



EXODUS LARP SYSTEMS

Core Rules

V1.3

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Exodus LARP System

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ABOUT THE EXODUS LARP SYSTEM

If you are unfamiliar with the term LARP or GN, we welcome you to our exciting and vibrant community. Live Action Role-playing or Grandeur Nature in French, is a type of interactive role-playing game in which the participants portray characters through physical action, often in costume and with props. Combining improv theatre, cosplay, puzzle-solving and simulated combat, LARP is a multifaceted activity where the organizers may craft the story, but the participants ultimately determine the resolution.

The Exodus LARP System is a ruleset which codifies the actions your character can and cannot perform IG to encourage fair play, fantastical stories and fluid combat in a safety conscious environment. Exodus LARP is a Moderate-contact system meaning you only have to hit your opponent hard enough for them to register the hit.

This LARP system may be used as a stand-alone game or skinned to suit a number of genres (which could theoretically be combined) using our companion setting books. The common elements between all games are Resource cards, core combat rules, core skills, some creatures and a dedication to great storytelling and roleplay. Our system also utilizes the concept of Rifts --tears in reality-- which function as spawn points for resurrecting characters as well as occasionally unusual monsters. While not a requirement to use the Exodus system, the presence of Rifts links each setting into parallel realities.

If you would like a post-apocalyptic LARP game with the addition of foam dart 'firearms' and optional mutations, please see the "Remnants of Humanity" setting book. If you prefer a fantasy LARP game, a setting is being developed for a launch in late 2020.

CODE OF CONDUCT

The Exodus LARP System was developed in Canada with players age 16 and up in mind. The following Code of Conduct consists of rules which we hope are very obvious.

1. Exodus LARP will not produce or condone any plotlines or behaviour that is geared towards Sexual abuse, non-consensual sex or sex with minors. This is considered your only warning on such matters. If any evidence is brought forward that this was violated, you will be asked to stay out of the game while the matter is investigated. If the complaint has merit, you will be asked to leave and not return. Likewise if we find this is used as a means of personal attacks or vendetta and is without basis, the originator will be asked to leave and not return.
2. We ask that our players and storytellers make efforts to ensure that they are respectful of other players' boundaries. It is not permitted to touch another character beyond what is defined in the rules unless you have confirmed OOG (out of game) that the level of contact is acceptable with the player. We recommend getting this permission put in writing to avoid future arguments. If no proof is provided Exodus LARP will err on the side of caution, and side with the perceived victim. Moral of the story is get consent or avoid anything not listed in the rulebook under combat or directly in an ability.
3. We do our best to create an in-game experience that is full of in-game danger, including harsh language, prejudice and forcing players to choose between poor or unethical decisions in game. That said, Out of Game, harassment will not be tolerated nor will any action that makes a player, staff or volunteer feel unsafe with you being present at game. We are committed to maintaining a fair and equitable environment for all players regardless of race, sexuality, gender, faith or physical/mental ability.

4. Before you start your first game at any event in the Exodus LARP system, you will be required to sign a Waiver that outlines the potential hazards of choosing to participate in the game.
5. We deal with disturbing subject matter in game, including but not limited to addictions, cannibalism, scenes with blood or gore, murder, slavery, and torture. Parental consent is required for any person 16 and 17 years of age. Minors must be accompanied by a parent or legal guardian to Logistics at their first game or prior to their first game when the Waiver is signed and witnessed in front of a member of Logistics or an Owner. If this does not occur, they will be unable to participate or stay on site after Logistics has closed.
6. Sexual Acts and Nudity: Out of respect to your fellow players and our 16+ age bracket, please refrain from sexual acts and full nudity on site. Obviously you need to change clothes, but are expected to do so in the privacy of your tent (yurt, hut, hovel or shanty, etc.). The minimum clothing requirement in public areas is underpants that cover all genitalia. Furthermore, please be cognizant regarding your roleplay and remember that consent must be obtained Out of Character if you choose to engage in any romantic roleplay.
7. Reserved camping: Main faction camps will be reserved and signs will be placed indicating their locations. To reserve another camp on site, you must have 5 regularly attending members and a signed members camp agreement stating that you are responsible for cleaning up the camp and keeping it safe by combat standards.
8. Drug use or possession is not permitted on site: this is all non prescribed and non over the counter drugs. While cannabis may be prescribed or purchased, we ask that you do not partake within the game space due to severe allergies among the staff and participants to the smell and oil as well as the fact that cannabis is treated similarly to alcohol use with regards to intoxication and insurance. Furthermore, if any prescriptions would affect your ability to play safely in a live combat environment, please disclose side effects with our medical team so they can help you establish safe parameters of play.
9. Alcohol: Drinking of alcohol is not permitted on site or prior to event. Except at events that are specifically advertised as a Wet/ Alcohol event. In most cases these events will be work weekend, socials and the occasional event such as a ball or party. One exception will be made: Cooking with Alcohol you may with prior written consent on an event by event basis bring 1 bottle of Alcohol which will be used in cooking only, it is not to be consumed in liquid form. Your letter of request must clearly state your intention for its use and detail how it will be utilized fully. We at Exodus LARP Systems dislike being the party poopers, but we have insurance to maintain and are responsible for activities at our events, so we must take a hard stance on the following: Serving a Minor alcohol can lead to suspension from the games or removal from the community as a whole.
10. Smoking, Vaping & Tobacco Use: Permitted outdoors, but please be cognizant of not only where you partake, but also the correct disposal of any resulting butts or leaves. Please smoke near fire pits, downwind of others, and field strip or pocket your butts (or utilize butt cans when available). Vapes and chewing tobacco may be used anywhere outdoors at our game sites. Please note that varying sites may have different rules. For example, tobacco products of any kind are not permitted on any Scouts Canada land, regardless of care given to the butts.

CHARACTER CREATION

In many systems the first choice you make is regarding your race or class. In the Exodus LARP system, you will only need to select your race or faction (depending on what setting you've chosen to play) and then customize your character from there. We firmly believe that Classes hinder your creativity and as such every skill in the game is purchasable by any character in the game for the same XP Cost. Your character only needs to meet your desired skills' prerequisites.

CHARACTER HISTORIES

Character histories are not mandatory. You may choose not to submit a character history whatsoever, this just means you crawled out of a hole somewhere and are nobody important. Characters with histories and motivations may find the Storytellers dropping personal plots their way, though it's not a guarantee. Personal plotlines are usually a reward for amazing RP, and having a submitted history can help it be better tailored to your character.

STARTING EXPERIENCE & GEAR

Every character starts with 10 experience points (XP) to spend on skills. Each game you attend you will accrue a minimum of 2 XP which you may apply to any character you own. You may also receive additional XP for exemplary role-play or costuming which supports your settings immersion, or by paying 10 LC (LARP Cred points, earned via volunteering) per 1 XP. You may apply up to 5 XP on a character per event and then learn additional skills during the game using any XP applied to your character.

On your first game you will receive one melee weapon card, one ranged weapon card if you have training in that weapon, one shield card if you have training in that weapon and 20 points of armour. Your starting race or faction will also determine your starting resources.

RESOURCES

As a resource reliant game system, each resource has different functions within the game world and may be bartered according to the needs of the player base. You may find that certain resources are rarer within your game merely due to your player character's composition and therefore may be more valuable.

There are four basic kinds of resources within the Exodus LARP System: Ammo, Med Tech, Food and Scrap. You may occasionally come across special resources that may be used the same as their non-specific type, but are required to utilize different Schematics.

Ammo: A single Ammo card is worth 20 arrows or quarrels with a bow or crossbow and is required for every 20 shots you fire (hit or miss!).

Med Tech: Represents all manner of medicinal supplies from antibacterial bandages, herbs, prepared simple remedies and essentially any other basic equipment necessary to provide medical care. A Med Tech Resource Card must be used in order to utilize Surgeon and is also used in Medical Practices as well as some other abilities.

Food: Represents edible resources and other agricultural goods used in both Chemistry and Schematics. A Food Resource card must be expended to restore skills (per encounter skills and per day skills) . The card must be used in conjunction with either 1 hour of uninterrupted rest or another ability which states that it resets per encounter or daily abilities.

Scrap: Represent found workable materials like metal, plastic or wood. Scrap is used not only to make new items, weapons and armour but to repair items as well.

As part of creating your character, you also choose 3 starting Resource cards according to which Faction or Race you have chosen. You will also receive an additional unit of your

Faction or Race Resources at the start of each subsequent game. Each Faction or Race has a single resource that is more common, and selecting that unit gets the character 2 resource cards of that type but counts as only one option for selection purposes.

“Remnants of Humanity” uses Factions primarily, while “Ascended Terra” uses Races.

HEALTH, DEATH & RESURRECTION

All characters begin the game with 5 health points (HP). This can be modified through XP purchases, race choice and/or mutations if applicable. All damage, unless otherwise specified, affects your armour first and then your HP. If you are not Malnourished, and take an extended rest of 3 uninterrupted hours, you will naturally regenerate 1 HP.

Unconscious: Some abilities will render a target unconscious by triggering a Knock Out effect, such as “Blackjack”. In the case of a successful Knock Out effect, the target would “fall” to the ground Unconscious for 10 minutes unless otherwise specified by the skill. While Unconscious, your character is helpless and unable to use any skills, or be aware of their surroundings.

Zero HP: When a character’s health points reach zero, you fall prone/to your knees but are still able to talk, scream and feed yourself concoctions. You may not activate any abilities, attack or defend yourself, but after 1 minute you will regain 1 HP and can stagger away and defend yourself. After another 5 minutes, provided you do not take additional damage, you will recover an additional 1 HP for a total of 2 HP and have full access to your skills. You will not recover additional HP without assistance except for extended rest.

In Shock: If a character drops to -1 or lower HP they are considered to be In Shock. In this state they are unable to take any actions other than: talking, screaming or consuming concoctions with assistance. They are unable to activate any abilities or make any attacks or defensive actions during this time. Receiving First Aid treatment will pause their In Shock count. If First Aid is interrupted, their In Shock count will resume where it left off. A character who has been In Shock for two (2) minutes becomes Mortally Wounded.

Mortally Wounded: A Mortally wounded character is in grave condition and behaves as if they were In Shock, except they may only speak in a whisper. They are beyond the reach of all but the most advanced aid and will die within the hour if they do not receive a Reviving effect within 5 minutes. This period of hope can be extended with the use of CPR. A character who is In Shock or Mortally Wounded may be executed on a 5 count, killing them instantly. Executing a character requires five seconds spent roleplaying an appropriate killing blow. A reminder not to get over zealous with your actions; you do not need to hit the target with the killing blow that you have over wound up over your head, you may simply call out “Killing Blow 1,2,3,4,5” over 5 seconds then gently poke the person in the chest or say “I slit your throat.” A character who has not been Revived within the first 5 minutes of being Mortally Wounded, may RP in this state for up to an hour before finally Dying.

Dying: If your character is unfortunate enough to die in game, you must first remove any reps that identify your character (armour, cloak or coat weather permitting, distinct belt pouch, etc.) as well as any resources cards, coin (if applicable) and other items of in game value and place it where your character died.

Once you have removed your reps and cards, immediately head to the storyteller camp to report your death. Once there, you will be given a choice: Relinquish the character or Attempt Resurrection.

Relinquish Character: You may voluntarily relinquish control of your character at any time, taking them out of play whether by permanent death or by turning them over to the

Storyteller team to control. Once you relinquish a character, you may never play them again. You may now create a new character using half your accrued XP rounded down, so if you had 17 XP on a character you could create a new character with 13 XP (starting 10 XP + ½ accrued XP rounded down). This new character will need to be a different faction and/or race than your previous character to avoid Metagaming and taking over where your last character left off. As such any possessions you had in the way of cards or coins are either taken in by your campmates or turned over to NPC camp if they were not on site and potentially stolen at the time of your death.

Attempt Resurrection: Unless your setting differs, you have 10 potential lives. Whether or not your character resurrects depends on your roll of a ten-sided die. Should you succeed your roll, your character resurrects and you may return to game in the fashion appropriate to your setting; should you fail your roll, your character dies permanently without you receiving any XP back for your next character and you may either create a new character or play an alternate for the remainder of that event if you have one (being granted OOG time to move over and change any equipment necessary).

Whenever your character dies, your potential to resurrect is reduced by 1. For every full 60XP applied to your character (this is roughly 1 year's worth of maximum XP per event), your potential to resurrect is reduced by 1. Some powerful items may also further reduce your potential to resurrect in exchange for their power; different factions/races have varying theories as to why this is so. Your chosen setting may have additional effects when your character resurrects.

Example: If it is your first death, 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, you need to roll 5-10 to resurrect.

A note for new players: If it's your first event, you may be granted grace on your death as long as you are not intentionally abusing this privilege. Bear in mind that "I didn't know that plant was carnivorous" is very different from "I charged a full battle line of NPCs to play hero so everyone else could escape". Our STs are expected to be fair and use their best judgement. If they decide that the death will not count, your character will resurrect but without further setting specific effects.

Resurrection: Once you are released to go back into game, you will exit from the nearest Rift to where you died over a 1 minute count. You may choose to bypass a Rift if you believe in or out of game that the Rift is Hostile such as "likely being camped by someone hostile to you". You may not be harmed during your 1 minute "Exit Rift" count, however you must exit after this 1 minute count is complete regardless of what is going on in the area after you begin your count. You exit the Rift with "modesty clothing" (Underpants are the minimum mandatory). Some settings, such as "Remnants of Humanity" will have additional effects upon Resurrection (see page 3 of "Remnants of Humanity" Setting Book).

LEARNING & USING SKILLS

Skills can only be learned through RP with another character who possesses the skill. Some skills require a prerequisite before they themselves can be learned, such as another skill or with also requiring a gifted Tutor. Skills take 1 minute per point of XP to learn through RP at game. An example: a 5XP skill would take 5 minutes to learn during the game, and a 10XP skill would take 10 minutes to learn. Once learned, a skill/mutation can be used right away. The types of skills you have access to on the regular depends on your skill purchases and whether or not your character is Malnourished.

RESETTING SKILLS & MALNOURISHMENT

On an In Game level you are required to turn in 1 food at the beginning of your second game and every game thereafter. Failing to do so means you are Malnourished. Malnourished characters only have half of their maximum HP (rounded up to a minimum of 2), and cannot be healed past that point until they have consumed a food resource. While in the state of Malnourished, your use of all but your passive skills will be forfeit until you have eaten and turned in a Food Resource card.

Abilities that are described as “Encounter” refresh automatically after each encounter provided the character is not Malnourished. Daily abilities may be reset once daily between 6pm-6am by resting for at least an hour. If your character is Malnourished, you must turn in a food resource before you may reset your skills.

While resetting skills, a player can not use any skills or abilities, run, attack or defend against attacks. This means that, if you consume a food resource then fail to rest your 1 hour, the use of the food resource is wasted, and no skills are regained. There are however quicker ways to refresh skills, please see Inspiring Moment and Bardic (p. 21) for further details.

While you are ensuring your character is fed, don't forget to take care of yourself too. The easiest way to ensure you get your rest period and to rep (represent) eating In Game is to well, eat! At the very least rehydrate yourself. Many people forget the importance of water/liquids, don't be one of them!

TYPES OF SKILLS

All Abilities not marked either “Passive” or “At Will”, may either be used once per day per purchase or once per encounter as specified in the Skill Descriptions.

An ability marked “Passive” gives the players the benefit of it at all times regardless of whether or not their character is Malnourished.

An ability marked “At Will” may be used as often as the user likes provided they are not Malnourished and meet any other requirement to use that skill.

An ability marked “Encounter” means it may be used once per 10 minutes or per encounter, which is defined as a single adventure, as long as the character is not Malnourished. From the hook to the conclusion these adventures usually last 1 minute to 1 hour in length in the case of a major town wide encounter. Encounter-based abilities will reset after the encounter is complete, when in doubt ask a ST. In the case of longer Encounters, per encounter abilities can also be reset by the use of Inspiring Moment, Bardic or similar skills.

An ability marked “Daily” means that you may use it once per day per purchase. As such a normal weekend event would have “two” days worth of skills. Daily abilities may also be reset an additional time per reset using Bardic or Inspiring Moment.

Purchasing the same ability again allows an additional use of that ability. Repeat purchases of an ability usually increase the XP cost by 3 each time, however there are some abilities such as Extra Resourceful that have a static cost. These costs are listed in the *Skill Costs and Descriptions* section (p.15). If an ability has a prerequisite, it is not necessary to purchase the prerequisite a second time to repurchase the ability. Abilities marked with a * cannot be purchased more than once, usually because the effects would not stack or would cause game imbalance.

DECLARED ACTIONS & OTHER CALLS

For simple declared actions, such as picking up a person, consuming a concoction or food resource, simply count it on a 3-count. You may not run while carrying a person unless you have +2 or more strength. See below for more on Feats of Strength.

Longer declared actions include breaking out of restraints and looting as follows.

FEATS OF STRENGTH

Some abilities or schematics allow you to accrue more In Game strength on your character. Heightened strength may be used to break some locks as described below, affect your combat damage with a two-handed weapon (p.11), or allow you to complete certain declared actions. These include carrying another person, pushing a single target, and pushing, lifting or pulling an inanimate object. You may combine your strength with another person to complete larger tasks as long as you both individually have +1 strength or more, except for attempts to break locks or push a single target.

To “carry” another person and run, you must have +2 or more strength, otherwise you must move at a walk (roughly 1 step/second).

To “push” another person or creature, you must declare “With plus _strength, I push you” and successfully tap your target on the torso lightly with a coreless hand-to-hand rep or melee weapon. They may resist if they have equivalent or more In Game strength than you. For each point of strength you have above your target, they must retreat 5’ (roughly 3 paces). Above all, be safe when declaring or being affected by a “push”. Briefly pause your action to allow the target to ensure they are not going to back into a tree or trip over a root or another person.

To push, pull or lift an inanimate object, declare your intention to the Storyteller and then roleplay doing so if they confirm you have sufficient strength to complete the action.

You may not use strength to pull a weapon or other item out of an opponent’s hand unless they have already been restrained, immobilized, or are prone. This cannot be done in combat. To do so, lightly touch your target’s arm or shoulder with your hand, and declare “With plus _ strength, I take {the indicated item}.” If they have equivalent or more strength than you, they do not have to relinquish the item.

RESTRAINTS

Any character incapable of resisting actions may be “placed in restraints” (examples In Shock, Unconscious, Mortally Wounded, paralyzed or asleep may be restrained). This is represented by handing the target of the restraints character a length of rope, handcuffs, manacles or other restraint to hold and then pretending to wrap, secure or cuff your target over 30 seconds. Do NOT actually restrain other players. After the 30 second count, the target character is considered restrained and cannot use the limb(s) restrained.

The restrained character at this point would hold the restraints with both hands. Restraints take 60 seconds to cut or break out of with appropriate tools. Some skills may negate being restrained or allow a character to slip the restraints off after a set period of time. Additionally super strong individuals may be able to break the restraints off with raw strength (+1 Rope/Zip Ties/Scarves, +2 Handcuffs/Light Chain, +3 Heavy Manacles or Chain); this is a visible 60 second performance and may be interrupted.

If a character is uninterrupted for 10 minutes of concentrated effort and RP, they may escape the restraints regardless of strength or appropriate tools.

LOOTING, SEARCHING & CARDS

All in game items of value have an item card. This card will have the name/ description/ effects produced or suffered/ ST signature or stamp/ Date/ Expiry of item/ item number. If an item does not have a corresponding card, do not take it. There may be exceptions to this rule in regards to certain encounters and props, however Storytellers will clarify at the beginning regarding props used. If you are ever in doubt, ask a Storyteller.

Every character may enter play with a single melee weapon. If they purchase any weapon training during character creation, they may enter play with a weapon from that category as well. If you purchase Shield training at character creation, you may start play with a shield. Every character starts play with a maximum of 20 points of armour based on the type they wear to Safety Marshal check in.

Looting Bodies:

This action takes 60 seconds for hidden items/ or 3 seconds for individual carded items that are visible. If you are searching for hidden items and are interrupted, you may resume your count where you left off if no more than 1 minute has passed since you were interrupted. You may resume an interrupted loot count no more than twice; if you are interrupted a third time, you must begin the loot count from the beginning. This is a counted action where you roleplay looking over your target, but do not actually touch another person without their consent. Lightly tapping an ankle or arm, or miming above their body is the recommended roleplay.

After a successful count of "Looting", all cards are taken. The person you are taking these cards from may decide on the spot that you must use the actual corresponding rep (physical item) for the remainder of the event. That is, the card and rep must go together and you cannot carry the card without carrying the rep too. If they decide you must keep the rep, you are responsible for returning it to them after the game is called.

If you begin a loot count, the defender may ask that you "rep it" or that you do an actual physical search. If you both consent to conduct an actual physical search then you must actually search the target being mindful of private areas. If you plan on requesting actual searches, no carded items may be hidden on, in or near the cleavage, groin or butt. The searched player in this case must only turn over cards which were found in the search, and anything not found is still safe in their possession.

For example: if you stumble across someone In Shock with a sword in hand, you may do a 3 count to take their sword. You look around and see that no one is watching, so you do a 5 second killing blow and then start looting the body. The remainder of your search to see what is on this person will now take 60 seconds of uninterrupted RP or the target player may request a physical search.

Searching Buildings, tents, hovels, and shanties:

If you wish to enter any structure that is not owned by yourself--especially for the purposes of finding or planting loot--you must find an available Storyteller to act as a marshal and have them present while you conduct your misadventures.

OUT OF GAME AND RULES CALLS

Placing a single hand on-top of your head indicates that the player is out of game (OOG). For the purpose of roleplay they are not there. This is most often done while moving NPCs about the site or moving players from one space to an area that is safer for combat purposes. A white headband may also be worn. If a player is hidden or “out of game” due to an in-game ability, such as Chameleon in the “Remnants of Humanity” setting, the hand placed on top of your head should be a fist with two fingers extended.

When clarifying a Rule with a Storyteller or asking clarifying questions a player can also put their hand on their head to indicate that they are speaking out of game. Often at the beginning of an Encounter, the Storyteller will give a “Physical Description” or “Encounter Notes”. If you hear this called, please pause your action and quietly listen, so the game action can continue swiftly.

CALLING “PAUSE”

In the event that a break in play is required, a “Pause” will be called. A pause may be called for “Encounter Notes” or “Descriptive Pause” by a Storyteller (ST) to give relevant information to the play group about the encounter they are engaging in.

A pause may also be called in the case of safety concerns, where a player or Storyteller is injured or that anyone at game sees an unsafe situation. In the case of injury, the call is “Pause: Medic” indicating that you (or the injured party if unable to call for themselves) needs a Medical Marshal’s assistance. In the case of safety concerns, such as tripping hazards or confined branches, a simple “Pause” and then quick decision to moving the scene by the involved persons is all that is needed.

Calling “Pause” is an out of game (OOG) call and should be responded to by everyone present confirming the call by calling “Pause” in response. The person closest to the injured person or hazard should raise their hand or weapon above their head to get the attention of the Medics and safety marshals. Once the issue has been dealt with the person who originally called “Pause” will declare “three, two, one, lay on” indicating that the issue is resolved and it is safe to play again.

COMBAT

There will often be times when we just can’t seem to settle our disagreements like reasonable folk. When situations come to blows, safety comes first. If combat breaks out in a location where there’s an increased risk of injury (such as on a slope) a “Pause” can be called by any player and combat migrated to a safer location.

Acceptable targets for weapon strikes are legs, arms and torso. The head, hands and groin are invalid striking zones. While a valid strike zone, we ask that you take care to avoid hitting women and transmen in the breasts if possible, as the region is delicate. All weapons must be approved by a safety marshal at the start of each game; see guidelines on page 13.

Furthermore since LARP Weapons are significantly lighter than their real world counterparts, damage can only be dealt once per second per weapon. This applies to both melee and range weapons, although some settings may have exceptions to this rule. If hit more than once a second per weapon, the target can choose to take the first hit from the weapon, then place their hand on their head and call “Machine-Gunning.” This indicates that the person took the first hit from each weapon but not the rest and to check the timing of your swings or shots in the future. This must be done within 3 seconds otherwise the person “machine gunned” will have to take all of the damage.

Unless otherwise stated, any character is able to wield any weapon that comes to hand and do base damage with it. Damage may be affected by skills, effects on the user, or special effects on the weapon itself. If you do not have training in a weapon, you may not block, use weapon techniques with it or cock/reload the weapon yourself (if applicable).

Base damage is as follows:

“Weapon” Type	Base Damage	Weapon Training	Damage increased by?
Unarmed*	1	Brawling	Strong Arm
Armed Melee	1	Melee Training	Strong Arm, Strength**
Thrown	1	Melee Training	Strong Arm
Archery***	2	Archery Training	Marksmanship
Siege***	2	Siege Warfare Training	Marksmanship

* Does not count as a weapon for blocking, including against another unarmed opponent.

**+1 Strength =+1 damage for two-handed melee weapons with Melee Training. (Players are capable of 5 damage maximum regardless of other skills or items; some creatures are not limited as such).

***Require ammo resources.

Damage Types you may encounter in game are as follows:

Type	Affects _ First	Blocked by
(no modifier)	Armour	Shields, Weapons
Burn	Armour	Special, Roll 3s to extinguish
Piercing	HP	Weapons if not AoE
Acid	HP	Special
Rads*	HP	Special, even if Melee damage
Siege	Armour & HP simultaneously	Special

* Setting specific usage

UNARMED COMBAT

Any character may strike for one point of damage with an approved coreless red boffer that represents their fist. Characters are not able to block with fist reps. Blocking with a fist rep makes the character take full damage from any weapon strikes or rounds that hit them. Please do not actually use a punching motion while using fist boffers to avoid accidentally punching your fellow player. Hand-to-hand reps are also used to “push” another player as described above in Feats of Strength (p.8).

ARMED MELEE

The Exodus LARP System uses a moderate touch system for combat. During combat you only need to tap your opponent hard enough for them to notice the blow. An unarmoured person will only need a tap, whereas someone in full plate or riot gear may require a slightly harder hit to notice the impact. You are responsible for any excess force you use during

combat, please calibrate your swings accordingly and accept feedback gracefully from opponents to “check your swings” and dial back your force if necessary.

All melee weapons do a single (1) point of damage, which may be increased with various skills or effects (such as Mutations in “Remnants of Humanity”). Damage is called by indicating the total modified damage. So if you swing unmodified damage, you simply call your base damage, i.e “1”, or if you are using another skill such as Knockdown you would call “1 Knockdown”. Melee weapon strikes are defender’s call when no storyteller is present.

RANGED COMBAT

No ranged weapon may be used to block an incoming attack except through usage of the DEFLECT skill (called after a successful strike on your person). Archery-based weapons (crossbow, bow) deal two points of damage, whereas thrown weapons deal a single point of ranged damage. Damage calls are necessary for every projectile. The calls are used to assist projectile-based ammunition being registered by their target. An unarmored person may feel a projectile but someone in many layers of clothing or heavy armour will not. Ranged weapons are the shooter’s call when no storyteller is present. While accidents happen, it is the defender’s call to decide if they take any damage accidentally delivered to the head, hands or groin.

Thrown weapons will be checked for flexibility and softness, whereas bows and crossbows will be checked for draw-weight of 30# maximum. Every bow, cross bow and arrow must be weapons checked before play at every event they are brought to.

Crossbows are discouraged for close range (under 20’) combat unless the draw weight is significantly less than 30#, whereas if you are using a bow and your target is less than 20 feet from you, you are only permitted to half draw the weapon.

NON-COMBAT CHARACTERS

Some players have no interest in combat or for health reasons they cannot participate in combat without risk of significant injury. These players will wear blue armbands or headbands with reflective strips arms during the day and carry blue glow sticks front and back after dark. Do not strike these players with melee weapons or boffer arrows. They can be hit with foam darts, packets and regional effects (such as traps).

Their characters however are not safe from melee and arrows In Game and their character may still be killed through “descriptive combat”. If you wish to engage them in “Combat”, you must get within arm’s reach and touch a hand gently to their shoulder or upper back, you may then call damage in a normal speaking voice once per second while the intended weapon is in your off hand.

Non-Combat characters are not able to participate in any combat actions (firing a gun, swinging a melee weapon), however they may assist with other skills in combat such as applying chemistry to others’ weapons or tending to the wounded. It is highly discouraged for non-combat characters to enter zones where active combat is occurring as sometimes clothing or people obscure views and npcs may not notice a blue armband in the heat of a crowded combat area. When entering a combat area or not immediately seeking means of IG escape, it becomes an enter at your own risk situation. If you are blue-banded and step into a combat area or do not make attempts to leave it within 10 seconds and are later accidentally struck with boffers or effects, you must take the effects, as you have waived your rights to the Blue-band title.

Non-combat characters do not carry any weapons; this is to avoid confusion by players who may react to the weapon before registering their armband/glow sticks.

WEAPONS AND SHIELD SAFETY GUIDELINES

MELEE

All Melee Weapons must possess adequate foam to protect individuals from harm. Weapons must not be able to entangle a limb, be adorned with metal or plastic chains, large streamers or scarves that may accidentally wrap around a combatant or another weapon. You may use a homemade boffer with duct tape or cloth cover appropriate to the weapon you are using, use a homemade latex weapon (ex. Plastidip) or a commercially made latex weapon. If we get complaints that you are hurting people with your swings, we will recheck your weapon. If it's not the weapon you will be told to check your swings. If you are a repeat offender using latex/plastidip, you may be requested to switch to boffer. If you are already using a boffer, you may be requested to stay out of melee combat until you get better control of your weapon. When marshalling a melee weapon we look at the amount of padding, whether or not the closed cell foam is secure on the core, whether or not the weapon whips with standard strikes, and other more rep specific tests (see below).

Fist reps are coreless, and 6-10" in length.

One-handed weapons are 8"-42" in length. You may use two hands, but there is no bonus except better control of your weapon.

Two-handed weapons are 42"-80" in length and must be used with both hands with the exception of basic blocking. You may not use a weapon in the other hand, even if you have Two-Weapon Style and are only using the larger rep to block. You may not use a tower shield with a two-handed weapon. Two-handed melee weapons benefit from +1 damage for each +1 strength the character possesses up to a damage potential of 5 damage.

No weapon may exceed 80" in length.

Homemade Boffers: Must consist of two layers of pipe insulation foam or multiple flat layers of suitable closed cell foam with at least 3/4" of foam between the striking surface and the core. All Homemade Boffers must have a thrusting tip that is 1/2" closed cell foam past the core of the weapon with an additional 1-1/2" open cell foam (i.e couch cushion foam). Sponge is not an acceptable material neither are pool noodles due to being absorptive.

Plasti-dip weapons: Will be treated as latex weapons and be non-thrusting. Special care should be made to ensure that the dip is not too thick as to make the weapon hard and not too thin as to expose foam.

Commercial Latex Weaponry: Accepted on a case-by-case basis; strictly non-thrusting. We consider the softness of the striking edge and the stability of the weapon.

RANGED:

No ranged weapon may be used to block, except through the usage of DEFLECT.

Thrown weapons: Cored throwing weapons will be permitted on a case by case basis and mostly depend on the foam materials, weight and flexibility. Non-cored throwing weapons need to pass the "fold in half" test and will auto pass.

Bows & Crossbows: No bow shall have pulleys (i.e. compound bow), or have a string that is frayed enough to cause a Safety Marshal to question its safety when drawn. Every bow and crossbow must have a draw weight of 30 lbs or less.

SHIELDS:

All edges must have a minimum of one layer of ½” padding on the edges and may be made out of any material that does not pose a risk of slicing through the padding. Padding the face of a shield is recommended but not required as long as there are no exposed bolts.

Example: a stop sign, edges are sharp however if the edges were folded then padded could potentially be acceptable. (Exodus LARP Systems is not telling you to liberate stop signs; this was merely an example.) Marshals will fail shields if they find hard corners through padding.

Bucklers may be up to 4 sqft, basic shields may be up to 9 sqft, and tower shields may be up to 12 sqft in size.

ARMOUR

Wearing armour and having the corresponding In Game cards for it will grant your character added protection. In most cases, damage affects your armour pool first (refer back to chart on p. 8) before affecting your health points. Even if you are struck somewhere you are not wearing armour, the damage will first go to your armour pool before affecting your health points unless otherwise stated. You may also encounter abilities or attacks, such as Assassinate, that only affect your character if they first bypass your armour or your armour is “destroyed” (AP reduced to 0). Armour may be made out of any durable material and must be appropriate to the setting of the game. Armour must be safe for the wearer, attacker and weapons used.

Armour Type	Value per Location	Material Examples
Light	1 Point	Thick Cloth, Leather, Plastic, Aluminum, Carbon, Titanium, Motocross Padding, Hub Caps, etc.
Heavy	2 Points	Steel, Iron, Brass, Kevlar, Ceramic-plated vest, Military helmet, Tire treads, etc.

Materials made from cloth or leather must be at least 2 mm thick or 5 ozs for leather. All other materials must be a minimum of 1 mm thick which equals out to 18 gauge in the case of metal plates for armour. When in doubt, consult a Safety Marshal.

There are 15 locations for armour:

- | | | |
|----------------------|----------------------|---------------|
| 1. Upper head | 6. Lower front torso | 11. Groin |
| 2. Face | 7. Upper back | 12. Left arm |
| 3. Neck | 8. Mid back | 13. Right arm |
| 4. Upper front torso | 9. Lower back | 14. Left leg |
| 5. Mid front torso | 10. Buttocks | 15. Right leg |

An area will count as armoured if armour covers at least 50% but preferably 75% of the location and looks to be not designed to min-max the armour system. This means if you are making armour from scratch and it's evident that you calculated it out to be exactly 50% coverage, you're obviously trying to abuse the system. We give a 50-75% leeway for marshals to judge. If the armour is historically accurate however and falls under this threshold it will be graded at full points. An example of this would be Roman-styled greaves which have no backs to them and only cover 50% of the calf at best. However since they are actual historical armour, this design is considered acceptable.

We encourage you to be creative; there are plenty of ways to wear real armour without manipulating the system for a few extra points. Marshals reserve the right to pull any armour or weapon from play at any time for any reason of safety. We highly encourage players to fold or file any sharp edges down. Foam and pop tab armour will not receive points for armour as it will fall apart at game--trust us; don't use it and you will save time and become less upset. Furthermore, pop tabs have a tendency to have sharp edges that may damage foam weapons, which is a hazard we would like to mitigate.

Higher quality in game crafted armour may have additional properties and abilities.

Switching or swapping out armour: from time to time you may find yourself with extra armour cards and armour that requires repair with no resources to repair it. One option would be to break down the good armour to repair the damaged armour but that makes little sense. Yes, you may switch your armour however in order to do this in game you need to fully take off all your armour then put it back on if you do not have alternative armour reps available. However long this takes you is how long it takes to swap out the armour; yes this may be done in combat if you wish to risk it.

SKILL COSTS & DESCRIPTIONS

Skills marked with * can only be purchased once, skills marked with ** can only be purchased 3 times. Unmarked skills may be purchased indefinitely.

WEAPONS TRAINING

Every character can pick up any weapon and deal 1 damage with it. However you can not use weapon skills with a weapon unless you have training with that weapon group. Any damage you block without training in the weapon is considered to have hit you instead. A reminder that you cannot block with ranged weapons except through the DEFLECT skill.

Melee Training is free and automatic.

Weapons Training	XP Cost	Usage	Prerequisite(s)
ARCHERY TRAINING *	3	Passive	None
BRAWLING*	2	Passive	None
MELEE TRAINING*	0	Passive	None, automatic
SIEGE WARFARE TRAINING	7	Passive	Archery Training, Tutored
SHIELD TRAINING*	4	Passive	None
TOWER SHIELD TRAINING*	6	Passive	Shield, Tutored
TWO WEAPON STYLE*	7	Passive	Melee Training

ARCHERY TRAINING: 3XP (Passive)

Archery Training grants the ability to use Weapon Techniques with a bow or crossbow. It is also required to use any special abilities granted by high-quality bows or arrows. Otherwise you may use bows for base damage (2) only. Bows may not be used with Tower Shield Training and Two Weapon Style use.

BRAWLING TRAINING: 2XP (Passive)

Brawling Training grants the ability to use and call Weapon Techniques with 8 inch boffer "fist" props. Purchasing this skill also grants one free use of Knockdown while using fist boffers.

MELEE TRAINING 0XP (Passive, Automatic)

Melee Training grants the ability to use Weapon Techniques with melee or thrown weapons, and block with melee weapons except the 8 inch coreless boffer "fist" rep.

SHIELD TRAINING: 4XP (Passive)

Shield Training allows the character to wield a single buckler (under 4sqft) or a shield (under 9sq ft), either held in one hand or strapped to one arm. If using a buckler, you may also wield a weapon in your shield arm hand provided you have the skill to use it. Shields protect against all damage except: Piercing, Rad*, and acid damage (unless the specific shield card says it protects against additional things.) Note: Shield-bashing is not permitted. *Rads are setting specific

SIEGE WARFARE TRAINING: 7xp (Passive)

Prerequisite: Archery Training, Tutor

Allows one to operate a Siege Engine of any type. All Siege ammo must have Red Tips to differentiate them from regular ammo. Every Siege round uses 1/10 of an ammo card and adds the Knockdown and Stun effects to their damage. Siege damage affects both armour and HP simultaneously. The damage call is # SIEGE . Most Siege Engines require at least two operators, one of which must be trained, while the other operator provides aid as instructed.

TOWER SHIELD TRAINING: 6XP (Passive)

Prerequisite: Shield Training, 2 sessions with a Tutor who has Tower Shield Training

Tower Shield Training allows the character to wield a single shield under (12 sq ft) in size either held in one hand or strapped to one arm. Shields protect against all damage except: Piercing, Rad*, and acid damage (unless the specific shield card says it protects against additional things.) Note: Shield-bashing is not permitted. *Rads are setting specific

TWO WEAPON STYLE: 7XP (Passive)

Prerequisite: Melee training

Two Weapon Style grants the ability to use a weapon in your off hand to attack or block. Both weapons being used must be able to be used one-handed. Note, you may briefly carry a second weapon in your off hand that is not in use, but any damage it inadvertently blocks will be considered to have hit you.

WEAPON TECHNIQUES

Once you have trained in a weapon, there are other abilities you may learn to either increase your efficacy in combat. Some skills are specific to melee or archery, whereas other techniques may be used with any form of training. If a skill is only listed as requiring “Weapon Training” in the following chart, this refers to possessing Archery, Brawling or Melee Weapon Training.

Weapon Techniques	XP Cost	Usage	Prerequisite(s)
ASSASSINATE	5/8/11/...	Daily/Purchase	Archery or Melee Weapon Training
BLACKJACK	4/7/10...	Daily/Purchase	Brawling or Melee Weapon Training
CHOSEN TARGET	2/5/8	Daily/Purchase	Archery Training
DEFLECT	2/5/8/...	Daily/Purchase	Weapon Training
EVADE	4/7/10/...	Daily/Purchase	None
HARPOON	4/7/10/...	Daily/Purchase	Archery Training
KNOCKDOWN	3/6/9/...	Daily/Purchase	Weapon training
MARKSMANSHIP**	8/11/14	Passive	Archery Training
PIERCING	5/8/11...	Daily/Purchase	Archery or Melee Weapon Training
SLAUGHTER	3/6/9...	Daily/Purchase	Weapon Training
STRONG ARM**	8/11/14	Passive	Brawling or Melee Weapon Training
WALKING FORTRESS*	8	Passive	None

ASSASSINATE 5/8/11XP... (Daily)

Prerequisite: Archery or Melee Weapon Training

Assassinate is a torso-delivered attack performed with a weapon that you possess Weapon training in. The attack drops the opponent immediately to being In Shock if it hits their HP. Intact armour will negate the effect unless it is paired with a Piercing effect..

BLACKJACK: 4/7/10XP... (Daily)

Prerequisite: Brawling or Melee Weapon Training

The user may deliver a single base damage attack to the rear torso of a target with a red fist boffer (for the purposes of this attack it must be between the neck, waist and shoulder blades) calling “Blackjack”. This attack bypasses most armour, except if the target is wearing a rigid helmet worth at least 1 point of armour and covers the upper head. If their armour is completely destroyed In Game, then they may not claim the protection of the helmet.

If the target takes the base damage of the attack (1) to HP, they also immediately drop unconscious for 10 minutes. An unconscious character may be woken by any amount of damage to their HP or after another character spends 30 seconds of roleplay trying to wake them up appropriately.

CHOSEN TARGET: 2/5/8... (Daily)

Prerequisite: Archery Training

Strike your target with an arrow adding Chosen Target to the end of your damage, every arrow of yours that follows striking your declared target deals an extra point of damage for the next 10 minutes. If you hit another valid target --friend or foe-- this effect ends immediately.

DEFLECT: 2/5/8XP... (Daily)

Prerequisite: Archery, Brawling or Melee Weapon Training

If the user is hit with a physical melee attack while holding a weapon that they are trained in, they may choose to call "DEFLECT" instead of taking the damage or effect that is carried with the damage. This ability is considered a Daily use per purchase ability

EVADE: 4/7/10XP... (Daily)

When the character is facing the attack they may call "EVADE" and dodge an incoming attack disregarding the damage entirely. This does not work on Traps or "Retaliate" effects. In the case of Area of Effect (Environmental) damage, this ability will allow the character to take half damage from the AoE attack, whether or not they are facing the source. Examples of AoE attacks include described on-going effects, a creature's explosive death, meteors, etc.

KNOCKDOWN: 3/6/9XP... (Daily)

Prerequisite: Archery, Brawling or Melee Weapon Training

You may attempt a single Striking attack on a target's torso or leg calling "Knockdown." If successful, this attack causes the target to take the base damage of the weapon type (1 for Brawling, Melee or Thrown, or 2 for Archery) and "fall" to the ground. The target may choose to either touch their shoulders to the ground for at least one second or take a knee for 3 seconds. They are unable to conduct other actions such as blocking or using abilities until they have done so.

HARPOON: 4/7/10XP... (Daily)

Prerequisite: Archery Training

An Arrow or quarrel delivered attack that deals base ranged damage of 2 and additionally causes the target to be unable to move farther away from you, until they remove the projectile. They are considered to be tied to you. They may either perform a 3 second count to rip the projectile out causing 4 Piercing or spend 1 minute uninterrupted "cutting" the implied wire that's attached to the projectile. Please do not attach anything to your actual quarrel and arrow reps.

MARKSMANSHIP: 8/11/14XP**

Prerequisite: Archery Training

Marksmanship +1 Damage with an archery-based weapon. This skill may be purchased up to 3 times however it will not modify the base damage of the weapon beyond 5 damage per attack, even if you are using an Experimental weapon.

PIERCING: 5/8/11XP... (Daily)

Prerequisite: Archery or Melee Training

The character can once per day per purchase make a single attack bypass armour, by changing the damage type to "Piercing". This may be combined with other skills such as Blackjack or Slaughter. For example, Fred shoots Dan with an arrow and calls "2 Piercing", this damage goes straight to Dan's HP. Later, Fred sneaks up on Dan and calls 1 Piercing Blackjack. Although Dan is wearing a helmet, he takes the Blackjack effect, since Piercing bypasses its protection.

SLAUGHTER: 3/6/9XP... (Daily)

Prerequisite: Archery, Brawling or Melee Training

Slaughter is a torso delivered attack performed with a weapon that you possess Weapon training in. The attack deals +3 damage for one swing. This damage may exceed the usual damage cap of 5. To use, make a blood-curdling battle cry/roar and then call your total modified damage as you swing.

STRONG ARM**: 8/11/14XP

Prerequisite: Brawling or Melee Weapon Training

Adds +1 Damage to attacks made with Melee, unarmed or thrown weapons (ie: sword or throwing axe). This skill may be purchased up to 3 times however it will not modify the base damage of the weapon beyond 5 damage per attack, even if you are using an Experimental weapon. Does not need to be purchased separately for Brawling and Melee Training.

WALKING FORTRESS*: 8XP

Allows a character to stack layers of armour together, either two variants of Light armour (such as leather and aluminum chainmail) or a combination of one Light and one Heavy armour type may be stacked together in this way. You may not stack two variants of Heavy armour together.

PERSONAL SKILLS

Aside from combat, your character may be personally gifted with resourcefulness, intuition, charisma, or simply be a competent teacher. Choosing personal skills help your character be a more well-rounded individual mechanically as well as providing them with a little something extra to help them get by in your chosen setting.

Personal Skills	XP Cost	Usage	Prerequisite(s)
ORACLE**	3/6/9	Daily	None
SEER*	6	Daily	Oracle x1
EXTRA RESOURCEFUL	5	Passive	None
SCAVENGER*	5	At Will	Extra Resourceful
FORTITUDE	2/3/4/5...	Passive	None
INSPIRING MOMENT**	3/6/9	Daily	None
INSPIRING KILL**	4/7/10	Daily	Inspiring Moment x1
BARDIC*	10	Daily	Inspiring Moment x1
TUTOR*	3	Passive	None

ORACLE: 3/6/9XP (DAILY):

A character possessing Oracle is able to tap into the unknown and ask a ST an one sentence question. This skill is usable once per day per purchase; each purchase also adds an additional sentence that may be added into the question. To use this skill the player must roleplay communing with the unknown through some medium such as tarot cards, astrology, tea leaves, palmistry or other media. Depending on story requirements, the ST may choose to answer the question with Yes/No, describe vague feelings or a vague vocal response with the same number or fewer sentences as your question.

If the Oracle also possesses Seer, the ST may ask if they wish to spend their daily use of Seer for a more clear or interesting response. This ability won't answer any meta-related questions like "What is the truth behind a PC's actions?", or "Who killed this person?". If asked any question where a vague answer is unable to be provided, the response will instead be "Wouldn't you like to know?". Regardless of what kind of response is received, the Oracle skill will still count as being used for the day. Storytellers have up to one hour to give a response.

SEER: 6XP (DAILY):

Prerequisite: Oracle

Every once and a while a ST will make an announcement that anyone with Seer should come see them for additional information, sometimes this will be announced in opening announcements, other times a player can activate the use themselves by going to a ST and requesting the use of Seer on a specific topic. The player will within 6 hours see a short vision as described to them on the topic. Immediately upon getting their vision they must choose to either go unconscious for 1 minute or to be struck blind for 5 minutes

EXTRA RESOURCEFUL: 5XP (Passive)

Whether by luck or connection, you are exceptionally good at finding extra resources.

Each purchase of Extra Resourceful grants one extra unit of that resource per game. You must select your extra resource (Ammo, Food, Med Tech, or Scrap) when you purchase this skill. You may purchase this skill multiple times and select different resources each time.

SCAVENGER: 5XP*(At Will)

Prerequisite: Extra Resourceful

Throughout your travels, you may come across things that may be junk or can be salvaged.

This skill lets you determine if something can be salvaged for resources. STs place water resistant packages out in the woods with cards that have a code number on it. Each Scavenger may spend 1 minute of RP at one of these sites to acquire one of these codes from the bag. The codes must be turned in for resource cards before midnight of the day that they are found, otherwise they will be considered not found.

FORTITUDE: 2/3/4... (Passive)

Every purchase of Fortitude grants the character an additional 2HP.

INSPIRING MOMENT: 3/6/9 XP (Daily/Purchase)

The performer delivers an inspiring speech or performance lasting 5 minutes and uses a single Food Resource to restore skills for up to 10 allies. These 10 allies are chosen by the performer and must observe the entire Inspiring Moment. Inspiring Moment is able to restore one use of any one expended skill of the allies' choice, except for Bardic. The allies then have 1 hour to use their chosen restored skill. This does not restore any of the performer's skills.

INSPIRING KILL: 4/7/10 XP (Daily/Purchase)

Prerequisite: Inspiring Moment

The performer delivers an inspiring speech or show of performance lasting 30 seconds and uses a token of his kill to inspire up to 5 allies. These 5 allies are chosen by the performer and must observe the entire Inspiring Kill. Benefactors of this skill receive +1 damage for the next 1 minute. Use of this skill does not benefit the user him or herself.

BARDIC: 10XP* (Daily)

Prerequisite: Inspiring Moment

The bard conducts a 10-minute performance, presentation, or participatory activity, which allows them to inspire and refresh all skills (except Bardic) of a group of up to 10 people, which may include themselves. The 10 targets of Bardic are chosen by the Bard and must observe/participate for the full 10 minutes. Bardic requires the use of 1 Food resource card for every 2 participants rounded up; a group of 9 or 10 would need 5 Food resource cards. An individual may only participate in and gain the benefits of one Bardic per day of game.

TUTOR : 3XP (Passive)

Certain skills need to be taught to be grasped; these skills are marked as requiring a Tutor in addition to any other prerequisites in the Skill Cost chart. Being able to "Tutor" means that you are skilled enough that you are able to pass on these taught skills. Tutoring another character takes a minimum of two sessions (or months) of in game roleplay. For example, Tower Shield Training costs 6XP. This means you would need to do two sessions of 6 minutes each, at subsequent events, to learn this/pass on this skill.

TRADE SKILLS

Marketable and often requiring resources, a skilled trade can make all the difference in an adventure. Each trade skill may be purchased 3 times with each leading you to potentially begin to understand or copy Experimental Arts Schematics. These Schematics, and the Experimental items they describe, are usually rare within each setting. Experimental items are unique and powerful items, often specific to your setting, which require special resource cards and more extensive roleplay to create in game.

Trade Skills are used to not only create items in game as you receive commissions or plot hints, but also encompass active skills that will aid in the middle of encounters.

Three purchases of any singular trade skill will act as a prerequisite for Researcher. Each trade skill follows an XP purchase pattern of 2/5/8 XP with the third purchase needing to be Tutored by an experienced tradesman of your field. While most of your skills may be used at will, they all take time and resources to perform. Furthermore, in the case of Medical Arts, some actions may only be performed Once an Encounter or Once a Day per target as your patients need time to recuperate.

Any trade skill which results in a card being created may have their required RP time halved by two people of the same trade working together with exception to Research. The assisting tradesman only needs one level of that trade to be of assistance. Furthermore this required RP must be done at a stationary location.

Trade Skills	XP Cost	Usage	Prerequisite(s)
ARTIFICER**	2/5/8	At Will	None; Tutored for level 3
CHEMIST**	2/5/8	At Will	None; Tutor for level 3
LOCKSMITH**	2/5/8	At Will	None; Tutor for level 3
MEDICAL ARTS**	2/5/8	Variable	None; Tutor for level 3
SAPPER**	2/5/8	At Will	None; Tutor for level 3
RESEARCHER**	5/8/11	At Will	ARTIFICER, CHEMIST, LOCKSMITH, MEDICAL ARTS, or SAPPER x3

ARTIFICER**

You may repair and make armour and weaponry according to your proficiency.

Smith: 2XP (At Will)

As a Smith, you may repair armour and weapons damaged in combat, by a trap or other means. Expending 1 Scrap no matter the task or quality of the item*, you may repair:

- Light Armour with 1 minute of RP
- Heavy Armour with 2 minutes of RP
- Weapons and Shields with 5 minutes of RP

*Experimental items require double the time of the base minutes to repair. For example, you are asked to repair an Experimental club; since a basic club would take 5 minutes to fix, this special club would take 10 minutes to repair but still only require 1 Scrap.

If you and another artificer work together, you may reduce your time to repair items to 30 seconds for basic Light Armour, 1 minute for basic Heavy Armour and 3 minutes for basic Weapons and Shields. Additional Smiths will not reduce this number further.

Journeyman: 5XP (At Will)

As a Journeyman, you are skilled enough to create basic armour and weapons from Scrap, as well as salvage armour and weapons back into usable Scrap. By expending 2 Scrap and roleplaying at your workbench for 10 minutes, you can create:

- Any basic weapon, Ranged or Melee
or
- Any basic buckler, shield or tower shield
or
- 10 points of any basic armour, Light or Heavy

After 10 minutes of uninterrupted roleplay, you may then see a ST to turn in resource cards and claim your weapon, shield or armour card. If the Journeyman Artificer has an assisting Artificer (of any level), they may halve the roleplay requirement to 5 minutes.

You may also salvage any weapon, shield or armour for some of its base components (1/2 rounded up, minimum of 1 Scrap) with 30 minutes of RP.

Engineer: 8XP, Tutored

As an Engineer, you are able to attempt to break down Experimental Items to get a copy of the Experimental Arts schematic. Like salvaging, this takes 30 minutes of RP, but does not have a guaranteed success. Each Experimental Item has its own complexities and a different chance of success. Engineers can also utilize Experimental Arts schematics and make Experimental items from them. Note: Experimental Items may require additional materials and time to create. Experimental items made by PCs expire in 1 year's time.

Furthermore, you may repair armour, weapons and shields in half the time without assistance. In fact, junior artificers would only get in your way.

CHEMIST**

As a Chemist you have learned how to turn various resources (listed below) into concoctions, tonics and pastes. All basic chemistry requires 10 minutes to make; if you have an assistant this time is halved to 5 minutes.

Concoctions are standalone Chemistry usable by anyone on a 3 count and represented with small vials filled with coloured water or powder.

Tonics take 1 minute to mix with food or drink to become active and require the appropriate level of chemistry to use.

Pastes require 1 minute to apply to a surface. You must at least be a Scientist to safely do this, otherwise you will suffer the effect of the paste yourself.

Dabbler: 2XP(At Will)

Allows you to make the following basic concoctions and tonics through the expenditure of resource cards. Your skill also allows you to determine if there is a tonic hidden within food, or drink, but not what it is, after 1 minute of RP.

1. Boost Concoction: Costs 1 med tech. Restores 1 HP
2. Drowsy Tonic: costs 1 med tech + 1 food. Causes the target to move slowly (1 step/3 seconds) for 1 minute. The effect ends immediately if the target sustains HP damage.

3. Nausea Tonic: (2 food). Causes target to be Nauseous and unable to use skills for 10 minutes or until they roleplay vomiting for 1 minute. Target may still attack and defend, but should roleplay appropriately.
4. Delusion Tonic: (2 med tech, 1 food): Creates a tonic that causes hallucinations for 10 Minutes. The target may choose the topic of their hallucinations and still use skills, but should RP appropriately.
5. Booze: Costs 1 food to make 2 servings. Booze calms the savage beast and may be used to either calm a tense or paranoid individual, and/or for purely recreational reasons. If consumed within one hour, booze will have the following effects:
 - a. One or two servings of booze will leave the target buzzed and more content.
 - b. Three servings will leave them tipsy and unable to use skills, aim or walk in a straight line.
 - c. Four servings will leave them unconscious for 10 minutes. When they wake, it will be as though they are hungover for the next hour but they are able to use their skills as usual.

Scientist: 5XP (At Will)

In addition to dabbling, you may also make the following concoctions, tonics and pastes as well as apply pastes.

1. Drilling Paste: (1 med tech, 2 Scrap): Creates a paste that may be applied to any weapon. For 1 hour after the paste is applied, that weapon may be used to do one Piercing attack; in the case of arrows/quarrels you do not need to actually set aside the specific arrow or quarrel, but still only have access to one Piercing attack per batch of Drilling Paste. If not used within 1 hour, the paste becomes inert and is considered used.
2. Restorative Concoction: (2 Med Tech) Restores 3 HP
3. Paranoia Tonic: (1 med tech, 1 Scrap, 1 food) Creates a tonic that causes intense feelings of paranoia for 10 Minutes. The target may still use skills, but should RP appropriately.
4. The Amazing Fix It Paste: (2 Scrap, 1 food) Creates a paste that may repair one weapon or shield for the duration of an encounter.
5. Nausea Paste: (2 food, 1 Scrap) Active for 10 minutes once applied and may not be combined with the Drilling Chemistry. The first strike that successfully strikes to HP causes the target to experience nausea per Nausea Tonic. After the first success strike to HP, the paste is considered used.

Being a Scientist also allows you to break down a Chemistry into some of its base components (1/2 rounded up) through 30 minutes of RP.

Mad Scientist: 8XP, Tutored (At Will)

Being a Mad Scientist, allows you to make the following concoctions, tonics and pastes in addition to lesser Chemistry.

1. Lullaby Tonic: (2 med tech, 2 food) Causes target to fall unconscious for 10 minutes.
2. Acidic Paste: (1 med tech, 1 Scrap, 1 ammo) When applied to a lock, eats through the target lock over a 1 minute count rendering the lock useless.
3. Vitality Concoction: (3 food, 1 med tech) When ingested, grants the target an extra +1 strength for 10 minutes.
4. Revive Concoction: (3 med tech, 1 food) Restores 5 HP or stabilizes a Mortally Wounded target leaving them at 0 HP and unconscious.

5. Delusion Paste: (2 med tech, 1 food, 1 Scrap) Active for 10 minutes once applied and may not be combined with the Drilling Chemistry. The first strike that successfully strikes to HP causes the target to experience hallucinations per Delusion Tonic.
6. Paranoia Paste: (1 med tech, 2 Scrap, 1 food) Active for 10 minutes once applied and may not be combined with the Drilling Chemistry. The first strike that successfully strikes to HP causes the target to feel intense Paranoia as per Paranoia Tonic.

Furthermore, being a Mad Scientist allows you to break down an Experimental Chemistry and to make Experimental Chemistry concoctions, tonics, and pastes as well as use them, breaking down an Experimental Chemistry takes 30 minutes of RP. Please see the Experimental Arts Schematic book. Most Experimental Chemistries expire in 1 year. Mad Scientist also allows you to salvage and identify Chemistry otherwise hidden in food and drink, through 10 minutes of RP.

LOCKSMITH**

You are able to create and pick locks according to your proficiency. Turning Scrap into locks with 10 minutes of RP, the locksmith creates stronger locks the more skilled they are. Locks can be broken with strength, but two or more individuals may not combine their strength on a single lock.

Lockpick: 2XP(At Will)

You may convert 1 Scrap into one basic lock and key. A basic lock takes any Locksmith 1 minute to pick, or may be broken with +1 strength rendering both it and its material useless, unless you have Tinkerer.

You may also pick locks, but cannot salvage them (see Key-Cutter below).

Key-Cutter: 5XP(At Will)

You may convert 1 Scrap into one midrange lock and key or 2 Scrap into handcuffs. A midrange lock takes any Locksmith 2 minutes to pick, or may be broken with +2 strength rendering both it and its material useless, unless you have Tinkerer.

You may also salvage picked locks, either reassigning a new key or converting any lock into 1 Scrap with 10 minutes of RP.

Tinkerer: 8XP, Tutored (At Will)

You may convert 1 Scrap into one good lock and key or 2 Scrap into heavy manacles. A good lock takes any Locksmith 3 minutes to pick, or may be broken with +3 strength rendering both it and the material useless, unless you have Tinkerer.

As a Tinkerer, you may also salvage any broken lock, handcuffs or manacles for 1 Scrap with 30 minutes of RP. Unfortunately this salvaged scrap is not as stable as its original counterpart and will become useless in 6 months time unless made into something.

Furthermore you are able to attempt to break down Experimental locks to get a copy of the Experimental Arts schematic at the base chance of success. Experimental items made by PCs expire in 1 years time. Tinkerer can utilize Experimental Arts schematics and make Experimental locks from them.

MEDICAL ARTS**

Using Med Tech resources, you can tend to the wounded, eventually being able to restore them to health and perform various surgeries. Note: no individual may undergo more than 2 surgeries in a day without immediately becoming Mortally Wounded, even if different Surgeons perform each attempt.

First Aid: 2XP (At Will)

You know a little bit about the body and can determine accurately if someone is Unconscious, at Zero HP, In Shock or Mortally Wounded by touching the target's shoulder with a free hand and asking "Medical Arts, are you {status}?" where {status} is one of the four aforementioned states.

First Aid allows a character to pause a character's In Shock count so long as they RP tending to the wounds. This skill may be interrupted by taking HP damage or being otherwise unable to concentrate on the action (unconscious, paralyzed, distracted for more than 3 seconds, etc.). Should the skill be interrupted, the target resumes their In Shock count where they left off prior to your First Aid attempt.

Furthermore, if you expend 1 Med Tech resource, you may stabilize someone In Shock with 1 minute of roleplay leaving them at Zero HP.

Field Medic: 5XP (Encounter per target and Daily per target)

Your medical studies have continued and you are also able to determine if your patient has been affected by a Chemistry, Poison or Disease by touching the target's shoulder with a free hand and asking "Medical Arts, do you have a {substance} in your body?" where {substance} is one of the three aforementioned substances.

A Field Medic may pause the count of another Mortally Wounded character for as long as they can maintain roleplay of administering CPR. This RP can be interrupted via action or by the Field Medic taking HP damage or being otherwise unable to concentrate on the action (unconscious, paralyzed, distracted for more than 3 seconds, etc.). Should the skill be interrupted the target resumes their Mortally Wounded count where they left off. A character may not attempt CPR more than Once per Day on the same person.

Additionally a Field Medic may expend one Med Tech resource and RP for 1 minute to perform any of the following actions Once per Person per Encounter.

1. Restore 5 HP
2. Remove a chemical or poison substance from someone's blood
3. Stop a bleeding effect.
4. Repair a damaged limb which is still attached (ex. Crippled, crushed, etc.) and restore 2HP in the process

Surgeon: 8XP(Daily per target)

As a surgeon, you are an expert in your field and can also diagnose if there are foreign bodies in a target, how much HP a target has lost and how recently a target has had surgery.

A Surgeon may RP for 30 minutes to perform any of the following actions, once per day per person. With the assistance of another person with Medical Arts of any level, you may halve this time to 15 minutes. Each action requires expending 1 Med Tech Resource card to perform.

1. Reattach a limb removed within the last hour.
2. Restore half of a character's HP, rounded up, to a maximum 10
3. Remove most foreign bodies from a target.

4. Perform an Experimental procedure if they have the Schematic, and fulfill other requirements.

A Surgeon may also dissect the result of an Experimental procedure in an attempt to copy that procedure's Schematic. This exploratory surgery takes 30 minutes and may damage the original Experimental procedure. Experimental items made by PCs expire in 1 year's time; procedures that are not devices are not subject to this restriction.

Note: no individual may undergo more than 2 surgeries in a day without immediately becoming Mortally Wounded, even if different Surgeons perform each attempt.

SAPPER**

Anyone may see a trap and avoid it or warn others of its location, however as a Sapper, you've learned how to create, set and safely disarm traps of varying complexity. All traps take 10 minutes of RP to create and an additional 1 minute to set or disarm. If you have an assistant to create the trap, it will only take 5 minutes of RP to create but will still take 1 minute to set.

Booby Traps: 2XP (At Will)

Allows you to set and disarm simple traps which may serve as a warning or to briefly slow an incoming threat. All simple traps require at least 1 Scrap to make and consist of a mouse trap trigger and a trip line attached to any other relevant reps.

1. *Heads up!* (rep: trigger, line and bell/wind chimes/non-powered noise maker)
When triggered, the person who triggered the trap must rattle the noisemaker for 3 seconds.
2. *Snare!* (rep: trigger, line and rope loop)
When triggered, the person who triggered the Snare will have their legs held in place by rope/vines/twines. It takes +1strength to rip free of the Snare on a 3 count, however the Snared target will suffer 1 Piercing. Alternatively, you can safely be cut free of the Snare over 1 minute.
3. *Danger Paddle!* (rep: trigger, line and any blunt melee weapon)
When triggered, this trap springs a blunt melee weapon, such as a club or pipe, at the person you triggered the trap causing 1 damage. The Booby Trapper must provide a weapon card along with their 1 Scrap to make this trap. The weapon is rendered otherwise unusable outside of the trap. A chemist may apply Paste to this weapon to cause additional effects however the paste's usefulness will remain limited.

Master Trapper: 5XP(At Will)

You have the ability to set and disarm more complex traps. These traps can cause some damage and require at least 2 Scrap to make. All master traps may use either a mouse trap or electronic pull pin with a trip line as their trigger or attach the trigger directly to the "damage" rep. Master Trappers may also set any Booby Trap with an electronic pull pin instead.

1. *Boom!* (rep: trigger with box/foam TNT/etc. that is 2"x2"x6" in size minimum)
Inflicts 5 damage to whomever is closest to the explosive rep.
2. *Burn, Baby!* (rep: trigger with non-glass vessel with red or orange cloth at the mouth).
Inflicts a Burn effect on whomever is closest to the bottle. Burn causes 2 Fire damage, then an additional 1 Fire/second until the target spends 3 seconds of RP putting out the flame.
3. *Bad Doctor!* (rep: trigger attached to a blunted, plastic or foam syringe)

When triggered, this trap springs a needle at whoever triggered the trap causing 1 Piercing. The Master Trapper must provide 1 Med Tech along with their 2 Scrap to make this trap. A new Med Tech must be expended to reset the trap. A chemist may fill the syringe with a Paste to cause additional effects. Due to being protected from the air, the Paste's active lifetime is extended to 24 hours from 10 minutes.

Furthermore, you may also salvage disarmed traps into some of its base components (1/2 rounded up) through 30 minutes of RP. Unfortunately these components are not as stable as their original counterparts as such they will become useless in 6 months time unless made into something.

LEGENDARY TRAPPER: 8XP, Tutored (At Will)

Ability to set and disarm complex semi-devastating traps.. Legendary traps require at least 3 resources to create. All Legendary Traps may use a twist "egg" timer, a mouse trap or electronic pull pin as their trigger and may use a trip line or attach the trigger directly to the "damage" rep. Legendary Trappers may also set any Booby Traps or Master Traps using a twist timer trigger instead.

1. **Big Boom!** (rep: Trigger attached to an explosive rep at least 2"x4"x6")
Requires 3 Scrap to make.

When triggered, inflicts 5 Fire to anyone within a 5 ft radius of the explosive rep.

2. **Shrapnel** (rep: Trigger attached with a non-glass jar with liquid and a little debris in it)
Requires 2 Scrap and 2 Ammo to make.

When triggered, inflicts 5 Piercing to anyone within a 5 ft radius of the jar.

3. **Gas Gas Gas** (aka Vapor Bomb) (rep: Trigger attached to a non-glass jar filled with coloured liquid connected with wire or fishing line to a box at least 1"x1"x1")
Requires 3 Scrap and 1 Med Tech to make.

This is a poor man's chemical weapon. It delivers 1 Piercing Poison to anyone within a 5 ft radius of the jar. Poison causes the target(s) to take 1 HP per 1 minute until cured or they enter their In Shock count.

Furthermore, Legendary Trappers may also break down and create Experimental traps. Breaking down an Experimental trap to make a schematic takes 30 Minutes of RP. Experimental items made by PCs expire in 1 years time. Please see the Experimental Arts Schematic book for more details.

RESEARCHER**: 3/6/9XP

Prerequisite: Artificer x3, Chemist x3, Locksmith x3, Medical Arts x3, Sapper x3

Researchers come in all varieties, and are at the top of their trade. A researcher is able to study an Experimental item to increase their success in creating its Schematic, as well as gain extra insight while doing experiments. Each purchase allows you to spend an extra 30 minutes of RP to increase your chances of creating a Schematic from breaking down an item. Each additional half-hour of study grants you an additional 5% chance of success to a maximum of +15% total. Example: As an Engineer with 3 levels of Researcher you study a Club of Skull Cracking. This has a base 45% chance of success (each Experimental item has its own difficulty rating). If you study it for 1.5 hours, you would now have a 60% chance of success instead. Alternatively 2 researchers may combine their research of the item adding their levels together up to a maximum of 3 levels combined. Following your research you could then do your 30 minutes of RP and break the item down into components having a 60% chance to learn the Schematic from your efforts. Once you possess a Schematic you may make as many of that Experimental item as you have the resources for given adequate time.