

OUTPOST

A LIVE ACTION ROLE PLAYING GAME OF
SURVIVAL IN A SUPERNATURAL APOCALYPSE

ON THE FIRST DAY OF THE COLLAPSE the sky turned red, natural disasters occurred all over the planet. Most of India sank into the ocean. Communications with Australia were immediately lost. Fissures in the earth opened up and swallowed whole cities, and meteor storms left others in burning pieces. Hawaii, Japan, and Iceland were decimated by the eruptions of volcanos.

And then the Creatures came. Television, the Internet, and all available broadcasts over the world started to capture the horrifying visages that were hidden for centuries. Vampires, Werewolves, and Giants the size of buildings rampant through the streets. Fissures directly into a fiery Hell below opened like great screaming maws and humans were possessed by free-roaming Demons.

The religious held hope for their various Gods to reach down from the sky to save them all, but no rescue ever came. That is not to say there was not a Host from Heaven however. The Angelics descended. Great beings of white light flew out of the clouds and down to earth like comets of hope. They joined the side of man and fought back the Demons. Some say they helped save lives. Some say they made it worse. Because the Angelics weren't there to save mankind: they were there to push Hell back from whence it came.

All of this was within the first 24 hours.

WITHIN THE FIRST WEEK the world was in ruins. The Vampires and Demons, already being spread throughout society, were able to set off nuclear weapons and EMPs which annihilated communications worldwide. Cellular towers were destroyed or taken offline, the Internet vanished, and our governments effectively shut down. Full spread anarchy and panic and massive deaths caused our population to rapidly dwindle.

Strange partings of reality began to happen around of the world as well. They were a gateway into a place called The Ether, where magic, the Wyrld, and beings called Fae lived. The Ether had always been on the other side of the mirror, just next to our plane, but the massive catastrophes and deaths tore that veil allowing all manner of oddity to cross over.

BY THE END OF THE FIRST MONTH 60% of the world's power was lost. The deaths totaled in the billions. Word was spread through couriers and radio towers which had not yet been completely destroyed.

AFTER THE FIRST YEAR the major destruction and catastrophe had stopped. The Creatures were running the world. Humans were not wiped out in total as they were needed for slave labor, cattle and hosts for demons. Those who were not captured or killed banded together and began to form cells. Collectives of nations and peoples from around what was left of the world met in secret and planned ways to survive the nightmare that had become their lives. They were quickly dealt with and wiped out via transmission interception, and treachery.

BY THE THIRD YEAR humans began finding ways to communicate without as much interception, and most of the remaining groups banded together to form The Resistance. At this point humanity was only in the few billions, less than a billion of them free. Rumors of bunkers within Russia, the United States, and Canada spread, havens where humans had sheltered and kept safe to lead this retaliation.

TWO YEARS HAVE PASSED since then, and over the last year the Resistance has found a weapon to fight back. It's called **Project Vitae**. A Russian Hematologist and Gene Specialist named Ivanov has found a way to fuse our DNA with the blood of these creatures. After much testing, and much death, the Vitae were born. Crossbreed Super Soldiers with the strengths and abilities of their progenitors they do not die as easily as mortal men, as the blood brings them back from even the most horrid deaths. But the blood comes with a price: mutations and weaknesses are part and parcel with the transformation. Some men simple die instantly, some become much worse.

Not all of humanity agrees with the Resistance's methods, and not all the creatures that go bump in the night are inherently evil. It may take alliances with the darkness, the Neutrals, and even the greatest of evils for humanity to survive. It will take a great number of Vitae giving their lives, and some say their very souls to become the war machines needed to fight this good fight.

IN THE END, only time will tell whether this world will belong to humanity, or be consumed by the evils from hell and beyond.

Will you join the Resistance, take the blood of the supernatural, and become a weapon against the darkness?

1: ATTENTION, SOLDIER

AN INTRODUCTION TO THE OUTPOST

WHAT IS OUTPOST?

Outpost is a LARP of near-future, post-apocalyptic survival, where modern technology exists but is limited by the supernatural monsters that have taken over most of the world, driving humanity into hiding or slavery.

Our goal is an immersive experience, keeping everyone in game as much as possible: there are no holds unless for emergencies, and there are no game-off downtimes. We use latex quality boffer weapons, nerf blasters, and packets in an uncalled damage, low hit point system.

Players are expected to work together as they are all part of the same group: The Resistance. They are among the last organized remnants of humanity struggling to fight back against the darkness, but they don't necessarily agree on morals and methods. Most player characters are Super Soldiers infused with monster blood and given some supernatural powers and weaknesses.

SAFETY RULES

Control your actions and do not hit hard enough to hurt anyone. No grabbing, pushing or striking with anything other than a combat prop that has been approved by Staff. Avoid sharp edges or points on your costume and props. Do not climb trees or onto rooftops. Other than Touch Effects on the arm, do not touch anyone without permission. Alcohol and recreational drug use is strictly forbidden.

CODE OF CONDUCT

Outpost seeks to create a positive player community with a safe environment for all participants. The simple Safety Rules above should cover basic physical safety and security, but what an individual player believes is appropriate can vary widely.

Additionally, playing pretend together requires a high degree of trust among staff and players. Emotions can run hot, and everyone should be aware of their fellow players' fun and well-being while playing Outpost.

We expect the following proper Conduct from all players – staff, volunteers, and paid participants alike.

- ◇ If a member of the staff speaks to you about a Code of Conduct concern, please take the criticism as encouragement for improvement of the community. A request to change your behavior is not a personal attack.
- ◇ Do not insult, threaten, or harass any *player* for any reason. *In-character* threats and taunts must be made entirely in-game. Mocking someone for having horns is fine, but don't make fun of their haircut. Insults based on body type, gender, sexual orientation, etc. have no place at Outpost. If you are made uncomfortable by any kind of speech or action during an event, whether or not it was directed at you, please alert the staff.

- ◇ Do not argue the rules during play. If an argument is starting, leave the situation and alert a member of the staff as soon as possible. We want everyone to learn the subtleties of the rules together, not to harbor resentments. Calling someone a cheater makes them defensive, let's be more open about it.
- ◇ If someone says you're hitting too hard, then you're hitting too hard. If it makes you mad to be told that, then you were *definitely* hitting too hard, even unintentionally.
- ◇ Some game mechanics are subject to the best judgment of the players. If you feel that someone is consistently bending things to his or her advantage, let the staff know so it can be addressed amicably. The most common mechanical code of conduct concerns are:
 - Counting hit points
 - Acknowledging attacks
 - Deciding if your attack was acknowledged
 - Taking voice attacks
 - Asking for clarifications to gain an advantage
 - Following the flurry rule
 - Following Berserk, Command, and other loss of control instructions properly and fairly
 - Ethical use of NPC information, targeting, and effort
 - Overuse of stats or items

ORIENTATION

If you've larped before and fully understood the jargon in the above information, then you can likely skip to the end of this chapter. The following information includes little which is unique to Outpost.

METAGAMING

Metagaming is the practice of making in-character decisions based on knowing that you are playing a game. Metagaming is often thought of as a way to cheat – taking advantage of the logistics of gaming.

In tabletop roleplaying games, it is commonly considered cheating - or at least indecorous - to have your character apply your real world player knowledge without specific in character abilities. The nature of live action roleplaying blurs this line; it is largely the player's ability to jump, throw, or solve a puzzle which dictates success, and your character's baseline abilities are indistinguishable from your own. Within the boundaries of the safety rules and the character proficiency skills, whatever actions you can perform you are welcome to have your character perform. For example, you may tie knots to help solve a physical

challenge; knot tying is free for any player to use because it is not a specific in character skill. Wielding two swords, however, is a specific skill (and you're not really using two swords anyway, because of safety) so just because you could physically pick up boffers, don't mean your character can fight that way.

In a tabletop game, you might be asked to ignore information which the game runner told another player. At our LARP – if you heard it while you were playing, then your character heard it. Conversely, if you say something, anyone around to hear it will know. If you choose to tell players outside the context of the game, they may still use this information in character. If you wish to keep secrets, you really do need to keep secrets. These rules are different for volunteers helping staff run the game (non-player characters, or NPCs). NPCs play many different roles, and they will need to have different degrees of knowledge. If you learn something while acting as an NPC or while in monster camp (NPC home base) because of your NPC roles, you may not bring that information into game with your player character or any unauthorized NPCs.

Metagaming can also be a roleplaying aid. Many players like to immerse themselves fully in their characters – ignoring that fact that the world is run by people making decisions to support a story and challenge them personally. If this leads to a level of personal anxiety, it's okay to remind yourself that it's only a game. Also, it is sometimes more fun to make a decision based on the player's desire for risk and adventure, rather than a character's more conservative self-interest. Playing any RPG is more fun with a party. If your Outpost Team, or other PCs you happen to be playing with, want to do something your character wouldn't, consider what might make things more fun for them and for you. Don't go directly against what your character would do, but stretching your expectations can be very enjoyable, even if it doesn't work out particularly well. Metagaming to get along and increase the fun more people are having is entirely acceptable.

OUT OF CHARACTER CALLS

To help new players learn the roles, and to improve the safety and comfort of all players, we will use some calls common among otherLARPs.

CAUTION

Say "Caution" to let the people around you know about a potential out of character problem. Caution is used when someone is about to back over a tree stump, step on a fallen player, or stop combat in the surrounding area to find lost glasses.

EMERGENCY HOLD

Call for an "Emergency Hold" to stop all game play for a serious medical or other emergency. Everyone who hears the emergency call should repeat it once, and then remain silent while those who are aware of the problem give instructions. Please follow all staff and medical professionals' instructions during an emergency.

CLARIFICATION

“Clarification” is used to pause the game briefly to figure out what should have just happened. It is primarily for new players to request a quick explanation of an effect or aspect of an encounter. Before calling a clarification, it is better to ask a friend next to you what to do, without disrupting other players. Clarifications will not provide in-game information beyond repeating the verbal call of a recent effect.

LET ME BE CLEAR

This is a catch phrase which will be used by authorized NPCs to deliver semi-out-of-character information. Typically, this will be information provided by a mission guide to make the unique elements of an encounter perfectly clear to the participating players. Regardless of the reputation or motivations of the character giving this information, it is guaranteed to be 100% true. This is not a way to bluff; it is a mechanical consideration to make information delivery easier.

GAME ENVIRONMENT

Some areas of the game site will be restricted to players. These will be made clear at opening ceremonies. Typically, the only restrictions are the boundaries of the camp, private buildings which are off limits even to the game staff, Monster Camp – where most of the staff activity occurs, and mission/module sites.

Other buildings may be under certain effects and restrictions as well; these will be clearly posted on Action Cards at the entrances.

WHAT TO BRING TO LARP

At the most basic level, LARPing is like camping. There will be cabin space and bunks for all players, but you will need your own bedding and toiletries. Most camp sites have shower facilities. Some camps allow heated blankets and other heating elements. Check with the head of staff, Brandon Challies, before using any questionable device.

We encourage bringing in character decorations for your cabin, things that can make a cabin your home for the weekend. Resistance style decorations, military paraphernalia, and other decorations make an excellent addition to any roleplaying environment. Do not bring anything “nice” to LARP. Fragile and valuable items have an unstoppable tendency to get broken in the least satisfying and most inconvenient ways.

As to Theme, Outpost is a world set 5 years in the future. 5 horrible, dark, and dangerous years. While this is not a post nuclear apocalyptic world filled with dirt and irradiated bugs, it is a world where standards and conditions of today are no longer had. Things will be dirty, used, worn. Machine laundered clothing is a thing of the past, and unless you’re lucky, newly manufactured clothes are out as well. Try to stylize your décor appropriately, though not much is illogical, as the world is pretty close to ours.

2: RULES OF ENGAGEMENT

COMBAT SYSTEM

ATTACKS

The foundation of LARPing combines improvisational acting and a system of rules used to determine physical and mental conditions of characters. Whenever the rules call for your character to affect another, you will speak a short phrase out loud (called a Verbal) and determine targets using one of several Delivery Modes.

VERBALS

Verbals may contain a prefix, an effect, and a suffix. The names of effects, prefixes, and suffixes are meant to be intuitive, so that hearing a verbal allows you to imagine what just happened, and react to it appropriately. All players are expected to be familiar with these lists before they play, but a Clarification is acceptable from new players.

When making an attack, you say the verbal as you begin a melee strike, or before releasing any sort of ranged attack.

Weapon strikes without a verbal are referred to as "uncalled damage" and deal a single point of damage.

ACKNOWLEDGEMENT

When struck by an attack, you must react in a manner appropriate to let the attack know the strike was understood. Typically, this is roleplayed as a grunt or yell. If you have a skill which will negate the attack, you may instead call the Defense verbal. It is acceptable to roleplay acknowledgement of the hit for less than a second and then respond with a defense. If an attack lands but the target does not acknowledge it in any way, the attack may be repeated without additional cost. If you feel your attack landed and wasn't acknowledged, do not call a Clarification simply repeat the attack.

TRAITS

Traits are labels used to classify characters and attacks to aid in roleplaying and specifically tailor effects for certain encounters. There are three kinds of traits.

- ◇ **Character Traits** describe a character. Player characters have the Outpost trait, and the trait for their race (Human, Vampiri, Lycanthus...) as well as the trait of their own name (and any pseudonyms they are known by). All the player races except human also have the Vitae trait. Temporary character traits can be added or removed through in game actions and encounter mechanics. The most common of these are location traits.
- ◇ **Attack Traits** describe an effect. An attack trait is part of a verbal suffix using "by [Trait]." These traits are usually just a roleplaying aid, but certain attack traits also interact with player skills. For example, Daemus take additional damage from attacks like "5 Damage by Light," but may be entirely unaffected by "5 Damage by Hellfire." Some defensive skills are effective against specific attack traits.

- ◇ **Target Traits** define limits of an attack. A target trait is part of a verbal suffix using "to [Trait]." For example, a monster might have the "Undead" trait, and it would be affected by an item which causes "5 Damage to Undead." If such an item were used on a (typical) player character, it would have no effect, because players do not have the "Undead" inherent trait.

DELIVERY MODES

Verbals define what attacks do, but not how to determine who was affected. Outpost uses five Delivery Modes to accomplish this: **Weapon, Firearm, Packet, Gesture, and Voice.**

- ◇ **Weapon** attacks are delivered with a successful strike to the body with a hand held weapon or a non-firearm missile weapon (a thrown knife or crossbow bolt). Weapon attacks can be physically blocked with melee weapons or a shield. They can generally be reused until they land a legal strike. The Weapon category is sometimes broken down into subgroups because it includes both melee and ranged attacks of many different types. It is by far the most commonly encountered attack type.
- ◇ **Firearm** attacks are delivered by a weapon that shoots nerf style darts, and is the only form of attack that may use these darts. Firearm attacks cannot be blocked by a shield or weapon. Missed firearms attacks cannot be re-used.
- ◇ **Packet** attacks are delivered by throwing a packet (a small beanbag). Packet attacks cannot be blocked by a shield or weapon. Missed packet attacks may not be reused. Some beneficial packet attacks are restricted to touch range, meaning the packet is not thrown but held in hand to touch the target.
- ◇ **Gesture** attacks are delivered to a single target just by pointing with a hand or weapon. Since they do not require any physical connection, they do not miss. The verbal for all gesture attacks begins "By my Gesture..."
- ◇ **Voice** attacks are used to attack an area, and may affect a huge number of people. They begin their verbal with "By my Voice..." Any character who hears the subsequent call is struck by the effect. Do not parrot voice attack verbals. If someone doesn't hear, then they do not gain the benefit, and if they did not hear something that would have done them harm, they are not harmed, but they are also at the disadvantage of not having heard what just happened to those around them.

WEAPON ATTACKS

Weapon attacks are delivered with foam props that closely resemble the weapons they represent. All weapons must be safety checked before use.

MELEE WEAPON ATTACKS

All characters are skilled in the use of any melee weapon up to 46" in length, but may not use two at once without the proper skill. A melee weapon can be paired with a shield, but this style also requires a skill to

access. Characters with specific skills gain the ability to use longer weapons (up to 72") which require two hands on them in order to attack.

Melee attacks that are blocked by another weapon or shield wielded by a character with the appropriate skill to do so are not counted and will not be acknowledged as strikes. Attacks to the head, the hands, or the groin are illegal and are not counted.

Any uncalled strike (no verbal) causes 1 point of damage. Uncalled strikes cause characters to fall to bleeding in the same way that called damage will.

If you are unskilled with a melee weapon you cannot make attacks with that weapon. If someone strikes that weapon or you try to parry with that weapon, you must either take the blow or the weapon is ripped from your hand. If you do not take the blow, you must drop the weapon as if you had been affected by the Disarm effect. You may hold only one weapon or shield in each hand during combat. If you are holding more than one item in a hand (or under the arm) and a melee attack strikes one of those items, then you will take the blow or be disarmed of both items as if you were unskilled in their use.

Unless otherwise stated in the skill description, melee delivered attacks may be re-swung if the weapon strike is blocked or dodged, until the attack lands an acknowledged or defended blow, but the attacker may not use any other attacks while the melee swing is still active.

THE FLURRY RULE

To slow the pace of melee combat, Outpost uses a Flurry system. A flurry is a series of melee swings delivered with little or no pause. Flurries are limited to three swings, regardless of whether they successfully land a strike on one or more targets.

To reset your flurry you must stop all attacks for at least a second and pull back from your opponents.

If you feel your opponent is violating the flurry rule, you may disregard successful strikes beyond the first three consecutive swings, but you should comment in character or simply say "Flurry" to remind him of this rule.

RANGED WEAPON ATTACKS

Ranged attacks use foam throwing weapons or safety tipped projectiles along with functional bows and crossbows. Unlike other combat styles, you may use thrown and projectile weapons in each hand if you are skilled in using them. Like melee attacks, any ranged attack that has no verbal causes 1 point of damage.

As with melee weapon attacks, Ranged weapon attacks may be re-fired or re-thrown repeatedly until effective or defended, but you may not use a different attack without wasting the ranged skill.

A skill is required to gain proficiency in ranged weapons. A ranged weapon may be paired with another

weapon type in the other hand without any further skill requirement.

FIREARMS ATTACKS

Firearms attacks use nerf blasters to deliver powerful effects. Nerf blasters may not be mechanically modified, and must pass a safety check at the beginning of every event. Some firearms will be classified as one-handed Pistols, and others as two-handed Rifles or Shotguns. Rifles and shotguns require both hands to use, although they do not necessarily need to be on the blaster, just empty. Firearms may not make uncalled attacks.

Firearm use requires a proficiency skill and ammunition tags, referred to as "bullets," which are distinct from nerf darts themselves. Bullets may be fired by a proficient character without additional skills for "3 Damage by Firearm" from a pistol, or "5 Damage by Firearm" from a shotgun or rifle. A character with Pistol proficiency may wield a different weapon type in his or her other hand, but another skill is required to dual-wield firearms or pair a two-handed firearm (even if it is small enough to hold and fire in one hand).

Shotguns may fire two or three darts at once – at the cost of additional bullets. If more than one player is struck by darts from the same shotgun attack, each player takes the effect. If a single player is struck by the same attack more than once, the player **does not** take additional copies of the attack.

Any blaster which uses electricity in its firing mechanism is considered an Advanced Firearm, and requires a special proficiency and an in game item tag to use.

Firearms attacks always expend bullets, even when they miss or are defended against. Deflected Firearms attack (see Defenses) still cost bullets, even when the attributes or uses-per-battle are refunded.

PACKET ATTACKS

A packet is a small bean bag, filled with seed and closed with a rubber band. These are thrown to represent magical attacks, most often spells.

You call a verbal and throw a packet at a target to deliver the attack. If the packet hits the target, or any direct possession of the target, then the effect is delivered to the target. Packets are not considered solid objects in character. They cannot be Disarmed or Destroyed, but they are a visible. Only carry packets in hand if you are capable of using them.

If a packet clearly strikes a target and they do not acknowledge the hit with role play or by negating it with a defense, the attributes or their equivalent are not exhausted. If the packet misses, or you cannot tell whether the packet hit, then attributes or resources are exhausted normally.

If a packet attack allows more than one packet to be thrown at once, they must be thrown simultaneously and with the same hand. The full spread of packets delivers the same effect to multiple targets, but one target will never take multiple copies of the effect even if hit by several packets.

GESTURE ATTACKS

Gesture delivered attacks target whomever the attacker is pointing to, with hand or weapon, when the verbal "By my Gesture..." **begins**. If the target is not able to clearly see the gesture then their name may be used in addition to the call to notify them, but the attacker needs to have clear sight of the victim. Some gesture attacks require the attacker to point for some duration before announcing the verbal. Hiding behind cover during such warning period is acceptable, but if the attacker uses your name in the call, you should take the effect, assuming you did not make it out of the way in time.

VOICE ATTACKS

When an attack follows the "By My Voice..." call everyone who hears it will be affected by it, **except the user**. You cannot defend against Voice attacks by intentionally obscuring the sound of the verbal with loud noise or by plugging your ears. Voice attacks indicate that the effect is radiating from the creature calling the effect. The character generating the voice attack does not necessarily need to be using its voice to make the attack. For example, a vampire under the effects of Silence would be unable to speak, but could still use a "By my voice, 5 damage by blood," attack to harm those around him.

DEFENDING VOICE ATTACKS

Although defenses are not discussed until later in the chapter, note that a voice attack's use cost is never refunded by Deflect, and that the user will only take the effect upon himself once if the voice attack is subject to a several volley defenses.

THE "LOCATION" TRAIT

Voice attacks often limit their range using a target trait which describes a part of the encounter area. Common location traits include:

- ◇ "...to Room" which only applies to anyone with a body part in the room with the character making the call.
- ◇ "...to Building" which would function similarly on all the rooms in a larger building.
- ◇ "...to Indoors" which includes anyone in any closed building, regardless of the source of the attack.
- ◇ "...to Woods" which might be used in certain outdoor encounters to affect those at or beyond the edges of a field, in the wood line.

The application of location traits is a point of player Conduct, please use your best judgment.

KILLING BLOW

It is relatively easy to dispatch a helpless foe. Once a character is incapacitated anyone with a weapon may aim it at the torso of their victim and announce "Killing blow 1, Killing blow 2, Killing blow 3, Death." Then deliver a light strike to the torso to deliver the Death effect. Any victim who can move may prevent a killing blow. To interrupt a killing blow, you must strike the person attempting to deliver the killing blow or his weapon. You do not have to force the weapon away.

STAGES OF DEATH

HEALTHY & ARMORED

As futuristic super soldiers, the Vitae can take significant amounts of punishment and just keep coming. The most basic combat rule in Outpost is the hit point rule. A character's hit points are determined by his or her Body plus Armor. All characters have at least two hit points from Body. Starting characters commonly have about 6 body (see the character creation chapter for information on raising attributes). In addition, all player characters have the Medium Armor skill, which allows them to wear up to six armor points (See the items chapter for costuming requirements). As a character is struck by damaging attacks, armor points are lost first, then body points. Certain skills will be able to replenish body or armor, but if you are reduced to 0 HP, you are incapacitated. Some skills grant Temporary armor – these are additional hit points which last indefinitely, but which are lost first. If granted temporary armor while you have temporary armor remaining, you may choose to keep the higher value, but they do not stack.

BLEEDING

When you've lost all of your Hit Points (from body and armor) you are at 0 HP and fall to the ground at the Bleeding stage. You have the Bleeding trait. You may not move except to safely get out of out-of-game harm's way, **but you can still hear, see, and speak at a whisper**. You may not use any skills unless they specifically state so. After 1 minute of Bleeding if you do not receive healing you move to the Dead stage.

Remember that all players have the skill Staunch the Bleeding which allows them to hold two hands over you to role play basic medical treatment and prevent you from dying. If a player states they are using this skill, stop counting toward your minute of bleed time and remember where you left off. If they do anything with their hands other than assist you, if they move away from you, or if they are no longer able to perform the action, then continue where you paused your count.

If at any time during your minute someone uses the Killing Blow skill on you, you immediately move to the Dead stage. While bleeding you cannot interrupt a Killing Blow against you. You are No Effect to damage while Bleeding, and do not go below 0 HP at any time. Other effects still succeed normally, although their restrictions are likely unimportant until you are healed. Remember that when you are healed past 0 HP you are still affected by any effects that you received while Bleeding.

TAKING A KNEE & PLAYING DEAD

When your character reaches 0 HP, you must fall to the ground. Players who aren't physically able to stage fall may instead drop to a knee or sit, slumped over as they are able. Any player who doesn't want to lie on the ground is welcome to do the same. However, players may want to "play dead" to avoid the attention of their enemies. If you wish to play dead, you need to actually act out the fall.

DEAD

After you've bled for 1 minute you're in the Dead stage. This can also happen because of the "Death" effect or a Killing Blow, which skip the bleed out time. You get the Dead trait. You can no longer hear, see, or speak at all, though you may open your eyes for safety reasons (but try to keep the acting strong!) You are No Effect anything other than "Expose," "Fix Death," and "Slay" and any standard effects currently on you are removed (Break Limb, Berserk, Command, Silence, Pin, and Stun). Action Cards are NOT removed unless those cards explicitly say they are removed on Death. You remain Dead for 5 minutes at which time you are Slain.

SLAIN

When you take a Slay or your 5 minute Death count expires you are Slain. You have the Slain trait. You behave as you did in the Dead stage, but it is permanent unless you are brought to a Reanimator. You are No Effect to everything but reanimation. When Slain, you may still move slightly for safety reasons but should otherwise not get up or move around. You are a corpse for all intents and purposes. If your character is human, he or she is permanently dead, when no other players are in sight, rise and report to a member of the staff (See Perming).

The only exception to this is if you choose to be Taken. Let us be clear, being Taken is bad - **Really** bad. But there are situations where you may die in the woods alone and don't wish to wait 8 hours until someone finds your corpse. If you choose to be Taken which you may always do while in the Slain stage, you may rise and make the Out of Game gesture of one hand on your head and walk to Monster Camp.

BEING TAKEN

As we said before, being Taken is bad. It means that someone or something got your corpse. You may come back as something else. You may be devoured. You may have experiments done to you. The chance of survival is the same as with reanimation, but there is an added very bad thing.

REANIMATION

Though a lifeless corpse, the monster blood inside a Slain Vitae still lives. Through the power of Reanimation you can be brought back to life: sometimes worse, rarely better, and too frequently not at all. Your body must be brought to a Reanimator to have the process started. Within the Reanimator, the player will pick a result in a game of chance to decide what happens to a reanimated character. While we

won't reveal the specifics, we will tell you that the first time you are Reanimated you will never Perm (the common term for permanently losing your character). After that, however, all bets are off. There is always a chance to Perm along with a chance to get something negative or beneficial. The bad outweighing the good the more times your beaten and bruised corpse requires Reanimation.

PERMING

In Outpost you can lose your character forever. It can happen. It may happen. Accept the harshness. When you Perm your character's monster blood simply doesn't have the juice to bring you back, and it is incinerated per Resistance policy. You may choose to start a new character that event, or NPC the rest of the event and earn some Prestige points. Your new characters CP total will be higher the more CP you had when you Permed (See the character creation guidelines).

UNCONSCIOUS ETIQUETTE

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

NONCOMBATANTS

There may be those under the age of 18 or with a physical impairment or condition which do not allow them to be in physical combat but who still wish to enjoy Outpost. These are Noncombatants or Noncoms for short. They will be clearly marked by wearing bright orange bands on both of their arms with NC written on them to signify they are not to be struck or hit in any way. This means Melee, Packets, Nerf Darts, or any physical interaction. Instead, a player or NPC may simply point their weapon, packet, or firearm from within 10 feet at the Noncom and call their attacks as if they were striking the player or throwing items at them. They may then call damage or attacks normally in the same way you would a Gesture, but without the Gesture phrasing. Noncombatants are aware that they must take anything gestured at them, though they still may use defenses there is simply no 'missing' them. At the beginning of each Event, any current Noncombatants will be pointed out during opening ceremonies. In large scale battles, Noncombatants may need to keep to the sidelines to avoid incidental contact from ranged weapons, packets, or nerf darts.

EFFECTS

This section is a comprehensive list of the standard effects used in Outpost. You should be familiar enough with these effects to know what happens when you are the target. The variable wording listed in brackets should be clear enough to help you understand easily when you are the target. You should be very familiar with how the attacks your own character can generate work. Remember, if you're ever unsure how to take an effect, ask for a clarification from a nearby player or NPC. Variable text in square brackets is

required, variables in curly brackets are optional.

[#] DAMAGE

This removes the stated number of HP from the target, applied first to Armor, then to Body. The lowest your HP can ever go is 0. Some skills reduce the amount of incoming damage a character suffers, these reductions may never reduce a damaging attack below 1 damage. Even when reduced to 1, such a strike is still a called attack for the purposes of other skills.

[#] Lethal

This removes the stated number of HP from the target, applied first to Armor, then to Body. This damage cannot be reduced by other skills which reduce incoming Damage, although a Defense may be used against Lethal as normal. The lowest your HP can ever go is 0, but if Lethal drops you to zero hit points you are immediately killed, entering the Dead state as if affected by a Killing Blow.

EXPOSE [TRAIT/EFFECT]

When struck by an Expose effect, the player should respond by making a noise if they are under the named effect or if they have the named trait. If delivered at touch range (by a medic attempting to diagnose an unconscious character) a quiet unhealthy gurgle and a head nod is ideal as an appropriate response. If responding to a shouted "By My Voice Expose to Outpost," you should make a noise of at least the same volume as the call you heard. Expose may still be responded to while under the Silence effect and when incapacitated.

KNOCKBACK {# OF STEPS}

Knockback causes the target to take a specified number of large steps away from the attacker - **default five steps**. You must move back before taking any other actions but you should move safely. If you reach a physical obstacle such as a wall or building, including a crowd of people, you may stop short, but must sit on the ground before being able to return to normal offensive actions. While moving you may not use any Offensive Actions but you may use Defenses, block and dodge attacks normally.

BREAK [ITEM/LIMB]

Either the named handheld item (typically a weapon, shield, or firearm) or the named limb becomes unusable until Fixed (by the Fix effect). The attacker must name a specific item and land a legal blow on the target player (not on the item itself).

When Breaking a Limb, the limb that the attack strikes is affected, and the target chooses if the strike hits the torso. When your arm is broken, you must let it hang loosely at your side and drop any handheld item. Items strapped to that arm (pretty much only referring to a shield, here) do not need to be removed, but they become a legal target for further attacks, having no protective value.

When a leg is broken, you must kneel or sit and may move only at a crawl. If both legs are broken, you may not move, and must remain kneeling or sitting until moved by another character.

FIX [ITEM/LIMB/EFFECT/ALL]

Either reverses Break Item/Limb - repairing an item or limb to normal use - or removes the named Effect. A Fix Armor returns a suit of armor to its maximum value. A Fix All Limb restores any breaks to normal use, etc. Fix Death brings a character from the Dead state back to consciousness, but only restores them to 1 hit point.

REFIT

Readjusts armor, restoring some of the HP it provides, typically to a maximum value 3 less than the previous refit maximum. Temporary Armor points cannot be refit.

HEAL [#]

Mends the target's body, restoring the specified number of HP to a maximum of the character's Body attribute.

GIVE [# / ALL] [ATTRIBUTE]

This effect is used to temporarily increase the expendable attributes of a character. These may be any Primary attribute as well as Fury, Blood, or Versatility. This effect never changes your actual attribute score, only your current pool. You may go over your usual maximum, but this does not change calculations based on that attribute. Being given 2 Grit above your maximum would not also increase your hit points. Primary attributes and Versatility given this way only last until the character's next refresh.

TAKE [# / ALL] [ATTRIBUTE]

This effect is used to decrease the expendable attributes of a character. These may be any Primary attribute as well as Fury, Blood, or Versatility. This effect never changes your actual attribute score, only your current pool, to a lower limit of 0 (as if you had expended your normal attribute total to fuel skills). Primary attributes and Versatility which are taken replenish normally during the character's next refresh.

BERSERK

The character flies into a blind rage, attacking the nearest creature with any available method. You are not required to spend attributes or ammunition while berserk if you have a weapon capable of dealing uncalled damage available. Berserk will override Command. Lasts 5 Minutes.

COMMAND [TASK]

The character is compelled to complete the required task with no regard to personal desire and only

minimal concern for personal safety. You will not fall into obvious traps while commanded to flee, but you will not take your time either. The most recently cast command takes precedence. Lasts 5 Minutes.

DISARM [ITEM]

Disarm causes the target to drop the named item, typically a weapon or shield. A shield may only be disarmed by a call of "Disarm Shield." You may drop an item or place it on the ground safely, but it must be out of your hand for at least 3 seconds before it can be recovered.

SILENCE

Silence renders the target unable to speak. This prevents the completion of spell incants, but not of the verbal call associated with most skills. Lasts 5 minutes.

FORM

You alter your phase of physical existence, gaining the "Form" trait. You are "No Effect" to Weapon, Firearm, and Packet delivered attacks that are not "to Form," or "Unstoppable." You are still susceptible to Gesture and Voice attacks.

You may choose to leave a form instead of taking effect from an attack "to Form." If you do so, then you may not benefit from a Form effect for the next 5 minutes.

When in form: you may not use offensive abilities, and you must keep your arms down with your wrists crossed at the waist in an X. You may use defensive abilities if they apply. Lasts 5 minutes or until the gesture is broken.

PIN

One foot (your choice) is pinned to the ground and may not be moved for the duration of this effect, although you may pivot and otherwise act normally. Lasts 5 minutes.

STUN

Stun renders the target unconscious but otherwise unharmed. Stunned characters drop handheld items and are susceptible to Killing Blows. Lasts 5 minutes.

DEATH

This kills a character, beginning his or her 5 minute death count. This does not deal damage to armor, it simply bypasses it.

SLAY

This puts a character in the Slain state, bypassing the normal death count and requiring Reanimation to fix.

STAUNCH THE BLEEDING

Staunch The Bleeding will pause the bleed out count of an unconscious character for as long as both hands are used for nothing else.

DEFENSES

In addition to physically dodging or blocking an attack with a weapon or shield, there are in character skills to negate attacks that did connect with the player. In most cases, defense skills are effective against specific attack delivery modes. For instance, melee combatants commonly train to avoid weapon attacks. Spell casters have an easier time learning to resist the effects of spells. Some of the races of Vitae are capable of ignoring any strikes with a certain attack trait.

All defenses prevent the effect which struck you. To use one, you must state the verbal associated with the defense within a couple seconds of being hit by the attack. If you begin to role play to acknowledge being hit, there should not be a pause before announcing your defense, and you should continue to act as though you took effort to avoid the good strike.

DEFLECT

The most basic defense is a Deflect. When an attack is deflected, it refunds any Attributes or Uses-per-Battle the attacker spent to generate the effect. Note that a Deflect does not refund items, so an Activate item's ability can be entirely negated, and a firearm attack's bullet expenditure remains. Voice Attacks are not refunded when Deflected.

RESIST

Resist is the simplest defense. Calling "Resist" to an attack simply negates its effect. Attributes, uses, items, and ammunition are expended normally.

VOLLEY

Volley is the rarest and most difficult type of defense skill. In addition to negating the effect of an attack, the attacker is struck by the effect as though the defender had used the ability instead. A volley cannot be volleyed. If the original attacker opts to deflect the volleyed copy, no one's attributes or uses are refunded. Voice attacks may be Volleyed, but If multiple characters Volley a voice attack, the use still only suffers the effect once.

NO EFFECT

Although not technically a defense, characters with limited immunities should respond “No Effect” to attacks which will never harm them. On a reply of “No Effect,” costs are refunded the same way they are with a Deflect (Attributes and uses of skills, but not items and ammo.) You may not respond with “No Effect” to an Unstoppable attack.

MODIFIERS

To increase the power level of important attacks, additions to their Verbals can be added. The most powerful of the modifiers come before an effect (a prefix), the more standard changes come after the effect (as a suffix).

PREFIXES

AMBIENT

The Ambient prefix demonstrates that the effect emanates from the surroundings, not the player or character calling the effect. Non-combat NPCs may toss “Ambient [Effect]” packets, and staff members playing allied characters may make ambient voice attacks as part of encounter mechanics. Attacking the player making an ambient call will not stop the threat.

MAJOR

The Major prefix designates an extremely powerful attack or defense. Major attacks can only be negated by Major defenses.

MASSIVE

The Massive prefix designates a weapon attack which can overpower the simplest defensive measures. Attacks with the Massive prefix do not need to land a legal blow, but instead affect a character even if they strike a weapon or shield. Massive is only ever applied to melee and ranged Weapon delivered attacks, as all other types already bypass weapon and shield blocking.

UNSTOPPABLE

This prefix designates indescribably powerful effects. They always take effect on those they strike regardless of skills or defenses. The only hope is to physically avoid such an attack, or to be excluded from it by its own suffix modifiers. Unstoppable effects with five minute duration may not be Fixed. Until-Fix duration effects require an Unstoppable Fix to remove. Most unstoppable effects do not persist through Slay, but that will be handled on an individual basis.

DOUBLE/TRIPLE

A single strike has double/triple the effect when the attack lands, as if the target had been struck by identical attacks simultaneously. Defenses may be called with the double or triple prefix in response to these attacks by paying the appropriate activation cost two or three times.

SUFFIXES

BY [TRAIT]

This is the standard form of attack trait. It provides the flavor of the attack. Defenses, resistances, and immunities sometimes rely on specific attack traits, but this is rare. If a Defense verbal includes an attack trait, it is just meant to provide flavor. A "Resist by Weapon" should be imagined as physically knocking away the effect, while "Volley by Mind" would evoke psychic power returning the attack on the caster.

TO [TRAIT]

The "to" suffix limits the target of its attack. If struck by an attack "to Fire" you would only be effected if you had the Fire trait yourself, and you should ignore the effect otherwise. To improve the flow of play, you might shrug or say "no" in character if the player using the attack looks confused. Things do not always have the traits they look like they should. Note that all characters have the names they use as a trait, so this sort of targeting can be very specific when needed.

TO ALL EXCEPT [TRAIT]

This suffix reverses the trait restriction of the normal "to" suffix. An attack "...to all except Outpost" would be able to harm any NPC. If used with a voice attack it would harm All of the NPCs.

COMBINATION EFFECTS

A single attack which contains two effects (or an effect and damage) uses "and" in its verbal. The two effects share the same prefixes and suffixes. The two effects are defended as one. If you are No Effect or can defend against one element of the attack, then you defend the attack entirely. This can only combine two effects in total - if skills would entitle you to more than two, you must choose which you use.

For Example, a Shotgun Hooligan would be able to deal "7 Damage and Disarm by Fire," and could optionally add "Knockback 1" to a shotgun attack. He could switch to "7 Damage and Knockback 1 by Fire," but could not deal damage, disarm, and knockback in a single attack. A target who was No Effect to Disarm would also avoid the damage in the first scenario.

ACTION CARDS

Some abilities cannot be described in a short verbal. To use these abilities on another character, you must present an Action Card to that player. Staff will do their best to write clear and concise Action Cards for abilities related to storylines and in the play skills section of this book. You are welcome to create additional copies of Action Cards you will need to play your character. Sometimes having multiple copies is helpful, and sometimes having a single durable (laminated) copy will better help you track your own skill uses.

3: EQUIPMENT

GEAR, PROPS, & TREASURE

Outpost characters will want to be equipped with any number of potentially useful items. In game items are divided into two broad categories: untagged items, which do not require any certification from staff, and tagged items, which are only awarded with staff permission.

UNTAGGED ITEMS

Every character in Outpost will begin with an untagged costume. Whatever items are part of your costuming belong to you and may not be taken from you in a search or stolen from buildings (as this would be out-of-game theft). Some skills have specific costuming requirements, to use these skills you must fulfill such requirements, but your enemies cannot deny you those abilities by demanding your out-of-game items. Characters whose costuming fits the setting and backstory are given additional character points when they begin (see Costume Awards in Character Creation).

Untagged items are susceptible to the Break effect, rendering them temporarily useless. The most important untagged items for most characters are their weapons and armor.

ARMOR

Armor provides additional hit points, which are lost before HP from a character's body score. All characters begin with the skills to wear Light and Medium armor, which provide 3 and 6 HP respectively. Certain skill paths grant access to heavy armor, which provides 9 HP.

PHYS REPS

Costuming is required to represent armor. The armor rep does not have to be genuinely protective, but it must look the part. Ideally, armor is contemporary and well worn, to fit the aesthetic of the game. The costuming requirement for light armor is a minimum of upper torso coverage in medium weight protective gear – e.g. a flak vest with a “writer” label.

Medium and Heavy armor need to cover more of the body. The upper torso plus three or six additional coverage areas chosen from: Head, Face, Neck, Groin, Hands, Legs/Knees, Arms/Elbows, Feet. Sporting equipment is an acceptable option (based on character background) as well as modular tactical armor.

REFITTING

Armor can be Refitted to restore some of its protection after it has been worn down. Refitting takes 1 minute of action time using both hands to readjust, inspect, and replace parts of your own armor. After a Refit, the armor is usable again, but losing 3 points of protective value, as though it were one category lower than the prior refit.

As a baseline, Medium Armor provides 6 HP and can be refit once to 3 HP & Heavy twice before requiring repair, usable as 9, then 6, then 3 HP. There are skills which slow the decay from refitting, allowing more, better refits. Light Armor can be refit, but without the skills to adjust the refit value, it would be worthless.

REPAIRING

When armor can no longer be refit, it is considered broken. A Break Armor effect will also reduce armor's value entirely and make it impossible to refit. When this happens, a Fix Item or Fix Armor effect is needed to reset the armor to its maximum value. This requires a skill, and commonly costs action time as well as a component.

WEAPONS

All Outpost characters begin with melee weapon proficiency, the skill to wield a one-handed weapon. Such weapons include a baton, bat, golf club, board with nails, or length of steel rebar. Anachronistic weapons like swords are also acceptable, but are discouraged.

In addition to basic melee weapons, skill paths can provide proficiency with two-handed melee weapons, missile weapons like crossbows, thrown weapons like knives, and firearms of various sizes. Regardless of the type of weapon, players are responsible for supplying their own phys reps. A missile weapon or firearm will also require ammunition which players must provide.

MELEE

One handed melee weapons may be up to 46" in length. Latex quality foam weapons are encouraged, but duct tape boffer weapons are acceptable for gameplay, but are discouraged. Two-handed melee weapons may be up to 72" in length. Boffer weapons must include appropriate thrusting tips and at least a closed cell foam pommel, which both of which are included in the total length measurement. Two hands must be on a two handed weapon when attacking, but you may block with the weapon in one hand as long as you are not wielding another weapon with your other hand. A specific skill is required to wield two melee weapons at once.

RANGED

Ranged weapons are either thrown - knives, axes, grenades, shuriken – or launched mechanically from a bow or crossbow. Ranged weapon phys reps must be approved by staff before gameplay. The ammunition for a bow or crossbow must be a well-constructed arrow or bolt, nerf darts are not acceptable. Explosives reps are required for certain skills – these must be recognizable, but otherwise function the same way as thrown weapons. Players should avoid using explosive reps for uncalled damage if possible. We would prefer not to have dud grenades being thrown like baseballs for minimal effect.

FIREARMS

Firearms require a proficiency skill to wield – the three standard types (Pistols, Rifles, and Shotguns) are covered by the same proficiency, although battery operated firearms have additional requirements. Their phys reps must be nerf-style dart blasters. The Pistol category is small blasters which can be wielded in one hand. They can be paired with another style of weapon or a second pistol (though two blasters requires a

specific skill). Rifles are larger nerf blasters and should be made to resemble either an assault rifle, SMG, or sniper rifle (be aware that epic firearms skills may require a specific type of rep). The shotgun category requires a blaster capable of firing two or three darts at once. It's fine if you can choose to fire a single shot, but to qualify as a shotgun, the mechanism must exist to fire simultaneous rounds. Nerf blasters which fire Mega darts are allowed, but are always considered Rifles. Firing a Shotgun or Rifle requires both hands. They do not have to both be on the weapon, but your offhand must be entirely empty. You can't tuck a melee weapon under one arm and also use that hand to wield a firearm.

Ordinary ammunition allows Pistol class firearms to deal 3 damage and rifles and shotguns to deal 5 damage without additional skills.

Blasters with battery-operated firing mechanisms also require Advanced Firearms proficiency. Such weapons are sometimes more accurate and longer range than conventional blasters. They are universally easier to fire (particularly in one hand), and they typically have a potential rate of fire higher than verbal calls for each bullet would allow. To account for these differences, advanced firearms are always action Items, requiring a tag.

Firearms should be painted to fit the near-future look of the game, but please maintaining the orange tip of toy guns, especially on realistic models.

REPAIRING

Weapons do not degrade through ordinary gameplay like armor does, but they can still suffer a break effect. An appropriate Fix effect is required to restore normal use. This always requires a skill, and typically costs a component.

SHIELDS

Shield reps can be no larger than 2 feet by 3 feet. Like melee weapons, modern looking, scrappy materials are preferable to anachronistic designs. Shields are repaired the same way that weapons are.

TAGGED ITEMS

BULLETS

An Ammo tag will be a plain tag without any rep. Most often found in Rep'd boxes of ammunition but also found when looting enemies. One Ammo is required per dart when using any a Firearm skill unless otherwise specified. Unique Bullet tags may be found with a Trait affixed to them, such as Light or Silver. Remember that Nerf Darts are not Ammo. You may carry as many nerf darts as you like, but they cannot be used without an Ammo tag. Consumed Ammo tags should be placed in a Biohazard bin. Ammo does not expire.

SUPPLIES

Supplies are the day to day survival needs of the living. These can be looted off enemies or found on Scavenging Missions. Players will need to turn in Supplies at the end of every event to avoid Survival Penalties. Supplies may be Rep'd by cans or boxes of food, bottles of water, packs of bandages, etc. each with a card affixed to it denoting them as Supplies. No Supplies will be without a card. Some supplies expire, others do not.

COMPONENTS

Components are the building blocks of Activates and rarer items players may be able to construct. These items have no tags, instead they are easily identifiable phys reps such as a piece of tubing or a bottle. They can be turned in to make Activates at the Crafting Bench when a Staff Scientist is available and can be consumed using various skills at which point they should be placed in the Biohazard Bins. The game will provide all phys reps for components, and they will be commonly found among loot. Unlike other untagged items, components can be stolen (as if they are their own tag). Components do not expire.

ACTIVATES

These items are simple and generally one use effects. They are one line abilities to generate damage, healing, or an effect of some sort. Examples would be "Heal 5 by Medicine", "5 Damage by Fire", or "Break Leg by Magic". All players have the ability to use Activates. Activates require a free and unbroken hand to use.

Beneficial Activates such as Heal or Fix will be Rep'd by a plastic syringe (no needle of course) and will require Touch casting to use. Harmful Activates such as Damage and Effects will be Rep'd by a throwable foam beaker. These will be treated like Thrown Weapons and can be blocked with a weapon or shield by default. Unless otherwise indicated on the tag, Activates are single use and cannot be re-thrown if missed. They should be placed in the Biohazard Bin if found on the ground or after use. Not every activate tag may come with a phys rep. You may reuse reps as necessary, turning in the tags to a Biohazard bin. Activates have expiration dates.

ACTION ITEMS AND EPIC ITEMS

These are Weapons, Armor, Utility Belts, Supernatural Foci and other accessories which are superior to ordinary tools in some way. These items will often come with their own phys rep, or will otherwise require one provided by the player. An Item Card will have all of the item's effects or abilities written on it. Some items will have the Item Card attached directly to it. In the case of smaller items or weapons the Item Card will be separate and you will be required to carry it with you.

All players regardless of CP amount have 3 Equipment Slots on their character. These limit how many items they can have equipped at one time. You should not carry Action or Epic items on you that you are

not using to avoid any confusion as to which ones are equipped.

At Check In you choose which items you will Equip for the event. Unless a staff member tells you to change, you must keep those items equipped. If you have open Equipment Slots when the event begins, you may equip new items, but typically you may not unequip any until the event is over.

Action Items are better than average weapons, superior armor, or gadgets that are better than normal. Some examples could be "Silver Plated Desert Eagle", "Titanium Reinforced Kevlar", or "Grimoire of Darkness". Each Action Item takes 1 Equipment Slot. Epic Items are similar to Action Items but are far superior, legendary, and often famous. Some examples could be "Jesse James' Demon Slayer", "Bands of Hercules", or "Blackbeard's Flask". Each Epic Item takes 2 Equipment Slots.

Note that Advanced Firearms – those which use battery power in their firing mechanisms - are always Action Items, even if they have no in-character advantage beyond the mechanics of the blaster.

Action and Epic Items have expiration dates.

TAGS, PHYS-REPS, AND ITEM LOSS

If a tagged item has a physical representation, the tag and the phys-rep must remain together. For Action and Epic items, both should remain with the player who has them equipped.

What this means is that if you have an Action Item, that Action Item has a Rep, or Representation. For example if you are given an Action Item called The Holy Cross, Plot may give you a foam Rep of a holy cross. Other times we may put out an Action Item with no Rep, like Event 1's "Kevlar Reinforced Bag". This Item was Repped by a players already existing knapsack, and thus this knapsack became the rep.

If you lose the tag to your item, that item is gone/destroyed forever/defunct, as the tag should always be with the rep, usually on a person. Unattended Action/Epic Item tags that are found should be turned in to a turn in bin, for example if you find one just lying on the ground outside. This is of course unless otherwise given to you by a Guide/Marshal, like treasure on a mod or in a town split. If you roll someone (knock them to 0) and search them for their tags you may ask them what rep the tag goes to and they must tell you unless they have a skill that prevents searching. If you are attempting to steal something from someone, you steal the tag, and you must take the rep with it.

Understand that if you use one of your own personal OOG reps for an IG tag, it will always be returned to you at the end of an event if the theft isn't resolved. You assume the risk of someone else breaking your phys-rep when you choose to use it as a tagged item, rather than as only an untagged weapon or costuming.

BIOHAZARD BINS

Also referred to as 'tag turn in bins', these colorfully marked bins will be placed in a few areas of the camp site so you can turn in spent Components and Activates so that we can then put them back out.

4: TRAINING GUIDE

CHARACTER CREATION & ADVANCEMENT

Character Creation the most difficult part of any system, and it is unfair that inexperienced players have to do it first, but that's just how it goes. At Outpost we've tried to make things as straightforward as possible, removing as many arbitrary rules as we could from the character creation and advancement process. If you have any questions, please ask on our forum and tinker with the character builder itself at outpostlar.com.

STARTING CHARACTERS

CHARACTER POINTS

The raw power level of your character is forever determined by the number of character points (CP) you've spent. First time starting characters have a baseline 15 CP and earn more for submitting a character history and costuming appropriately and well.

CHARACTER HISTORY AWARD

You can earn an additional 10 Character Points (which is obviously huge) for submitting a two page character history explaining your character's background. At a minimum this should include how your character joined up with the Resistance, became Vitae, and was sent to the Outpost: World's End where the campaign is set.

COSTUMING AWARD

Once your character history is submitted, you should build an impressive costume to help tell the story of your character. You can earn up to 10 more CP for having a high quality costume, which matches your character's history. Points will be given for high quality racial makeup, history-appropriate clothing, near-future armor, and latex quality weapons. You are welcome to design your character with the full ten points in costuming award as long as you are making best efforts. If the staff feels your need to improve certain areas after your first event, we will give you the opportunity. Otherwise, the CP gained from your first event will go to pay off any over-spending in character creation. We would much rather get everyone the full awards and have a well costumed population that welcomes and mentors new players toward this immersive goal.

NEW PLAYER REWRITE

New players who would like to change aspects of their character after their first event are welcome to do so, without any CP penalty. Experienced players may be charged a Clout cost for this service.

LIFE AFTER PERMING

Players whose characters suffer permanent death can suffer a substantial setback in character power level. To offset this, we will award additional starting character points based on the CP of the character who

permanently died. Players who wish to retire experienced characters should contact the staff and may be able to receive a similar bonus when starting a new character. Retired characters are likely to be considered Killed in Action, and have effectively permed. There is some potential that you would be asked to NPC as a retired character. Your highest CP lost character will be used to determine your starting CP bonus, not necessarily your most recently deceased character.

Permed Character CP Total	Bonus to Starting Character
50	+5
75	+10
100	+15
125	+20
150	+25
175	+30
200	+35

CHARACTER ADVANCEMENT

As characters survive through events they earn additional character points. Higher CP characters accumulate CP more slowly. The potential rewards for completing an Outpost event as summarized in the advancement table. The maximum award is split into six categories, each requiring some action on the part of the player or character.

- ◇ Base – This is awarded simply for playing at the event.
- ◇ Clean Up – A large fraction of the available CP award come from assisting in clean up. The more players who help, the easier the work and the faster it gets done. Helping clean common areas (mess hall, monster camp, field battle locations, etc.) for 1 hour is enough to receive this reward. Additional benefits are offered to players who do additional cleanup work.
- ◇ Train Well – By turning in In-Game money (or registering at the premium price) a character earns additional CP for high quality training between events. This cost varies with CP as well, see checkout details in the Player Logistics chapter.
- ◇ Prepay – Paying two weeks before an event a player earns this CP award.
- ◇ Setup – One hour of volunteer work when you arrive on site qualifies a character for the Setup award.
- ◇ Write Up – Submitting a power event Write-Up helps staff plan future events and rate the success of every event. Writes ups are due 10 days after an event to earn this award.

Character Point Advancement Table

Current CP	Base	Cleanup	Train Well	Prepay	Setup	Write-Up	Total
1 to 49	1.25	1.25	1	0.5	0.5	0.5	5
50 to 99	1	1	0.75	0.5	0.5	0.25	4
100 to 149	0.75	0.75	0.5	0.5	0.25	0.25	3
150 plus	0.5	0.5	0.25	0.25	0.25	0.25	2

CLOUT AWARDS

After every event played, a player can spend Clout to gain an additional 2 CP. The cost varies with Current CP, as outlined in the Player Logistics chapter.

PRESTIGE AWARDS

After every event played, a player can spend Prestige to gain an additional 1 CP. The cost varies with Current CP, as outlined in the Player Logistics chapter.

SPENDING CHARACTER POINTS

When building or updating a character, you spend CP to access specific abilities. Attributes are the first type of ability, and they are common to all characters. Attributes describe the raw potential to accomplish actions. Racial Advantages are the next way to spend CP. All Vitae must possess at least one Racial Quality as a starting character to signify their choice of race. Humans do not spend CP on racials. Skill Paths are the final way to spend CP. There are ten basic skill paths, which branch into specializations, and then combine into Epic Paths. Characters do not require specific permission to purchase skills from this rulebook – you simply use the online character builder. Although you may role play about having trained with a specific instructor, you do not need an instructor to learn abilities.

ATTRIBUTES

In Outpost, characters' Skills define what they can do. Many Skills can be used at will, but more impressive Skills require meaningful exertion on the part of the character. Your character's capacity to perform these actions is defined by his or her Attributes. Every Outpost character has three **Primary Attributes**: Power, Finesse, and Grit. All of these represent ways to interact with the world - whether physically or mentally.

- ◇ Power represents the straightforward ability to overpower something or someone. Brutal physical attacks and savage spells require an expenditure of Power.
- ◇ Finesse is a more subtle way to influence the world. Delicate surgery and cunning mental attacks require Finesse.
- ◇ Grit is a character's ability to sustain itself against the world's hazards. Knocking away a powerful sword swing, shrugging off the effects of an assassin's poison, or preventing magical a command from taking hold would require a character to expend Grit.

Primary attributes are spent to fuel certain skills (from Skill Paths or Racials). They also contribute to the **Secondary Attributes**: Body, Blood, and Fury.

- ◇ Body defines the amount of Hit Point damage an unarmored character can take before falling unconscious. The Body is a maximum, which is not spent like other attributes. HP from Body can be

replenished (healed) using skills and items. Body is the sum of Finesse and Grit, representing both the abilities to roll with and absorb bodily harm.

- ◇ Blood is a measure of a character's inherent energy. You may replenish your Primary Attributes by spending a point of Blood and spending five minutes out of combat performing actions to either get the blood flowing or let it cool off. Blood is half the sum of a character's Power and Grit scores, rounded down. When you refresh using Blood your HP from Body are also replenished, but your Fury is not. Blood does not replenish during an event, although it may be offered as a reward for volunteering on NPC shifts, during Community Meals, or by powerful items.
- ◇ Fury is the measure of a character's heroic drive. Truly unbelievable feats can be accomplished when a character uses a Skill fueled by Fury. Fury is one third the sum of a character's Power and Finesse scores, rounded down. Fury does not replenish during an event, although it may be offered as a reward for volunteering on NPC shifts, or might be granted by powerful items. If you wish, Fury may be spent to activate any attribute-fueled ability in place of the skill's normal cost. Even skills requiring 3 attributes to activate pale in comparison to skills which require Fury, but if you do not have a skill which requires Fury, you may still spend it on other abilities.

IMPROVING ATTRIBUTES

You may increase your character's Primary Attributes directly by spending character points. All characters start with one point in each primary attribute without any CP expenditure. Adding another point in any Primary Attribute is just 1 CP. After that, the cost of additional Primary Attributes increases steadily according to the table here.

Vitae characters gain a bonus to one attribute which applies after CP costs are calculated. Items and rewards may grant additional bonus attributes, but will not increase the cost of additional attributes.

Attribute Score	Single Point Cost	Cumulative Cost
1	0	0
2	1	1
3	3	4
4	5	9
5	7	16
6	9	25
n	$2n-3$	$(n-1)^2$

There is no way to directly improve a Secondary Attribute. Specific Skills or Items may add to them, but typically, a player needs to purchase the controlling Primary Attributes to increase a Secondary Attribute. Bonuses to Primary Attributes from Skills (like racial skills) or items will apply to secondary attribute calculations.

VERSATILITY

In addition to Primary and Secondary attributes, characters have access to Versatility, which can be used to fuel abilities as if it were any Primary attribute. Versatility refreshes normally. Every point of Versatility costs 4 CP, but characters are limited to 6 versatility. Versatility does not have any effect on Secondary attribute calculations.

RACES

Each type of Vitae gains a specific Primary Attribute Bonus, suffers from two racial Disadvantages, has three racial makeup requirements, and has access to five racial advantages.

For additional story and lore about the races, visit outpostlarp.com.

RACIAL REQUIREMENTS

Vitae starting characters must purchase one of their racial advantages, will suffer both Racial Disadvantages, and must choose one makeup requirement to fulfill. Some racial disadvantages are intentionally ambiguous, please conduct yourself according to the spirit of the rule. If you have questions about the role play focused disadvantages, bring them up on the Outpost Forum. Characters who gain additional racial advantages must meet another makeup requirement when they learn their third advantage. Learning all five racial advantages means all three make-up requirements must be met, but this also grants access to a hidden Epic Racial Advantage, and a plot opportunity to find and learn this powerful advantage. The "Cost" column on these tables refers to how the skills are activated. More information on that is later in this chapter, with the Skill Paths description.

Unlike Skill headers, the Racial Advantages do not need to be purchased in any particular order.

HUMANS

Increased Attribute	Choice of Power, Finesse, or Grit
Makeup Requirements	None
Disadvantages	May not be Reanimated - Suffering permanent death when first Slain
Advantages	Enlisted – Human characters do not ordinarily need to turn in supplies to survive, and they receive credits equal to their Training Well cost at Check-In.

CELESTI

Increased Attribute	Finesse		
Makeup Requirements	White/Gold Tattoos. White/Gold Hair, Glows at Night		
Disadvantages	Double all negative effects "by Hellfire" Can never attack an Angelic		
Advantages	Cost	Effects	CP
From Heaven	Passive	Take Double effect from Healing during the day.	4
Inquisition	1/battle	"By my Gesture, 2 Damage to Demon by Light"	3
Occult Knowledge	Passive	Able to notice and open Occult tags and envelopes.	2
Prayer	1/battle	"Heal 3 by Light" *Must be kneeling to use. Touch delivery	3
Sacrifice	At Will	10 Sec Action Time: "Fix [Effect/Limb]" If you successfully remove an effect from your target, you take the effect yourself. Touch Delivery	4

COLOSSI

Increased Attribute		Grit	
Makeup Requirements		Multiple Small Horns, Tough Patches on Skin, Physically Imposing Size	
Disadvantages		May only run within sight of combat. Must walk if fleeing. Requires 2 Additional Supplies to survive each event.	
Advantages	Cost	Effects	CP
Bulk Smash	1/refresh	Plant one foot. Until you move or fall unconscious, you may swing "Massive Knockback" without cost.	4
Only a Scratch	1/battle	"Resist" a damaging attack.	5
Mighty Strength	Passive	You may interact with your environment to exhibit mighty strength (envelopes). You may carry two bodies at once.	2
Tough Mother	Passive	Reduce incoming Weapon and Firearm delivered damage by 1.	5
Trollish Bones	At Will	After 1 minute of rest out of combat, you may fix all your own limbs.	1

DRACONAR

Increased Attribute		Grit	
Makeup Requirements		Patches of Green/Black Scales, Multiple Fangs, Long Nails	
Disadvantages		All treasure must be in plain sight while you sleep. Must turn in money for an Art Object hoard (half of Train Well cost).	
Advantages	Cost	Effects	CP
Dragon's Roar	1/refresh	"By my Gesture, Command by Fear: Flee!"	3
Hoard	Passive	Start each event with a random piece of additional treasure.	3
Keen Senses	Passive	Able to notice and open Keen Sense tags and envelopes.	2
Shedding	Passive	Packet delivered negative effects last half as long as normal.	4
Wyrmhide	1/battle	"Resist" a Packet or Gesture delivered attack.	4

DAEMUS

Increased Attribute		Power	
Makeup Requirements		Black Tattoos, Black Hair, Two Small Horns	
Disadvantages		Double all negative effects "by Light" Greater Demons may always attack using the Major prefix.	
Advantages	Cost	Effects	CP
Demonic Ties	At Will	If you spend 3 minutes resting in front of or within a large, clearly visible pentagram, you are fully healed and all limbs are fixed.	1
From Hell	Passive	No effect to Damage "by Hellfire."	3
Inflict Torment	1/refresh	"Stun by Hellfire" Packet delivery	4
Scourge	2 Power	"Triple 3 Damage by Hellfire" *Packet Delivery.	5
Occult Knowledge	Passive	Able to notice and open Occult tags and envelopes.	2

FAEDRA

Increased Attribute		Finesse	
Makeup Requirements		Vibrant Clothing, Glitter or Pointed Ears, Glows Colors at Night	
Disadvantages		May not Initiate Combat Double all negative effects "by Cold Iron"	
Advantages	Cost	Effects	CP
Ethereal Vision	Passive	Able to notice and open Ethereal tags and envelopes.	2
Charm	1/refresh	"Command by Magic" Packet Delivered	5
Luck of the Fae	1/refresh	Action Card: "Resist" the next "Death" effect you take. This doesn't apply to bleeding out or a killing blow. You may only have this active on one player at a time. Cannot stack. Cannot use on yourself. Some restrictions.	3
Rally	Passive	If you spend 5 minutes partying or gaming with a group of people, you receive a Heal All.	1
Tricky	# Finesse	Gain hints on Riddles or Puzzles based on the amount of Finesse you spend.	3

LYCANTHUS

Increased Attribute		Power	
Makeup Requirements		Elongated or Pointed Ears, Excessive Body Hair, Long Finger Nails	
Disadvantages		Cannot defend against Berserk Phases of the moon affect behavior	
Advantages	Cost	Effects	CP
Battle Fervor	At Will	"Heal 2 to Self" *May only be used after a successful Killing Blow.	4
Hunter-Gatherer	Passive	You begin each event with additional Supplies.	3
Keen Senses	Passive	Able to notice and open Keen Sense tags and envelopes.	2
Pack Protector	1/battle	Any time you witness another Lycanthus Fall in combat gain 1 temporary Versatility. You may only have 1 point gained from this skill at a time and it is removed after 5 minutes if unspent.	5
Regeneration	At Will	5 Min Action Time: "Heal All to Self" *May not be used in combat.	1

MAJJI

Increased Attribute		Finesse	
Makeup Requirements		Blue/Green Tattoos, Ornate Metallic Cuffs, Elementally Themed Clothing	
Disadvantages		Cannot defend against Command First Specialization learned must be in Dark, Light, or Wyrd path	
Advantages	Cost	Effects	CP
Arcane Absorb	1/battle	"Resist and Heal 3 to Self" when struck with a packet attack.	5
Ethereal Vision	Passive	Able to notice and open Ethereal tags and envelopes.	2
Fortunate	Passive	You start each event with extra money.	2
Puff of Smoke	2 Grit	"Form by Magic" *self only, spell. Incant must include "Ether"	3
Spell Skin	Passive	Reduce incoming damage from Packet delivered attacks by 2.	4

SPECTRALS

Increased Attribute		Grit	
Makeup Requirements		Faded Clothing, White Hair, Sunken Eyes	
Disadvantages		Cannot wear Medium or Heavy armor May only Refresh in the company of a Refreshing non-spectral player.	
Advantages	Cost	Effects	CP
Barely Living	Passive	Mindless Undead ignore you unless provoked.	2
Between Worlds	Passive	Reduce incoming Ambient damage by 2.	3
Dissipate	2 Grit	"Form by Magic" *self only, spell. Incant must include "Shadow"	3
Fade	1/battle	"Resist" a Weapon or Voice delivered attack.	5
Lightweight	Passive	You require half as many supplies to survive.	3

VAMPIRI

Increased Attribute		Power	
Makeup Requirements		Pale Skin, Upper Fangs, Black Veins	
Disadvantages		Cannot refresh during daylight Sunlight on skin causes severe burns	
Advantages	Cost	Effects	CP
Blood Clotting	Passive	Bleed Out time increased by 1 minute at night.	2
Feed	At Will	30 Second Action: "Death to Living." If successful then Heal All and Fix All Limbs to Self. *May only be used on creatures susceptible to killing blow.	3
Keen Senses	Passive	Able to notice and open Keen Sense tags and envelopes.	2
Mesmerize	2 Power	5 Second Action (Eye Contact): "By my gesture, Command by Mind" *May not be used in Combat.	4
Unliving	Passive	Reduce incoming Firearm Damage by 2 at Night.	5

SKILL PATHS

The skill paths are the meat and potatoes of Outpost Character building. Each skill progresses linearly, down the path in the listed order for all five ranks. After that, you must choose a Specialization. You have three Specializations to choose from, but you may only go in one direction, you may not specialize in multiple directions on one skill path.

With your specialization chosen, you then buy the next five ranks in the path in order, giving you 10 total ranks. At that point you have Mastered that Skill Path.

MULTIPLE SKILL PATHS

There is no CP cost penalty for learning the first skill in a new path, whether it's your second, third, or tenth. The costs are what they are. That means if you really want to buy the first rank in a bunch of different Skill Paths, you may. This gives you the option to spread out your ability types rather than honing in on one area. To reach Epic Paths, you will need to Master two skill paths, unlocking access to the hidden abilities that come from blending the two skills.

SPELLS & INCANTS

Certain skills are denoted a Spell in their skill name. To cast a spell an Incant must first be spoken. The incant is a power up phrase your character uses in game to gather magical energy.

You may create a unique incant for each Spell skill you learn, or you may use the same incant for all spells within a skill path. At minimum, The Light, The Dark, and The Wyrd each require a different Incant. Every incant must be at least 6 syllables long and include the name of the path (Dark, Light, or Wyrd) or a closely recognizable synonym.

Incants precede the Verbals which explain the spell's effects. For example, the first rank in The Light is the spell Give Light. An incant for this could be 'By Heaven's True Glory', or, 'In the Day's Shining Light', followed by the Verbal, 'Heal 2 by Light'. Together you would say "By Heaven's True Glory, Heal 1 by Light" to complete your casting. These incants should remain the same for the lifetime of the character and should reflect the type of magic or the spell itself. The Silence effect prevents spell casting by denying a character the ability to speak an incant. Spells are packet delivered unless otherwise noted.

ACTIVATION COSTS

PASSIVE

Passive skills are constantly active on a player even when that player is incapacitated.

AT WILL

Abilities that can be used At-Will have no limits on their use, except the action time it takes to perform them. These abilities can sometimes be done to other characters.

FUELED

These abilities require the expenditure of an Attribute. Some skills offer a choice of "Any" attribute, others require specific combinations. Some skills are fueled by Fury, making them limited and powerful.

PER REFRESH

These skills can be used without an attribute cost a certain number of times which is replenished by spending Blood to refresh. Unexpended uses do not carry over.

PER BATTLE

These extremely useful skills can be activated a certain number of times per five minutes, allowing many uses per day without spending attributes. They recharge during long battles and during downtime. When on missions with discrete encounters, you may reset your per Battle skills at the start of each one, without a specific timer. Estimating distinct encounters and recharge times is part of proper player conduct.

FREE SKILLS

MELEE WEAPONRY

All Outpost characters begin play with the ability to wield all one-handed melee weapons, but only one at a time. Every survivor after the collapse has learned some basic self-defense techniques. As additional proficiencies are earned, they may be paired with Melee Weaponry, subject to the hand requirements of various sized weapons and firearms. Dual-Wielding melee weapons requires a specific skill proficiency.

MEDIUM ARMOR

All Outpost characters begin play with the ability to wear Light or Medium armor, which require the appropriate level of costuming. Armor limits some skills and the ability to wear different levels of armor may be restricted by other skills.

STAUNCH THE BLEEDING

Every Outpost character is able to “Staunch the Bleeding” at will and without cost. This requires both hands free, and can be used to keep a bleeding character from reaching the Dead state. See the effect description of Staunch the Bleeding.

FORTIFIED OUTPOST

Significant stockpiles of weapons are now widely available at Outpost Nova. After 5 minutes out of combat, untagged Weapons and Shields which took a Break effect may be replaced (Fixed without cost).

ENHANCED VITAE

Vitae operating out of Outpost Nova have been offered additional genetic modification, causing their limbs to become more resilient. With 5 minutes rest outside combat, vitae characters may “Fix All Limbs” without cost.

THE DARK

	Skill	Cost	Effect	Delivery	CP
1	Shadow Wrath (spell)	X/refresh	"4 Damage by Darkness." X = Half total ranks in Dark & specializations, round up, limit 5 at rank 9.	Packet	5
2	Night's Grasp (spell)	1 Finesse	"Pin by Darkness"	Packet	3
3	Murky Barrage (spell)	2 Power	Y uses of "2 Damage by Darkness." Y = Half total ranks in Dark & specializations, round down, limit 5 at rank 10. All uses must be expended within 5 minutes or are lost.	Packet	4
4	Shadeshield (spell)	1 Grit	You may call "Resist" to a weapon or packet attack that lands on you in the next 5 minutes.	Self	2
5	Nether Focus	Passive	If you have wielded only a single melee weapon for the last hour you gain +1 to all spell damage. Shadeshield delivery changes to Touch (Action Card required except to Self).	Self	5

DARK SPECIALIZATION: BLOOD MAGIC

	Skill	Cost	Effect	Delivery	CP
1	Slow the Heart	Passive	When you cast Night's Grasp you may choose between "Pin by Blood" or "Silence by Blood." Your bleed out count is extended one minute per rank in Blood Magic (Limit 5).	Self	4
2	Blood Boil (spell)	2 Finesse	Action Card: Lose one hit point of body immediately and every minute you are under this effect. Whenever you take this damage, you gain a single use of "Deflect" against a Weapon or Firearm which must be used while under the effects of this Action Card. You gain +1 to Melee called damage. 5 minute Duration.	Touch	2
3	Exsanguinate (spell)	2 Grit	"[X] Damage by Blood." If this attack affects its target, then you may immediately "Heal [X] to Self." X = Difference between your current and maximum hit points from Body when you cast this spell.	Packet	4
4	Draw of your Marrow (spell)	2 Body	Make the next spell you cast which does not already have the Blood trait "by Blood" and add three to its damage if it deals damage. The body cost of this spell may not be mitigated.	Self	3
5	Bursting Veins (spell)	Fury	"Major Death by Blood to Living"	Packet	5

DARK SPECIALIZATION: DOMINATION

	Skill	Cost	Effect	Delivery	CP
1	Cause Insanity (spell)	1/battle	"Berserk by Mind"	Packet	5
2	Guarded Mind	1 Grit	"Resist" a Command, Berserk, or "by Mind" attack.	Self	2
3	Choking Thoughts (spell)	2 Finesse	"By my Gesture, Silence by Mind"	Gesture	4
4	Mental Domination (spell)	2 Power	"Command by Mind"	Packet	4
5	Psychic Mastery	Passive	Guarded Mind may now "Volley" instead of resist. Spells you cast "by Mind" add the "Double" prefix.	Self	5

DARK SPECIALIZATION: NECROMANCY

	Skill	Cost	Effect	Delivery	CP
1	Obey (spell)	1/battle	"Command to Undead"	Packet	3
2	Bow (spell)	1 Power	"Double Break Leg to Undead by Darkness"	Packet	1
3	Rise (spell)	2 Finesse	30 Second Action. Action Card: If you are not currently Dead, return this card to the caster. Otherwise, pause your Death Count, you rise and obey your new master. You have 10 body and any armor you had remaining when you died. You may wield weapons, but may not speak or use fueled skills. You have the Undead trait. When reduced to 0 Body or after 10 minutes, collapse to Dead and proceed from where you paused your Death Count.	Touch	5
4	Return (spell)	2 Power	"Death to Undead by Darkness"	Packet	2
5	Spread of Shadows	Fury	You may make a single Dark spell a voice attack, adding "By My Voice" as a prefix to the usual verbal.	Self	5

FIREARMS

	Skill	Cost	Effect	Delivery	CP
1	Gun Safety and Maintenance	Passive	Gain proficiency in the standard Firearm types: Pistol, Shotgun, and Rifle. You may repair your own firearm as a 5 minute action at the cost of 1 component.	Self	5
2	BANG!	1 Power	Add 3 to the damage of a firearm attack.	Self	3
3	Basic Aiming	2 Finesse	Give a firearm attack the Lethal damage type.	Self	3
4	Double Tap	1/battle	Add the "Double" prefix to a Firearm Attack that deals damage at the cost of an additional round of ammo. If the attack misses, the additional ammo is not expended.	Self	4
5	The Golden Rule	2 Grit	"Resist" a Firearm or Gesture attack. *Must be within arm's reach of a corner or crouched behind an object large enough to hide you.	Self	4

FIREARMS SPECIALIZATION: PISTOLS

"Firearm" skills in the Pistols specialization require use of a Pistol.

	Skill	Cost	Effect	Delivery	CP
1	Skin those Smoke Wagons	Passive	You may wield one handed firearms in both hands simultaneously. Add 2 to all Pistol damage.	Self	4
2	Cheesy Hand Shot	1 Finesse	"Disarm {Item}" *This effect doesn't cost ammo.	Firearm*	2
3	Anyone Else Want To Negotiate?	1/battle	When you successfully land a killing blow against a humanoid opponent who you have shot within the last 5 minutes you gain 1 Temporary Versatility. This must be done using a pistol. You may only have 1 point gained from this skill at a time and it is removed after 5 minutes if unspent.	Self	4
4	I've got the Password right here...	X Finesse	You may bypass a mechanical or electronic challenge by expending one ammunition. *X is an amount given by the marshal.	Firearm*	3
5	Action Sequence	Fury	For 5 minutes you may fire unlimited "3 Damage" shots. This damage cannot be increased in any way but it requires no ammunition.	Firearm*	5

FIREARMS SPECIALIZATION: RIFLES

"Firearm" skills in the Rifles specialization require use of a Rifle.

	Skill	Cost	Effect	Delivery	CP
1	Efficiency	Passive	The Golden Rule has its cost improved to 1 Grit and BANG! is increased by 2 more damage when you wield a rifle.	Self	5
2	Depleted Uranium	1 Finesse	"Break Shield"	Firearm*	3
3	Now I Have A Machine Gun	Passive	Double Tap no longer requires an extra round. A round is still spent whether hitting or missing.	Self	3
4	Kneecapping	1/battle	"Major 5 damage and Break [Limb]"	Firearm*	3
5	Headshot	Fury	"Death." You may fire until hit without spending additional Fury or ammunition.	Firearm*	5

FIREARMS SPECIALIZATION: SHOTGUNS

"Firearm" skills in the Shotguns specialization require use of a Shotgun.

	Skill	Cost	Effect	Delivery	CP
1	Shotgun Love	Passive	Add the 'double' prefix to all Firearm attacks made with a shotgun. If an attack would be doubled by another skill, use the 'triple' prefix instead.	Self	4
2	BOOM stick	1 Grit	"By my Gesture, Knockback" *Pointing Shotgun only.	Gesture	1
3	Your Move, Creep	2 Power	"7 Damage and Disarm by Fire"	Firearm*	4
4	Slug	1/battle	"4 Lethal and Knockback"	Firearm*	3
5	Zombie Apocalypse	Fury	For five minutes, your shotgun attacks to targets within 10 feet may be delivered "By my Gesture". You must role play Recoil & Cocking the gun between attacks, but do not need to physically load ammo.	Gesture	4

THE LIGHT

	Skill	Cost	Effect	Delivery	CP
1	Give Light (spell)	1 Finesse	"Heal 2 by Light." If successful, lose one body. When this spell is used on an incapacitated ally you do not need to pay the attribute cost.	Touch	5
2	Brilliant Wrath (spell)	1 Power	"3 Damage by Light" or "Heal 3 by Light."	Packet	3
3	Banish Darkness (spell)	X Any	Action Card - A marshal will turn on lights in an encounter area if possible. Attribute cost varies with size of the area, & cause of the darkness. You may carry and use a glow stick which may never be searched off you.	Self	2
4	Healer's Touch (spell)	*/battle	"Heal 2 by Light." *Usable a number of times per battle equal to your maximum Blood.	Touch	4
5	Zealot's Call (spell)	Fury	"By my Voice, Fix Death and Heal All to [Name]"	Voice	3

LIGHT SPECIALIZATION: GUIDING

	Skill	Cost	Effect	Delivery	CP
1	Fade to the Ether (spell)	1 Finesse	"Form by Light"	Touch	3
2	Displacement	1/battle	"Resist" a Firearm, Ranged, or Packet Attack	Self	3
3	Stumble Upon	Passive	At check in or during a scavenging mission you will receive an additional item or items appropriate to the event name or theme.	Self	4
4	Guardian Angel (spell)	2 Finesse	Action Card: "Resist" a single non-damaging effect. Only one Guardian Angel may be active at a time. May not use on self.	Touch	4
5	Guide Back (spell)	2 Grit	"Fix Death by Light"	Touch	5

LIGHT SPECIALIZATION: MENDING

	Skill	Cost	Effect	Delivery	CP
1	Mendicant's Protection	Passive	While wearing only light armor it may be Fixed by healing point for point as if it were Body and Give Light does not deal damage to you.	Self	4
2	Beacon of Hope (spell)	2 Power	"By my Voice Heal 2 to Outpost by Light"	Voice	4
3	Healing Focus	Passive	You gain staff proficiency. If you have not held any weapon, shield, or firearm but a staff in the last hour, you may add +1 to all healing done "by Light."	Self	4
4	Calming Glow (spell)	1/battle	"Fix Berserk by Light"	Packet	2
5	Fountain of Life (spell)	2 Grit	Gain X uses of "Heal 6 by Light." X = Total of your maximum Power and Finesse. May not be used to heal yourself. Unspent uses are lost if you are incapacitated, you cast another spell, or five minutes pass.	Packet	5

LIGHT SPECIALIZATION: WRATHFUL

	Skill	Cost	Effect	Delivery	CP
1	Rebuke Evil	*/battle	When affected by an attack "by Hellfire" or "by Darkness," gain 1 Temporary Versatility. You may only have 1 point gained from this skill at a time and it is removed after 5 minutes if unspent. *Usable a number of times per battle equal to your maximum Fury.	Self	3
2	Unerring Light (spell)	1/battle	"By my Gesture 7 Damage By Light"	Gesture	4
3	Flaming Sword	Passive	You may deliver the damaging version of Brilliant Wrath as a melee attack with the "Massive" prefix. When you choose to do so, add two to its damage and choose whether it is "by Light" or "by Fire."	Self	4
4	Blinding Presence	3 Grit	"Volley" a Weapon, Packet, or Firearm attack which is not "by Darkness," or "by Hellfire."	Self	3
5	Zealot's Drive	Passive	Zealot's Call may also be used "to Self" while dead.	Self	5

MECHANICS

	Skill	Cost	Effect	Delivery	CP
1	Repairs	At Will	3 Minute Action Time (Interrupted only if incapacitated, movement pauses the count): Expend 1 Component to "Fix [Item]." Reductions to this action time are cumulative to a minimum of 1 minute.	Touch	5
2	Block and Break	1 Grit	"Resist" a weapon, firearm, or packet attack against you and instead take a Break Weapon effect to a melee weapon or firearm you are wielding. The break effect cannot be prevented in any way.	Self	2
3	Force Jam	1 Power	"Break Firearm"	Melee	3
4	Improved Repairs	Passive	Your Repairs action time is reduced by 1 minute and may also be used once per battle without expending a component.	Self	3
5	Second Skin	Passive	When you Refit your own armor, its value is reduced by 1 point instead of three.	Self	4

MECHANICS SPECIALIZATION: ARMORER

	Skill	Cost	Effect	Delivery	CP
1	Quick Fix	Passive	Your Repairs skill has its Action Time reduced by 1 Minute when used to Fix Armor.	Self	2
2	Reinforced Materials	Limited*	5 min Action Time: Indoors and out of combat only. Action Card: While you have armor points remaining, reduce damage from firearm, weapon, and packet attacks by 1. *This Action Card is permanent unless removed by the Mechanic with another 5 minutes of Action Time. The Mechanic may move this from one suit of armor to another without any cost, only the Action Time spent. Armor being Broken does not remove this Action Card. *Only one instance of this card may be used by each mechanic.	Touch	5
3	Heavy Duty	Passive	You may wear Heavy Armor, worth up to 9 hit points.	Self	4
4	Friendly Fit	1 Power	"Fix Armor" *May not be used on self.	Touch	3
5	Grease Monkey	Passive	Your Refit action time is reduced by 30 seconds and you may Refit others.	Self	4

MECHANICS SPECIALIZATION: GUNSMITH

	Skill	Cost	Effect	Delivery	CP
1	Gun Fix	Passive	Your Repairs action time is reduced by 1 minute when used to Fix Firearms.	Self	2
2	Full Bore	1/refresh	5 min Action Time, Indoors and out of combat only. Action Card: Your firearm inflicts 2 additional damage with Fueled attacks. Lasts until your Firearm is Broken. You may only have one instance of this Action Card on you at a time.	Touch	5
3	Meant to do that	1/battle	Re-fire a missed Firearms shot. This does not expend another bullet	Self	4
4	Deadly Upgrade	2 Finesse	Action Card: Each shot you fire costs an additional 1 Any but is now the Lethal damage type. This card lasts until you Refresh or until you choose not to use it.	Touch	4
5	Big Boys	Passive	You may operate Advanced Firearms (note that Advanced Firearms are always Tagged Items, and often require a basic firearm proficiency as well.)	Self	3

MECHANICS SPECIALIZATION: WEAPONSMITH

	Skill	Cost	Effect	Delivery	CP
1	Weaponize	Passive	Your Repairs action time is reduced by 1 minute when used to Fix Weapons.	Self	2
2	Upgrade	1/refresh	5 min Action Time, Indoors and out of combat only. Action Card: Your weapon inflicts 2 additional damage with Fueled attacks. Lasts until your Weapon is Broken. You may only have one instance of this Action Card on you at a time.	Touch	5
3	Manufacturer Recall	1 Power	"Break [Weapon or Shield]"	Weapon	4
4	Durability	1 Grit	5 min Action Time, Indoors and out of combat only. Action Card: You may call a Resist against the first Break effect used against this weapon. You may only have one instance of this Action Card on you at a time.	Touch	3
5	Gold Standard	Passive	You are "No Effect" to any Break effects on your own weapons. A Break All or similar effect will still destroy other items.	Self	4

MEDICINE

	Skill	Cost	Effect	Delivery	CP
1	Diagnosis	At Will	10 sec Action Time: "Expose [bleeding/dead/slain/effect]"	Touch	4
2	Basic Anatomy	1 Power	"Fix [Limb/Stun]"	Touch	2
3	Practitioner	At Will	After 1 minute of "Staunch the Bleeding" on a character you may choose to "Heal 3" or "Fix [Stun/Berserk/Command/Silence/Pin/Limb]" A character who is not bleeding may benefit from this action, but must be willingly lying down if not incapacitated.	Touch	3
4	Immune Booster	1/refresh	1 Minute Action - Action Card: You gain +6 Temporary Armor Points.	Touch	3
5	Physician	Fury	30 sec Action Time (Take out your medical supplies and plant your foot): You may use a Touch range "Heal 5" without cost for up to five minutes. These uses must be 3 seconds apart.	Touch	4

MEDICINE SPECIALIZATION: COMBAT MEDIC

	Skill	Cost	Effect	Delivery	CP
1	Trauma Specialist	1 Any	3 Charges of "Heal 3 by Medicine" with 10s action time per use. Unused chargers are lost after 5 minutes.	Touch	2
2	Reset Bones	1 Finesse	10 sec Action Time: "Fix All Limbs."	Touch	2
3	Back in the fight	1/battle	10 sec Action Time: "Heal all" *May not be used on self.	Touch	4
4	Smelling Salts	2 Power	"Fix [Berserk/Command/Stun]"	Touch	5
5	Break the Flatline	Passive	While Physician is active you may Fix Death with a 1 minute Action. This may happen multiple times.	Self	4

MEDICINE SPECIALIZATION: PHARMACIST

	Skill	Cost	Effect	Delivery	CP
1	Apothecary	Passive	Add 2 to the value of all Activates that provide healing and to the heal value of Physician.	Self	3
2	Adrenaline Shot	2 Power	10 sec Action Time - Action Card - You have DR 2 versus all damage and +2 damage with melee weapons. This effect lasts for 5 minutes at which point you take a Major Stun.	Touch	4
3	Chemistry	Passive	Gain a small amount of pharmaceutical items at check in.	Self	3
4	Antiseptic	1 Finesse	"Fix [Pin/Silence/Limb]"	Touch	4
5	Reverse Engineer	Passive	You may throw a "Fix [Effect]" Activate as an attack against enemies. (ex. Activate Fix Stun could be used as "Stun.") This requires an attack Activate phys rep. Similarly attack activates may be reversed to "Fix [Effect]" a single standard effect they can generate.	Self	4

MEDICINE SPECIALIZATION: SURGEON

	Skill	Cost	Effect	Delivery	CP
1	Autopsy	At Will	5 sec Action Time - Action Card to Dead or Slain: The Target will answer Yes/No questions regarding how they died. With additional time or cost, you may be able to obtain specific items.	Touch	2
2	Medical Treatment	Passive	30 sec Action Time, Indoors and out of combat only: "Heal All" or "Fix [Stun/Pin/Silence/All Limbs]."	Touch	5
3	Who's in Charge Here?	Variable	Action Card: Show this to a player using a Medicine Skill. The Surgeon assisting you will bark orders and show their supremacy while you perform the Action Time of your Medicine skill. Doing so reduces the Time of your action by Half. A player may only benefit from one Surgeon using this skill at a time.	Touch	3
4	Steady Hand	Passive	You are "No Effect" to the Disarm effect, you do not need to spend action time for Diagnosis, and Practitioner's action time is reduced to 30 seconds.	Self	4
5	Surgery	At Will	3 min Action Time - During this action the target pauses their Death count. If interrupted before 2 minutes passes you must start over. If interrupted after 2 minutes passes "Slay by Malpractice" on the target. If the Action Time is completed successfully, "Fix Death" instead. You must be stationary and use appropriate surgical props to perform this action.	Touch	5

MELEE

	Skill	Cost	Effect	Delivery	CP
1	Wear 'n Tear	Passive	Refitting your own armor takes 10 seconds less action time.	Self	5
2	Strike	1 Power	"3 Damage"	Melee	3
3	Close Call	1 Finesse	"Deflect" a Weapon or Firearm delivered attack.	Self	3
4	You Don't Need That	1/battle	"Disarm"	Melee	4
5	Take the Pain	1 Grit	"Resist" a "Break Weapon" or "Break Limb" attack	Self	2

MELEE SPECIALIATION: DUAL WIELDING

	Skill	Cost	Effect	Delivery	CP
1	Twice as Fun	Passive	You may dual wield single-handed melee weapons.	Self	4
2	Slice'n'dice	2 Finesse	Your next 3 attacks are for "3 Damage" *These attacks must be made consecutively with alternating hands, are not 'until-hit,' and are not refunded if Deflected or Blocked.	Melee	4
3	Fill your hands	Passive	Gain +2 to Called Damage weapon attacks while wielding two melee weapons.	Self	4
4	Bob and Weave	2/battle	You may use Close Call without cost.	Self	4
5	That's a Kill	3 Power	"Massive Death." This attack requires using two melee weapons. You must strike your target with both weapons simultaneously.	Melee	5

MELEE SPECIALIATION: HEAVY ARMOR

	Skill	Cost	Effect	Delivery	CP
1	Defense is the Best Defense	Passive	You may use a Shield. While wielding a shield, Close Call is upgraded to "Resist" instead of Deflect.	Self	5
2	Only a Flesh Wound	2 Grit	Resist a "Death" effect and instead fall to Bleeding. This does not work on killing blows.	Self	3
3	Suit Up	Passive	You may wear Heavy Armor, worth up to 9 hit points.	Self	4
4	Thickness	Passive	Reduce all incoming damage by 1.	Self	4
5	Brick Shit House	Fury	10 second action: Gain 20 temporary armor. While you have this Temporary Armor you gain an additional -1 DR to Weapon Attacks.	Self	4

MELEE SPECIALIZATION: TWO-HANDED WEAPONS

	Skill	Cost	Effect	Delivery	CP
1	Some Men are Longer than Others	Passive	You may use any two-handed melee weapon.	Self	3
2	Drop It	1 Finesse	"Break [Limb/Item]"	Melee	2
3	Batter Up	2/battle	"Knockback"	Melee	4
4	Knock Knock	Passive	You may always add the "Massive" prefix to Strike.	Self	5
5	Smash O'Clock	Fury	Gain X uses of "5 Damage." X = The sum of your Power and Finesse. These attacks must be used within 5 minutes and with a two handed weapon	Melee	4

RANGED

	Skill	Cost	Effect	Delivery	CP
1	Ranged Weapons	Passive	Gain proficiency in throwing weapons, bows, and crossbows.	Self	5
2	Cripple	1 Finesse	"Pin" or "Break [Limb]"	Ranged	2
3	Strikeout	2 Power	3 charges, each charge may be used to generate "3 Damage" or to add three to the damage of a Ranged Delivery Attack These charges may stack. All charges are removed after 5 minutes if not used.	Ranged	3
4	Out Maneuver	2/battle	"By my Gesture, Knockback" *must have ranged weapon in hand.	Gesture	3
5	Called Shot	1/refresh	5 second action: "Massive <Effect>." Choose from: Pin, Disarm, Berserk, Break [Item/Limb]	Ranged	4

RANGED SPECIALIZATION: BOWMAN

"Ranged" skills in the Bowman Specialization require use of a bow or crossbow.

	Skill	Cost	Effect	Delivery	CP
1	Pierce	At Will	"2 Damage"	Ranged	4
2	Pierce 2 The Revenge	1/battle	Add the "Massive" prefix to a ranged attack.	Self	3
3	Trick Arrows	1 Power	"Massive 5 Damage" or "Break Shield" or "3 Damage and Knockback."	Ranged	3
4	Take Cover	1/battle	"Resist" a firearm, packet, or ranged attack. *Must have bow/crossbow in hand.	Self	3
5	Shot to the Heart	3 Finesse	"Massive Death to [Monster Type]" Monster Types are Vampire, Werewolf, Ghost, Fae, Dragon, Genie, Angel, Demon, or Giant, and are distinct from the Vitae.	Ranged	4

RANGED SPECIALIZATION: EXPLOSIVES

"Ranged" skills in the Explosives Specialization require use of an explosive phys rep – a small thrown weapon built to resemble an explosive device.

	Skill	Cost	Effect	Delivery	CP
1	Grease Bomb	1 Finesse	"Massive Double Disarm"	Ranged	2
2	Shrap Bomb	2 Power	"Massive Triple 3 Damage"	Ranged	5
3	Flak Grenade	1/battle	"5 Damage and Knockback by Fire"	Ranged	4
4	Fire Bomb	1/refresh	"By my Voice 7 Damage by Fire to Room" *Must toss explosive rep into building before calling the attack.	Voice	4
5	Bunker Buster	Variable	You may blow up an area or location, making it unusable and likely annihilating everyone within. Requires a Mission Guide and further details. This skill requires an appropriate bad ass phys rep. At the cost of 1 Fury, used a ranged attack for "Massive Death."	Touch	3

RANGED SPECIALIZATION: THROWN

"Ranged" skills in the Thrown Specialization require use of a simple throwing weapon – knife, axe, etc. – not an explosive rep.

	Skill	Cost	Effect	Delivery	CP
1	Effortless	Passive	While you are visibly carrying at least 5 thrown weapons or grenades, 'Cripple' costs 1 Any and 'Called Shot' does not require Action Time	Self	3
2	Bell Ringer	2 Power	"Stun"	Ranged	3
3	Clever Boomerang	Passive	After a Thrown Weapon attack is Deflected, you may repeat the attack immediately with gesture delivery by adding "By My Gesture..." to the verbal, but you must be holding the same type of throwing weapon in hand.	Gesture	3
4	Envenom	2 Finesse	"6 Damage by Poison"	Ranged	4
5	Stick Around	Fury	Plant your foot. While planted you may throw an unlimited number of "2 Lethal and Pin."	Ranged	4

SCAVENGING

	Skill	Cost	Effect	Delivery	CP
1	Careful	1 Grit	"Deflect" any "Break" attack	Self	4
2	Make Do	1 Finesse	1min Action: "Fix [Melee Weapon]" (must be indoors)	Touch	3
3	Scrounger	Passive	Start each event with 2 bonus supplies.	Self	3
4	I Know a Guy...	Passive	Choose the location of your Scavenger Run from a list.	Self	2
5	One Man's Trash	X ANY	5min Action: Search a room in its entirety to find hidden caches and supplies. X is the number of the stat you wish to bid to search. The stat being spent is based on the encounter. Requires a marshal.	Self	1

SCAVENGING SPECIALIZATION: MACGUYVER

	Skill	Cost	Effect	Delivery	CP
1	Paperclips and Rubber Bands	Variable	Expend X components of any kind to avoid or solve a challenge during a mod. Based on marshal approval.	Self	3
2	Super Glue	2 Any	10 sec Action: "Fix [Limb/Weapon/Armor]"	Touch	4
3	Makeshift Knowledge	1 Finesse	Gain proficiency in any rulebook weapon, firearm, or weapon style (shield/dual wield) for 5 minutes.	Self	1
4	Find the Weakness	2/battle	"Break [Item]"	Weapon	5
5	Anything you can do I can do also	Fury	If another player explains a skill they have to you over 1 minute of time you may replicate that skill as if it were on your character sheet until you refresh, but any costs must be paid normally.	Self	3

SCAVENGING SPECIALIZATION: SCOUNDREL

	Skill	Cost	Effect	Delivery	CP
1	..Who Knows a Guy	Passive	You have priority access to NPC traders and merchants, and may request items between events.	Self	5
2	Secret Passage	Variable	Spend attributes to skip an encounter. Marshal determines cost.	Self	4
3	Pockets within pockets	Passive	When searched normally you do not need to reveal any items which are not visibly on your person.	Self	3
4	Not a threat!	1 Power	"Command - Don't attack me!" *You may not attack the target while they are under this Command Effect.	Packet	3
5	Would this face lie?	Passive	You never need to tell the truth while under a Command.	Self	4

SCAVENGING SPECIALIZATION: SURVIVALIST

	Skill	Cost	Effect	Delivery	CP
1	Everyone Fights	1/refresh	Action Card: You get two free bullets to use before you Refresh.	Touch	3
2	No One Quits	2 Grit	"Heal 1 to self." *may be used while bleeding.	Self	5
3	Bear Trap	2 Power	Draw a visible X on the ground (roughly 1'x1'). If someone steps within 1 foot of this mark you may call "By my Gesture, Major Break Leg." A new X must be created per use. Your Power is spent when you call the attack, not when you draw the mark.	Gesture	2
4	Never Give Up	2 Grit	"Resist" a "Death" effect, *Not a killing blow.	Self	4
5	Home Security	1/event	Action Card: This card must be affixed to the door of a cabin or a tent decorated with impressive security apparatus. "Only residents of this building may enter or exit between 02:00 and 10:00. Unless specifically invited by [the Survivalist who places the action card]" Lasts the event.	Touch	4

STEALTH

	Skill	Cost	Effect	Delivery	CP
1	Hiding	At Will	After hiding unmoving in shadow for 30 seconds: You may "Resist" any form of attack for the cost of 1 Finesse. You may not use any other skills or attacks while Hiding. You may spend additional Finesse to resist consecutive attacks, but once an attack lands, this effect ends until you repeat the action time.	Self	5
2	Breaking and Entering	Passive	You may interact with locks, keypads, security terminals, and similar action items. This will typically require a mission guide.	Self	3
3	Back Stab	1 Finesse	4 Damage - this attack must be used when behind the target. You may add this 4 damage to another called damage melee strike or use it by itself.	Melee	3
4	Basic Tracking	1 Any	You may interact with a single Keen Senses, Occult Knowledge, or Ethereal Vision Envelope.	Self	2
5	Dodge	1/battle	"Resist" a weapon or packet attack.	Self	4

STEALTH SPECIALIZATION: GOON

	Skill	Cost	Effect	Delivery	CP
1	Kidney Gouge	1 Power	You may add "Double" to an attack that is delivered from behind your target.	Melee	4
2	Backhand	2/Battle	Knockback or Break Limb *Cannot use the same effect twice in the battle.	Melee	3
3	All This is Mine Now	2 Power	Action Card: You are being searched by the person that gave you this action card. You must give them any items that a normal search couldn't find.	Touch	1
4	Garrote	Passive	Increase the damage by 1 and add "and Silence" to Back Stab	Self	4
5	Got Nothin' on Me	3 Grit	"Volley" a weapon or packet attack.	Self	4

STEALTH SPECIALIZATION: INFILTRATOR

	Skill	Cost	Effect	Delivery	CP
1	Hacker	Passive	Bonuses given on Breaking and Entering attempts.	Self	2
2	Improved Hiding	1/battle	When your first attack after using Hiding is a Stealth or Infiltrator skill, you do not need to pay its attribute cost.	Self	2
3	Sap	2 Power	"Stun." The cost for the attack is 1 Power if you strike an enemy who is not yet in combat.	Melee	5
4	Fence	Passive	You may sell items to a Black Market specialist.	Self	3
5	Smoke Bomb	2 Grit	Immediately "Form by Darkness," and flee out of line of sight to enemies. The first attack you make when leaving this Form gains the benefit of Improved Hiding (even if it was already used this battle).	Self	4

STEALTH SPECIALIZATION: RANGER

	Skill	Cost	Effect	Delivery	CP
1	It came from the bushes...	Passive	Back Stab may be delivered with a Ranged weapon or a Firearm.	Self	4
2	All Terrain	1 Finesse	"Resist" an effect from a physical challenge	Self	2
3	Advanced Tracking	Variable	Tracking may be requested. Tracking improved to find cold trails and obscured enemies.	Self	3
4	Shadowkiller	1/battle	"Stun to Form"	Weapon	2
5	Ambush	Fury	You may preemptively set up an ambush for a module encounter. All members may start in a Hiding state as if they had the skill.	Special	3

THE WYRD

	Skill	Cost	Effect	Delivery	CP
1	Bad Touch	Passive	Strange messages may come to you in your sleep.	Self	5
2	Grotesque Visage (spell)	1 Finesse	"By my Gesture, Command by Fear: FLEE!"	Gesture	4
3	Mimic (spell)	2 ANY	"[Effect] by Magic" where the [Effect] is the most recent Effect to have successfully landed on you. Limited to effects in the previous 5 minutes and may not be used on Slay, Fix Slay, or Give.	Packet	3
4	Blink	1/refresh	"Resist" any attack and instead be effected by "Unstoppable Knockback"	Self	2
5	Shifting Shackles (spell)	1/battle	"Pin" *You may not use this on the same target twice in a row.	Packet	4

WYRD SPECIALIZATION: ETHER MAGIC

	Skill	Cost	Effect	Delivery	CP
1	Random Creation	X ANY	While in the presence of a Craft Spirit, you may spend Primary Attributes to receive a created item of the spirit's choosing. The more you create within a Refresh, the more attributes they cost.	Special	3
2	Hot Potato	1 Grit	If you physically catch a packet, announce "Resist" and immediately use the same attack against a target of your choice.	Packet	3
3	Ether Walk (spell)	2 Finesse	"Form by Magic"	Touch	2
4	Transmogrify (spell)	Varies	Gain an ability based on the Theme of the event.	Self	4
5	Freed Mind	Passive	Command, Berserk, and Stun Effects on you only last 1 minute	Self	3

WYRD SPECIALIZATION: SEASONAL – WINTER

Fluctuations in Earth's connection to the Ether have caused Wyrd mages to be able to choose the season they channel. After a season has been selected, the caster must choose all three other seasons before repeating.

	Skill	Cost	Effect	Delivery	CP
1	Anti-Freeze	1 Grit	"Resist" a Stun effect	Self	2*
2	Icy (spell)	1 Power	"Pin by Water"	Packet	3*
3	Stay Frosty (spell)	1 Power plus 1 Finesse	"4 Damage by Water." *This spell may be cast without cost once per battle if you are standing in snow.	Packet	3*
4	Avalanche (spell)	1/refresh	1 min Action Time - Action Card: This building cannot be Entered for the next 6 hours. You may Exit this building with a 5 minute count.	Touch	4*
5	Ice Block (spell)	2 Grit	"Form by Water" *This form lasts indefinitely if you start with both feet planted. If you move either foot the duration reverts to normal – ending if you have been stationary more than 5 minutes.	Self	5*

WYRD SPECIALIZATION: SEASONAL – SPRING

	Skill	Cost	Effect	Delivery	CP
1	I am Root	1 Grit	"Resist" a Pin effect.	Self	*
2	Green Thumb (spell)	1 Finesse	"Fix Pin and Heal 5 to Pinned."	Touch	*
3	Gust (spell)	1 Power plus 1 Finesse	"4 Damage by Air." *This spell may be cast without cost once per battle if it is raining.	Packet	*
4	Hurricane (spell)	2 Power	"By my Voice, Knockback 10 to All Except Outpost."	Voice	*
5	Rejuvenation	Fury	Action Card (May not use on self): Refresh immediately (and instantly) as though you had spent Blood to do so. This does not require any Blood expenditure and is effective even under conditions which would normally prevent you from refreshing.	Touch	*

WYRD SPECIALIZATION: SEASONAL – SUMMER

	Skill	Cost	Effect	Delivery	CP
1	Hot Blooded	1 Grit	"Resist" a Berserk effect.	Self	*
2	Third Degree (spell)	1 Power	"Break [Limb/Weapon]"	Packet	*
3	Crispy (spell)	1 Power plus 1 Finesse	"4 Damage by Fire." *This spell may be cast without cost once per battle if you are outdoors and the sun is shining.	Packet	*
4	Charbroiled (spell)	1/refresh	1 min Action Time - Action Card: This item is so badly ruined that it no longer functions and cannot be Fixed until 1 hour has passed. Works on objects up to a truck in size.	Touch	*
5	Spontaneous Combustion	1/refresh	"By my Voice 10 Damage by Fire and 10 Damage by Fire to self."	Voice	*

WYRD SPECIALIZATION: SEASONAL – AUTUMN

	Skill	Cost	Effect	Delivery	CP
1	Healing Soil (spell)	1 Finesse	"Heal 3 and Fix Limb." *You must have one hand touching the ground outdoors when casting.	Touch	*
2	Mending Bark (spell)	1 Power	"Fix [Armor/Weapon]"	Touch	*
3	Fall to Nature (spell)	1 Power plus 1 Finesse	"4 Damage by Earth." *This spell may be cast without cost once per battle if you are standing on fallen leaves.	Packet	*
4	Armor of the Earth (spell)	2 Grit	Action Card: You gain +6 Temporary Armor Points.	Touch	*
5	Oaken Defense	Fury	"Pin to Self." While Pinned by this spell, you are No Effect to Uncalled Damage and all Effects that are not Major. You may not extend the duration of this Pin in any way.	Self	*

WYRD SPECIALIZATION: TRUE WRYD

	Skill	Cost	Effect	Delivery	CP
1	Odd	Varies	Gain an ability based on the Theme of the event	Varies	2
2	Strange	Varies	Gain an ability based on the Theme of the event	Varies	3
3	Funky	Varies	Gain an ability based on the Theme of the event	Varies	3
4	Crazy	Varies	Gain an ability based on the Theme of the event	Varies	4
5	Broken	Varies	Gain an ability based on the Theme of the event	Varies	5

5: OPERATIONS

PLAYER LOGISTICS

CONTACTING STAFF

You may email Outpost Staff at any time at plot@outpostlarp.com. This goes to all of us and we'll email you as soon as we can. Brandon is also available far too often on Facebook, feel free to message him any time for assistance.

REGISTRATION POLICIES

Outpost has the capacity for roughly fifty players each event. Players with season passes are automatically pre-registered for these spots. Registration for non-pass, existing players opens four to five weeks before each event. Announcements will be made on our Facebook group and forums, and slots are available on a first-come first-served basis. Pay attention to the announcement posts before sending money, you may be asked to contact staff to confirm availability.

PREPAY

Prepaying saves you money and gets you CP faster. When the game reaches the player cap, prepaying is required to register, except to get on the Wait List. Prepayments must be submitted via PayPal 2 weeks before an event to qualify for the CP bonus at the conclusion of the event.

PREMIUM BENEFITS

For an additional \$15 (payable in cash at the door, or with your pre-pay) you gain a +1 bonus to a Primary Stat of your choice for that event and your Training Well is considered paid. This additional money helps Outpost buy costumes, props, and supplies so that we can make a better looking, more immersive LARP.

WAIT LISTING

We will have situations at our events where someone who has registered or has a season pass will become ill, something will come up, or even a planned absence will happen. When this happens, we as plot want to fill that spot! We want people who've been asking to PC to be able to, and if you are a PC that didn't get in under the cap, you may be able to participate if you are on site and ready to play:

- ◇ Be ready to NPC all weekend: show up to the event with the assumption you'll be NPCing the whole weekend, starting Friday evening through Sunday. Show us that you're willing to help the game out and enjoy yourself while eating free food and beating up your friends.
- ◇ Bring your money: you'll want to have cash on you for the event. Whether it's the basic post-reg price or if you want to add premium, that's up to you. Cash is recommended because it's faster to check you in that way and not wait on the Internet or PayPal/Square or phone issues.

◇ Bring your gear: bring all your gear to PC of course as you may be able to get an open spot.

LOTTERY

When you arrive and wish to be on the Wait List, inform the designated NPC Manager for the evening. You must be on site and have informed the staff by 8:00pm.

At 8:00 we will release and player slots we know will be available from PCs who have informed us

At 8PM we'll let NPCs know if we have any open spots and if we do we'll take the names of those on the Wait List, toss them in a hat, and draw at random. This is the fairest way we decided to do it, so luck is your mistress here.

Remember that only NPCs who show up with the intent of NPCing all weekend will be able to get on the Wait List, and you must have payment ready so we know you'll be set to go at 8PM if we have spots.

If you have questions or concerns contact me at your leisure, and we'll see you out there soldiers

CHECK IN PROCEDURE

When you arrive on site you should find the Check In area where a staff member will have their computer and logistics set up. The location of Check In will depend on the site. Players that have not yet payed can do so here but remember paying on site will cost more. You will be given your Character Sheet which you must always have on you, and you will be given any IG money or items you are owed. You may always bring your personal belonging and sleeping gear to your teams cabin before going to Check In unless special circumstances of the Event have been told to you beforehand (always keep an eye on the forums).

NEW CHARACTERS

The first time you are playing a new character you should arrive at Check In in your full costume with any armor, makeup, and weapons 100% ready to be in game. At this point you can get judged for your Costuming Award. See the Starting Characters section for more info.

SAFETY CHECKS

Please always bring your weapons to Check In for a Safety Check. Even if you've used the weapon at Outpost before, latex and other weapons can break down and become dangerous and safety is a highest priority at Outpost.

SETUP

After you have Checked In, ask the staff members there where you can go to help with setting up the event. This will include activities like helping move tables around in the mod building, setting up displays, or other event related activities. There will generally be one staff member in charge of taking down names of those setting up to make sure they get credit. We always appreciate your help and don't mind bribing you with CP for it.

FOOD POLICIES (GRILLS, HOT PLATES, ETC.)

Outpost will not have any form of meal plan nor will food be provided by staff. Players are more than welcome to bring their own food and even to sell it for in game currency if they wish. We will have Mess Hall Times, generally around 10am for Breakfast Saturday and Sunday, and 6pm for Dinner Saturday. During these times there will not be any 'new' monsters, mods, or other adventures. This is to allow folks to leave site to get food, relax, or hopefully to spend time in the Outpost Mess Hall enjoying meals together. Players are welcome to bring any food or drinks they like, and being that these are modern times, no form of covering up is needed. We do ask that ask that players clean up after themselves lest they suffer the awful consequences.

COMMUNITY MEAL BONUS

Those players that stay on site to eat during morning and evening meal times will get a buff or in game benefit of some kind, which is our way to foster role play and community, but players leaving site to get food will never be punished or miss any important story or plot information without advanced notice. Weather permitting, meals are held near the player cabins, with one site designated for a full-game dinner.

ADOPT AN NPC

When your team signs in for the event you can choose to 'Adopt' an NPC for the weekend and this can be done 1 of 2 ways. If you are cooking food on site then you allow that NPC to eat with you, 2 breakfasts and dinner. If you prefer, you can instead pay an additional fee so the staff can buy food for that NPC to eat. For each meal you give an NPC you are given a Supply token.

CHECK OUT PROCEDURE

After the event is over and everyone has had their fun there will be a location for Check Out which will be the same location as Check In. We ask that before Checking Out you make certain that your personal sleeping areas are cleaned up and that you do as much as you can to help us put the site back the way it was when we found it, if not better. The better we treat Outposts event locations the better they will treat Outpost Staff and the better WE will treat YOU.

To Check Out you will need to bring your IG items such as IG currency, Supply Items, and your Character Sheet. The staff member performing Check Out will take the IG items needed and let you know how much CP you've earned. Remember you can always sign in to the database and spend your CP from that point

until 2 weeks before the start of the next event.

SUPPLIES

You will need to hand in your Supply items which represent you eating normally and surviving in between events. Supply Tiers work the same as CP Gain Tiers in that it changes every 50 CP. Failure to turn in the appropriate number of supplies has scaling detrimental effects. If you turn in the proper supplies, you move down in starvation penalty one rank. If you fail to turn in supplies, you move up one rank.

◇ 1st Penalty: -1 to all Primary Attributes, Half Max Body

◇ 2nd Penalty: -2 to Primary Attributes, Half Max Body, Double Refresh Time

◇ 3rd Penalty: -3 to Primary Attributes, Half Max Body, Double Refresh Time, and you must Reanimate at the beginning of this event.

CP	Supply Requirement
1 to 49	2
50 to 99	4
100 to 149	6
150 plus	8

TRAINING WELL

You will need to hand in Credits which represent you paying for the use of machinery and day to day power use for learning new skills and abilities that the Resistance Teaches you. Failure to do so reduces the amount of CP you earn at an event. Premium benefits cover this cost regardless of character CP tier.

CP	Train Well Credits
1 to 49	20
50 to 99	40
100 to 149	60
150 plus	80

CLEANUP

After you have Checked Out, ask the staff members there where you can go to help with cleaning up the event. This will include activities like helping move tables back around in the mod building, taking down displays, and cleaning up darts and packets. There will generally be one staff member in charge of taking down names of those cleaning up to make sure they get credit. We always appreciate your help and don't mind bribing you with more CP for it.

DART INCENTIVE

We need to pick up packets, but they will biodegrade if not found. Foam Darts on the other hand will not. Camps do not appreciate many small foam darts left around their site and so we want to incentivize you to pick them up. For each 10 foam darts you turn in to Monster Camp at clean up we will give you a Bullet tag. Remember that this is an honor system, and simply buying a batch of 100 nerf darts to turn in at the end of an event as 'picked up trash' is super-cheating. Let's all be honest.

POST EVENT

WRITE-UP PROCEDURE

We want to hear how the event was, and about the things that went well and didn't. A Write-up form will be posted on the forums with a short list of questions about the event. We would love your feedback and give you CP for it, so do your write ups! Write-ups are always due by midnight 2 weeks from the Friday of the event, but we suggest doing them right away so the ideas are fresh in your mind.

CHARACTER DATABASE UPDATES

You can always log into the character database on our website to track your characters progression. You may spend your CP at any time but we suggest making sure you have bought the skills you want to buy 1 week before any event so that the character sheets we print for you are accurate.

REWARDS IN OUTPOST

You'll earn a number of different rewards throughout your Career at Outpost. These awards are tied to you the Player, not your character. This means that if you lose your character you do not lose your awards.

CLOUT

Your Clout is your sway or power within the Resistance. You may rarely earn Clout in game through amazing acts or role-play, but most often through donating props, or volunteering your time to help the game out.

Clout can be spent at the end of Events to gain more CP, to have something 'extra' or 'unique' in your characters history that wouldn't normally be approved, or most simply to turn right into IG currency. There may be other ways to use you Clout later in the game as approved by a staff member. Clout is transferable to other players.

Current CP	Clout per CP
1 to 49	25
50 to 99	50
100 to 149	75
150 plus	100

EARNING CLOUT

Ways to Earn Clout:

- ◇ A variable amount rewarded by amazing role play or moment
- ◇ 5 Clout per dollar spent on requested Donation Items
- ◇ 20-50 Clout per hour of Labor based on skill and need

USING CLOUT

Clout can be spent between events by emailing plot@outpostlarp.com and letting us know what you'd like to do with them. Your Clout total will be visible on your character sheet in the database.

Clout can be spent in the following ways:

- ◇ Clout can be used to buy up to two additional CP per event, at a cost according to the chart above.
- ◇ 5 Clout turns into 1 Credit
- ◇ 30 Clout turns into 1 Mending Salve (a "Heal 3" single use Activate item)
- ◇ 50 Clout turns into 1 Supply
- ◇ 300 Clout turns into 1 Fix Death Activate
- ◇ Clout can be spent for Unique Plot Approved Character Histories

PRESTIGE

Your Prestige represents ways you've shown individual accomplishments or stood out in the Resistance. It is similar to Clout but more valuable and less often earned. You most often earn Prestige through NPCing for the game. Earning this Prestige represents your character completing a mission off-board (not actually played through) for the Resistance. You may also earn these helping during Volunteer Events like Weapon Building parties or staying late to clean up after the end of events.

Prestige can be spent at the end of Events to gain more CP, or to extend the expiration date of an Activate or Item. There may be other ways to use you Prestige later in the game as approved by a Staff member.

Prestige is transferable to other players.

EARNING PRESTIGE

Ways to earn Prestige:

Current CP	Prestige per CP
1 to 49	1
50 to 99	2
100 to 149	3
150 plus	4

- ◇ 2 Prestige for NPCing for a full weekend event at Outpost or an affiliated LARP.
- ◇ 1 Prestige for an NPC Shift while PCing. (4-6hours)
- ◇ Variable amount based on high value donations or unique labor

USING PRESTIGE

Prestige can be spent between events by emailing plot@outpostlarp.com and letting us know what you'd like to do with it. Your Prestige total will be visible on your character sheet in the database. Prestige can be spent in the following ways:

- ◇ Prestige can be used to buy one additional CP per event, at a cost according to the chart above.
- ◇ 1 Prestige turns into 50 Clout
- ◇ 3 Prestige Extends an Action Item for a Calendar Year
- ◇ 6 Prestige Extends an Epic Item for a Calendar Year

COMMENDATIONS

A Commendation from the Resistance is the highest honor earned. They are given few and far between and are the most valuable. Commendations will be earned by all Players attending certain events where major story arcs are completed. You will also receive a Commendation for doing all of your Event Write Ups, as well as a number of other ways which will be announced later. Commendations are not transferable between players.

EARNING COMMENDATIONS

Ways to earn Commendations:

- ◇ Attend an Event where a major battle or story arc completed
- ◇ Complete 5 Event Write-ups (repeatable)
- ◇ Purchase a Year Pass
- ◇ Purchase Premium for 5 Events (repeatable)

SPENDING COMMENDATIONS

Ways to spend Commendations:

- ◇ 1 Commendation to gain +1 to a Primary Attribute. Limit 1 purchase per character.
- ◇ 1 Commendation per 50 CP to rewrite your character's skills completely.
- ◇ 1 Commendation to bind an action Item to you permanently (can't be stolen and if destroyed returns in 1 hour). 2 Commendations to do the same for an Epic Item.
- ◇ 1 Commendation turns into a "Mulligan": On an adventure or during a quest this allows you to change a major mistake, happening, or generally unf*ck something to your advantage. Plot Variable.
- ◇ 3 Commendations turn into a Personalized Epic Item
- ◇ 5 Commendations to Negate the Effect of any Reanimation draw (including Perm)

NPC-ING AT OUTPOST

If you NPC a full event, attending the event from Friday through Sunday, and you wish to get your credit at Outpost and not another LARP, you will receive the standard 2 Prestige as well as the "Base" character point reward as though you had been there as you player character. Clout and Prestige CP may be purchased as though you had played that event as well. Further, if you assist with Setup, Cleanup, or complete an event Write-up, you are eligible for those CP awards as well. Prepay and Training Well do not

apply when NPCing.