resource that they get in abundance, choosing it gets you 2 cards instead of 1.

Faction	Med Tech	Scrap	Food	Ammo
The Corporations	✓		✓	x2
The Faithful	x2	✓		✓
The Nomads	✓	✓	x2	
The Scrappers		x2	✓	✓

If you have chosen to begin the game as Factionless, you may choose any 2 resources to start the game with, but will not accrue additional resources through log at subsequent games.

THE CORPORATIONS

Resources: Ammo x2, Food, Med Tech

Costume Requirements: Cleaner than most, wear at least one visible business-influenced item (ties, blazers, etc). Corporate logo patches, brands or tattoos are also common.

This faction is in fact several separate corporations, each one with their own objective. Some seek technology, some sell protection, while others act as homes for misfits. One thing is certain: Each corporation seeks out luxury and each has a head, usually known as a CEO. These CEOs rule their respective Corporation with an iron fist that few question or challenge. Each corporation has its own rules and its own line of succession for leadership. The rules of succession vary between hereditary, meritocracy or even openly challenging the existing CEO. In 2119, the Allied Havens of Swissland were added to the Corporate fold. This global tier corporate entity has havens around the world and operates several research and supply hubs with a democratic structure.

THE FAITHFUL

Resources: Med Tech x2, Ammo, Scrap

Costume Requirements: Tending towards upcycled or rustic clothing (cloaks, robes, tunics) all Faithful proudly wear a visible symbol of their Faith

The Faithful are a council-led faction of congregations and Hearths led by a theocratic prophet; they believe that the Rifts are manifestations and challenges set forth by the divine. As such they also follow one or more deities (whether real or made up, you may pick or create whatever you wish) and live their lives accordingly. Belief in a higher power is the most precious thing in the world to the Faithful; they will not deny or fight over the beliefs of another Faithful instead taking pride in the fact that the higher power manifests itself in many ways to be interpreted by the Faithful as they see or feel it.

There is a stark philosophical divide among the council regarding whether Mutations are a physical manifestation of Sin or a Divine Gift sent by God(s). Those that believe that Mutation is a Gift wear a holy symbol surrounded by fire or a bright green ring and gather in communities called Hearths. Those that believe Mutation is a Sin wear unadorned symbols and adhere to more traditional congregations. Despite congregants (Sacred) trying to avoid close association with anyone with 10 or more RAD-worth of visible mutations, they will make exceptions for those of the Faith (albeit with gloves, masks and other protective measures). In contrast, the more adventurous of the Children of Fire (Gifted) will actively seek out radiation and Rifts to better understand the Divine.

THE NOMADS

Resources: Foodx2, Med Tech, Scrap

Costume Requirements: Faded, hard-worn clothes adorned with fur or a tribal sash

The Nomads were once small groups of survivalists, hikers, First Nations and others that happened to find themselves out and about during the Week of Fire. Some say these are the hardiest of people who have learned to adapt and survive in any conditions. Nomads have no real governing body; the only thing they seem to all agree on is “freedom is not free”; you must fight for it, or fight to protect it. Each local tribe of Nomads has a Chieftain who sees to the protection, and welfare of their people.

The Nomadic Tribes can be a dangerous place as even Mutants deserve freedom in the eyes of the Nomads. They will harbour a productive member of society even if they are a single strand away from becoming an abomination. Nomads are adept at surviving by any means necessary. Mutations are not feared amongst them, and sometimes even appreciated for they make the Nomad better at survival in these harsh times.

THE SCRAPPERS

Resources: Scrapx2, Ammo, Food

Costume Requirements: At least two small pieces of tech or scrap worn over their clothing, they tend towards patched garments or army surplus.

With their often patchwork clothing and nomadic lifestyle, Scrappers have been compared to the myths of Travellers and Roma of old. They live by a motto: If it ain't bolted down, it can be taken for the Gang. Scrappers are territorial of their homes and inventions. They will protect their own and their territory without hesitation. Many find Scrappers offensive and insulting of others. Scrappers know this is just how they talk to one another. The thing Scrappers value more than their own kin and territory, is Technology. They do everything in their power to remake the tech of old.

MUTATIONS

Thanks to the effects of radiation (Rads), mutations are prevalent within "Remnants of Humanity" and may present as either Major or Minor Mutations. Throughout the game you may accrue Rads upon your character via melee combat or other encounters. For every 10 Rads you accrue on your character that is not already invested in mutations, you must choose whether you will adapt (mutate) or die (bypass your In Shock count) at the end of the Encounter you gained those Rads in. If you choose to mitigate this exposure to radiation by mutating, you will state "Actively Mutating" to everyone you encounter. You have 1 hour to inform a ST what your new mutation is, add it to your card and rep it, you may not utilize the mutation until all steps are completed. If you voluntarily accept Rad through physical contact with someone with Irradiated Flesh, you will eventually develop an immunity to acquiring Rads by merely touching their skin (see Irradiated Flesh).

You may purchase Mutations by transferring your "Free Rads" to your "Mutation Pool". Both Rads in your Free and Mutation Pool count towards your resurrection potential. If you begin with the Lesser version of a Mutation, for example "Armoured Scales, Lesser", you may upgrade to the Greater version by only expending the difference between the two Rad costs except if you had the lesser version as part of a starting Major mutation package. If it was part of a Major mutation package, then you must spend the full amount of Rads to upgrade it. You do not need to choose the Lesser version of a mutation before choosing the Greater version.

When creating a character, you may choose to start play with a single Major mutation worth 25 Rads, 10 Rads worth of Mutations or no Mutations. Bear in mind that choosing to begin with Mutations, and therefore Rads on your character, will affect your potential to resurrect, whether or not the character is brand new.

Furthermore the more Rads on your character, the more delicate your mental state. Your character will be quicker to anger, more unpredictable or driven by instinct as you mutate further away from being human. Once your character accrues 100 Rads, they will become a NPC abomination bent on the destruction of whatever is in their path. Note: If the ST team feels you are not repping your Mutations properly, you will be given a warning. If this warning is disregarded, you will be required to change your Mutations to ones of ST's choosing.

MAJOR MUTATIONS

Major Mutations may only be chosen at character creation and will forever mark your character as a Mutant Visibly. In exchange, these mutations are more versatile than Minor Mutations with several abilities being available to you for a fraction of the total mutation costs.

When you further Mutate, whether by accumulating Rads or Resurrecting, your Major Mutation and its related abilities are still in effect, however if you choose to upgrade a Mutation you must spend the full Rad cost to unlock it. Each of these Major Mutations has make up requirements which must be repped appropriately to receive the benefit of the Mutation, however these singular requirements replace that of the individual mutations if they had any. You may choose from Beast, Brute, Hunter or Wastelander.

Beast:

For all purposes you are a human-animal hybrid, and your visage reflects this with animalistic characteristics such as furs and snouts, gills and scales, or elongated ears and whiskers. Some examples include: fox people, bird people, merfolk. Any real world animal may be used as your influence.

Costume Requirements: Pick Two - 50% coverage of fur/scale/feather makeup on exposed flesh (face, neck, arms; legs and torso optional); an animal-like facial prosthetic; animal specific prosthetic : tail, gills, antennae, elongated furry ears, feathered extensions, etc.

Bonuses: +5HP; Rad'ar. Additionally pick two of the following : Gills (Greater), Regenerative Gland (Lesser), Keen Senses (Taste), or Keen Senses (Scent).

Weakness: Susceptible to Fire: Take an extra point of damage from all fire sources.

RP Suggestion: A bit wild; definitely trust your instincts or nose over popular opinion.

Brute:

Whatever your size, you are a walking tank in flesh form; strong, durable, and great at expressing yourself through violence.

Costume Requirements: Pick Two of the following- 2-3 large radiation burns on exposed flesh (including limbs), numerous small scars or 3+ large scars, engorged veins

Bonuses: Inhuman Toughness, Inhuman Strength, Juggernaut

Weakness: Quiet type: Cannot take skills that require performances

RP Suggestion: Socially stunted, when you do engage, you may be direct and tactless

Hunter:

Like a creature from vampiric myth, you have incredible constitution and are able to regenerate, but are sensitive to light, thereby usually avoiding the day.

Costuming Requirements: Unnaturally pale skin (does not need to be based on your natural flesh tone, pale grey, blue, lavender, green are all acceptable); Feeding prosthetic (vampire fangs, leech mouth on the hands or face, etc. Creativity is encouraged). Feeding method must be visible when using Siphon.

Bonuses: Siphon, Inhuman Toughness, Immunity (Disease), Regenerative Gland (Lesser)

Weakness: Light Vulnerability: Take an extra 1 pt of damage from all sources from 6am-6pm unless indoors or underground.

RP Suggestion: You are a predator and may carefully watch potential prey.

Wastelander:

You may as well be the irradiated dead walking based on your appearance, but you are hearty and adaptable.

Costume Requirements: Sunken eyes and cheeks with glowing green or yellow veins fanning out from the eyes. Note: veins should be visible during both the night and day.

Bonus: Detect radiation, Immunity (Disease), Inhuman Toughness, Irradiated Flesh

Weakness: Radiation Susceptibility: Take an extra 1 pt of Rad from every Rad source. You may not purchase Radiation Resistance and efforts to cure Rads cure 1 less Rad.

RP Suggestion: You may have difficulty connecting with others due to you condition as you can't touch those you care about without inflicting Rad upon them.

MINOR MUTATIONS

*Each minor mutation may only be purchased once, except Acidic Gland, Detect Radiation and Behemoth, which may be purchased up to 5 times. Greater versions will replace the lesser version of a mutation with you only paying the difference in Rads between the two, unless the Lesser mutation was part of a starting package.

Mutation	Rad Cost	Mutation	Rad Cost
Analyze Mutation	5	Irradiated Flesh	10
Acidic Gland*	6	Juggernaut	10
Armoured Scales, Lesser	5	Keen Senses (Taste)	2
Armoured Scales, Greater	10	Keen Senses (Scent)	4
Auger Mind	8	Keen Senses (Sight)	6
Behemoth*	10	Keen Senses (All)	10
Chameleon, Lesser	5	Passive Regeneration	10
Chameleon, Greater	10	Power Generation	5
Detect Radiation*	3	Rad'ar	7
Gills, Lesser	2	Radiation Resistance	10
Gills, Greater	5	Regenerative Gland, Lesser	4
Immunity (Disease)	8	Regenerative Gland, Greater	6
Immunity (Ingested Chemistry)	8	Siphon	10
Inhuman Strength	10	Stare Down	4
Inhuman Toughness	10	Visioneer	6

Analyze Mutation: Usable at will. Spend 5 seconds examining your opponent then either touch or hit them with a thrown packet calling "Analyze Mutation." If successful, the target must reply in a normal speaking voice with the total Rads on character and the name of one non-visible mutation they possess, if any. Example: "38 Rads, Immunity to Disease." Makeup: Nuclear Green eyeliner or face paint under the eye.

Acidic Gland: Usable once a day, you may throw a packet for 2 Acid or touch a packet to any single standard lock in your front arc. If used on a lock, the acid you "spit" will dissolve the locking mechanism on a 60 second count as per the Chemistry Acidic Paste. Makeup: None, though surgery would reveal a small orange node in your throat.

Armoured Scales: Your skin is made up of tiny scales that help protect you. These scales may be restored by consuming 1 Food Resource or expending 1 Med Tech resource and then

roleplaying patching yourself up for 1 minute outside of combat. No special skill is required, but you must be stationary, focussed and uninterrupted to succeed.

Lesser: 10pts of armour, may stack with armour. Makeup: Scales on 25% of visible skin

Greater: 20pts of Armour, may stack with one layer of armour only. Purchasing this skill will replace Armoured Scales, Lesser Makeup: Scales on 50% of visible skin.

Auger Mind: The mutant may place their hands on the target's head and declare "Auger mind". This action is immediately followed by a single 1 sentence question that must be able to be answered in one sentence or less. The target must answer that question truthfully but may be creative in what information is passed on. Makeup: Visible 3rd eye on their head.

Behemoth: Adds +5 HP to your total HP. May be purchased 5 times.

Makeup: deep red veins on the neck

Chameleon, Lesser: 5 second count to activate 1/encounter while remaining still you may perfectly blend into the area effectively becoming invisible for up to 30 seconds, taking any damage or moving/attacking will instantly break this ability. To indicate you are hidden, place one fist on top of your head with two fingers extended. Makeup: 25% of exposed skin must be camouflage coloured in some manner

Chameleon, Greater: 5 second count to activate 1/encounter while remaining still you may perfectly blend into the area effectively becoming invisible for up to 30 seconds or 10 steps, taking any damage or attacking will instantly break this ability. To indicate you are hidden, place one fist on top of your head with two fingers extended. Purchasing this skill will replace Chameleon, Lesser.

Makeup: 50% of exposed skin must be camouflage coloured in some manner.

Detect Radiation: 1/Day/Purchase you may call "Detect Radiation" in a normal speaking voice, every person in range of your voice who has any Rads on character via mutations or stored Rads must say in a normal speaking voice "Radiation". May be purchased 5 times. Makeup: None.

Gills, Lesser: May breathe in fresh water for 10 mins, every hour. Makeup: 1 pair of gills

Gills, Greater: May breathe in any water indefinitely. Purchasing this skills will replace Gills, Lesser Makeup: 2 pairs of gills

Immunity (Disease): May call 'no effect' on all disease effects. Anything that would leave you sickened (Nausea, Poison, etc.) does not work on you. Makeup: none

Immunity (Ingested Chemistry): Call 'no effect' on all chemistry ingested effects, whether they are positive or negative in nature. Makeup: None

Inhuman Strength: Adds +1 Strength for every 25 Rads on character. Makeup: None.

Inhuman Toughness: Adds +2HP for every 10 Rads on character to your total HP. Makeup: None.

Irradiated Flesh: Controversial in nature, most possessing this mutation are hunted on sight due to the inherent danger they pose. May spread 1 Rad to anyone who physically touches you for 3 seconds every 3 seconds, also Retaliation 1 Rad every time you are struck in melee combat. You must call "Retaliate 1 Rad" and your attacker then takes 1 Rad. Special note: Rad acquired through physical contact is capped at 25 points over a character's life. After this point, the character is considered to have an immunity to Rads passed on through skin contact; they are still affected by Retaliate and coming into skin contact with your blood. Makeup: Glowing green veins on 50% of exposed skin. Note: You must glow at night; if you do not glow visibly from 10' away, you will need to wear a Green Glow Stick.

Juggernaut: You are an excellent specimen of inhuman breeding or engineering. When entering your In Shock state, you instead take a knee and then RP 3 seconds of gaining a second wind. You rise with your full HP+5, +1 Strength and are in a blood rage. You attack the closest viable target to you, and continue attacking the next closest after that after each target drops into their In Shock state.

You continue in this state until: your 3 minute In Shock count ends, you are beaten down to zero or less HP or you receive half of your total unmodified HP rounded up in healing. Unless healed your required amount, your In Shock count continues ticking away while you kill everything around you. You may only use Melee or thrown weapons during this effect.

Note: if you have Regenerative Gland, you may use it to heal however you must still receive the remaining amount of healing you require to end the blood rage. If your 3 minute count ends and you sustain no further damage, you collapse exhausted at 1 HP. If you sustained further damage without receiving further healing, you fall to your Mortally Wounded state at the end of the 3 minutes per usual. Makeup: Surgical scars

Keen Senses: Your heightened senses allow you to do a little extra

Taste: Can sample an insignificant amount of something learning its effects without suffering them. Usable once/hr. Must declare "Keen Taste" on a 5 count. Makeup: None

Scent: Can track via smell for 10 mins/day. Declare "Keen Scent" and RP getting the scent for 5 seconds, before being able to call "Keen Scent: <Target>" or follow ST directions for the trail. Makeup: animal like nose (may be prosthetic or makeup)

Sight: See Camouflaged foes and hard to see objects at STs Call Makeup: animalistic eye contacts or cat eyes painted on to eyelids

All: You possess Keen Senses Taste, Scent and Sight for less Rad. Must rep all makeup.

Passive Regeneration: You regenerate 1HP/minute. This requires passive concentration and thus deactivates if you are unconscious or In Shock. Makeup: minimum 2"x2" radiation burn on exposed skin

Power Generation: You may power 1 small device or weapon off the radiation you give off, rather than using a Power Cell. You must remain in contact with the item during its full operation. Makeup: Some form of connector on the hand or wrist that would focus your radiation for use, such as wires, diodes, or even bandages painted to look like battery terminals.

Rad'ar: Radiation has given you a sixth sense for when trouble is afoot. You may use Evade once per Encounter per core rules (may avoid any one attack made to your front arc), and occasionally a ST will warn you if an action may be dangerous to your character. Makeup: None.

Radiation Resistance: Passive ability that reduces all Rad damage taken by 1 regardless of source. Makeup: all mutation requirements of makeup are now dull in colour. If this affects no visible makeup then the new makeup requirement is flushed cheeks.

Regenerative Gland, Lesser: Once a day may suddenly regenerate 2 HP after being in Shock for 10 seconds. Makeup: None, any surgery would reveal small strange glands.

Regenerative Gland, Greater: Once a day may suddenly regenerate 5 HP after being in Shock for 10 seconds. Purchasing this skill will replace Regenerative Gland, Lesser. Makeup: None, any surgery would reveal large strange glands.

Siphon: Once an hour you may drain 1HP/3 seconds to a maximum of half your total HP rounded down, by laying a hand on your target's shoulder/back. So if your full health is 9, you could drain 4 HP from your target and add it to your own. While you cannot exceed your natural health total, you can still drain up to half your full health even if you cannot use it. Your target must either be willing or unable to resist (unconscious, restrained, etc.). Makeup: Feeding prosthetic (vampire fangs, leech mouth on the hands or face, etc.). Feeding method must be visible when using Siphon.

Stare Down: 1/Day : Maintain eye contact with target for 5 uninterrupted seconds, then declare "Stare Down". Your target may choose to run or declare their current HP. If they declare their HP, you declare yours in return. If they have 5 or more HP than you, they may choose to stay and fight instead. If not, they must flee from you for 60 seconds. Makeup: None

Visioneer: Requires Oracle. Every once in while a ST will make an announcement that anyone with Seer or Visioneer should come see them for additional information. This may be announced in opening announcements, or a player can activate the use themselves by going to a ST and requesting the use of Visioneer on a specific topic or person if they had first been introduced to said person in the last 10 minutes. If activated by a PC it is usable 1/day, however ST's may trigger this ability at will. The player will within 6 hours see a short vision as described to them on the topic. They get a small but important glimpse into that person's life. The vision will show a life altering event or experience that happened to the target. Immediately upon getting their vision they are physically exhausted and unable to use any encounter or daily abilities for the next 10 minutes. Makeup: None

UNIQUE SKILLS : FIREARMS

The “Remnants of Humanity” setting adds the use of firearms to the combat system, which mostly follow Archery combat rules with some notable differences. The following details the ins and outs of Firearms in game. A loaded firearm may be picked up and fired by anyone for base damage, but it cannot be cocked or reloaded without Firearms Training.

Safety Guidelines:

As with bows, you may not block with a Firearm except through the use of DEFLECT. Firearms are represented with Nerf Guns or other LARP-safe firearm props that shoot unmodified foam darts/foam balls and/or foam discs. You may use analog/pump action or powered reps according to your In Game skills. You may modify your blasters but we recommend leaving ½ ” of the muzzle orange or another bright colour to avoid law enforcement mistaking your blaster for a real firearm and also recommend being careful when modifying the firing velocity.

When asking yourself if something is LARP safe, consider this: hand your gun rep to your kid brother for a day, tell him to surprise you by point blank shooting you in the face with it. If your response is “no way” or you feel more than a flick or mild disturbance then it probably does not pass safety. Part of the weapons check for every firearm is taking the firearm and running a velocity test; shots under 37 MPS or 120 FPS will pass safety. Three test shots will be measured; if two of the three pass, the weapon will be approved.

Damage:

Weapon Type	Base Damage	Weapon Training	Damage increased by?
Firearms**	2	Firearms Training	Marksmanship

Furthermore firearms are able to bypass standard shields and tower shields (unless they are specifically built to withstand this, such as the “Riot Shield” Schematic).

Resources:

Unlike bows and crossbows, Ammo for Firearms is more expensive. A single Ammo card is worth only 10 bullets with a firearm and is required for every 10 shots you fire (hit or miss!). There is no tag differentiation between ammo for firearms versus bows, however you need to spend Ammo cards for Archery and Firearms separately.

Skill Amendments:

Firearms training may also be used as a prerequisite for any Archery-based weapon technique except Harpoon and Chosen Target. This does include Siege Weapon Training. You do not need to purchase Marksmanship separately for Archery and Firearms.

Firearms training may be used as a prerequisite, and in conjunction with a melee weapon, for Two Weapon Style weapons training.

Skill Name	Cost	Usage	Prerequisite
Firearms Training	5 XP	Passive	None
Adv. Firearms Training	5 XP	Passive	Firearms Training, Tutored

FIREARMS TRAINING: 5XP (Passive)

Firearms Training allows the user to use most standard non-powered firearms. Out of game this would be any foam dart gun that does not use batteries. It also allows the character to utilize any Weapon Technique that could be used by Archery Weapon Training except Harpoon with a basic firearm. Damage may be increased through purchase of Marksmanship. Non-powered firearms adhere to the one damaging strike per second per weapon rule.

ADVANCED FIREARMS 5XP (Passive)

Advanced Firearms Training allows the user to use automatic firearms and laser-based firearms as well as utilize any Weapon Technique that could be used by Archery Weapon Training except Harpoon with a powered firearm. These weapons typically fire very fast or may use special Ammo which does more than base damage. Out of game these weapons would be any foam dart gun that uses a battery-powered firing system. Damage may be increased through purchase of Marksmanship. Powered firearms are not limited to dealing 1 strike per second.

SETTING SPECIFIC RESOURCES

Considering that hints from the World Before still exist in “Remnants of Humanity”, it is possible to find bits of technology left over from that era. These ultra rare components are usually used for creating items of a higher caliber following Schematics, and may only be found in game. These ultra rare components cannot be purchased through the Storyteller team or received through logistics at the beginning of each game. These items often are still powered items or super fine precision parts for items with potentially life changing results. These items are highly sought after, and factions are known to start wars to try and acquire them. Examples include varying sorts of Scrap such as Power Cells, Cybernetic components and even Radiation Shielding, which may be useful for creating Artificial Limbs, Cybernetic Eyes, or armour to protect you from Rads. Your character can discover more about these items In Game.