

SHATTERED EARTH

RULE BOOK

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WORLD SETTING

Shattered Earth is a live roleplay game, set in a far future alternate version of our world, where everything has gone wrong.

The setting is a cross genre game; centred on Apocalyptic Horror, with high threat level, created to be as realistic as possible.

In the year 2050, the San Andreas Fault finally shifted, decimating the east coast of the United State. 5 years later, the Yellowstone National Park Caldera erupted, throwing rock, and ash, and darkness half way across the world. A year after that, the Lake Taupo super volcano went, at the same time as Krakatoa blew her top. 2 years later, Campi Flegrei off the coast of Italy blew.

The world went dark, and cold.

It is not known how long we existed in darkness, and most did not survive. Some were prepared, were forewarned of the impending doom, and make provisions. Preserving animals, building underground, and saving lives. Others were not so prepared. Across the world, life was brutal, and generation after generation lived in a suspended world, starved of sunlight. But survive we did, and eventually the sun broke the clouds and the ash and dust slowly left, and finally a generation came, where seasons passed as normal.

New nations arose, but with only a few million people left alive on the planet, food production, alliances, and societies were harsh in the making. Some nations found their roots, from far before the Blackout, adopting historic ways of living. Some clung to all technology and modernity they had saved, and others turned to religion and spirituality, convinced the decimation of the world was the Gods doing.

But other parts of the world, are still uninhabitable. The ice sheets, once diminishing before the Blackout, are now larger, covering much of the Northern and Southern parts of the world in ice, or with temperatures too cold to withstand. Though in other areas there is more land, where the water has been pulled away, to reveal the remnants of old ruins from forgotten civilisations.

Travel eventually reconnected the world; ships sailed again, surviving horses and livestock were re-bred, and trade re-established. Nations did not always agree, but they spoke, and the world functioned once more.

But as humanity re-established itself, other things began to go very, very wrong. People would disappear; some to come back missing time, or changed, or others to never return at all.

Villages would be decimated, only leaving bloody remains, and strange tracks. Frightening sounds would come out of the dark, forcing people to hide in their homes every time the sun went down. The things people used to see, just out of the corner of their eye, were no longer just a passing fright that moments later you'd dismiss as imagination.

The game is set 3 years after these occurrences started, shortly after the world realised this was a global problem. Despite caution, mistrust, and suspicion between nations, a summit is called. The summit is to take place on Nullius, a new landmass off of the side of Africa, risen out of the water during the Blackout when the sea's receded; a land yet to be claimed, but inhabited by a loose alliance of all nations who are studying the ruins, plants and animals that have been found there. Creatures from before the Blackout; which should not exist.

You are part of that delegation, either valued individuals sent to discuss the global crisis, or personnel sent to add to the team already in place studying the area.

NATIONS

Time may have passed, and humans asserted themselves once more. Old nations were gone, but humans still survived, forming new alliances and new nations across what was left of the world. Most technology was gone, but knowledge was still there. We rebuilt, over generations the future of the human race remembered its roots, remembered what it was like to work the land, to work with our hands, and we regrew civilisation. New nations formed, nations whose spirituality reigned, as a new religion based upon the Earth itself formed. Mother Nature had her due attention once again. Other nations dug up the tech of the old world, and used what they could, adapted what they could not, and brought power back to the world. But other nations spurned such advancements, and decided to live more simply, and more traditionally, drawing from thousands of years of uncovered history.

COLUMBIA

Before the Blackout, America saw the first catastrophes, but had the scientific knowledge to know that it was not the end. In the 5 years after San Andreas blew, before Yellowstone erupted, the East Coast of America was riddled with reinforced interconnecting tunnels, to house thousands of people, equipment and animals. By the time the world was covered in Ash, America lived underground. There way of live survived with a system of Barony's forming to allow different areas to govern themselves. When the Sun returned, this system re-established itself on the surface.

Lead by a president, elected every 5 years, the new seat of power is based at Columbine, situated far within the shelter of the Sea of Hope, where a city has formed, housing the new parliament, courts and the new centre for the Church.

Christianity survived the Blackout, with devouts preaching the survival of the Apocalypse, with humanity living through the 4 horsemen of war, famine, pestilence and death. They believe that the survivors are the new Adams and Eves of a new golden age. This religious sect were the ones to rename America to Columbia, as a newly discovered land after the original explorer of legend from ancient books. Though not all have this faith, and believe we are on our own; that the Blackout was proof that no God exists. The two sides are constantly in debate, with power shifting from one side to the other, dependant on the views of the current President.

Columbia is heavily militarised, with the only surviving planes and vehicles, communications equipment and knowledge of fuel sources. The military is run by the General, who only answers to the President.

Current President: President Isabella Karson. 1 year into 5 year term.

EUROPA

Europa is very feudal, and goes back to the Blackout, where people sheltered in castles and manor houses, defending themselves from intruders. When the Sun returned those who lived in the houses became a higher class than those who didn't. Over time bigger castles claimed dominion over smaller ones and Kingdoms started to arise, and land borders established. War continued for generations across the whole continent, until the then King of Britannia; Edward Haigh, called all the rulers to a Council, and from there a truce was formed that ended the needless death, starting the co-operative system that now exists.

It is known as The European Nation, but internally it is more a collective of individual countries, with each country ruled by its own King or Queen; Britannia, Italia, Germania, Espania and Romania. The laws, trade and taxes are Europa wide, however a Continental Council is formed from these ruling Monarchies, who meet every 5 years, in mimic of the original Council called by King Haigh. The military is also Europa wide, and answers to the collective Council, rather than individual Monarchs.

The society is heavily class based, with Nobles in Luxury, King and Queens holding court, whilst the lower classes work farms, or work in service to the higher classes.

Current Monarchies:

- Britannia; King Henry Barr
- Italia; Queen Aurora Caesar
- Germania; King Herman Klein
- Espania; Queen Valerie Perez
- Romania; King Nicolai Vasile

NEW RUSSIA

When the old world ended, Russia was one of the only countries to think sufficiently ahead and plan for the end to come; building and surviving in a large underground city until the Sun returned. Upon emerging, they spread south through the ice and snow to habitable land. There they met Provincial forces, and fought for many years to acquire enough Green-Land to form colonies and establish a nation. Russia now controls a permanent border with the Provinces, where guerrilla warfare is a constant in the battle for land.

The society of New Russia evolved in the underground city, and established itself on the surface. Russia is ruled by Tsar, and the society is heavily militarised, with ranked individuals ruling, rather than elected officials, led by the Tsar's 2nd, the Grand Marshal.

Everyone has a place in this hierarchy from a young age; every child born, upon reaching their 10th birthday takes 2 tests; a mental test and a physical test. The scores of which decide where that child goes within society, and becomes a status symbol. Scoring highly on physical tests puts a child within the military ranks, with the higher scores gaining higher ranks. Scoring highly on the mental tests become scientists, medics and engineers, and in more recent years, diplomats. Scoring in the 97% for both, are sent to the Tsar's academy for gifted individuals, and become the Tsar's elite guard. Lower scores worked the land, and served those higher up. Whole families could rise, or fall, based on these tests.

Current Tsar: Tsar Alexander Vaughn.

OCEANIA

This nation of 3 distinct countries is ruled by money and wealth, with the belief that the more you have in this world, the more your spirit is worth. During the Blackout, the people of the now Ceanish nation survived by banding together; a habit which has survived the return of the Sun. Nobody can remember how this turned into the system which is now used, apart from that Magnate Island, where the ruling family lives, was the most defensible location. Those who live here have always been held in high esteem, and the taking, and holding of this island required alliances between many people.

Oceania is now ruled by a Magnate, the head of a ruling family which is elected based on wealth and influence, who live in the lavish estate on Magnate Island. The lives of Ceanish people revolve around the accumulation of money, assets and alliances, in order to higher their chances of being in the running for Magnate. It is the highest of goals, as if you die as part of a Magnated family, you are awarded the highest honours in heaven. Family alliances

are therefore constantly forged and reformed in a convoluted power struggle, creating extended family ties through marriage to create extended family units to grab the top stop. This process has created a nation of skilled negotiators and diplomats, but also ruthless strategic geniuses who do not hesitate to do whatever is necessary to increase their alliances.

Every 20 years a Symposium is called to establish the next Magnate family. Guinea, Phillipine and Malaya will compete amongst themselves to determine which family is the strongest, and that family alliance will go to Magnate Island to compete with the current Magnate for the title. Presiding over this process are a group called the Animists, who are free of all family ties and dedicate their lives to the upkeep of Magnate Island, and the spiritual competition of the Symposium. They are immune to harm, for to hurt an Animist is to be declared outcast. To call the Symposium delegations are send out to gather the wealthiest family from Guinea, Phillipine, and from Malaya via a tally taken of the family alliance. The head of each family is brought back to Magnate Island, where the tallies are announced and compared to that of the current Magnate. The highest will become Magnate for the next 20 years. The tally is made up of: family units, land units, assets value, and total alliance members.

Oceania is largely demilitarised, however, families hire private defence forces.

Current Magnate: Magnate Kina of Family Morgan of Malaya

THE PROVINCES

Currently the biggest nation in the new world, ruled by an Emperor. Due to technology from before the Blackout, the nations that once encompassed Asia were able to breathe through the compromised atmosphere much easier than the rest of the world. Instead of over half their population succumbing to the fumes and dust, those in Asia were prepared, and created specialised air filtration masks, equipping their people to survive above ground. During the Blackout, these people did not diminish but thrived, taking more and more land for their own and spreading out across the continent. But food sources were not enough to sustain them all, and starvation killed many more than the atmosphere ever could, as their numbers grew and grew. But the damage done to the world during the early years of the Blackout, made vast areas of the land they had taken uninhabitable through inhospitable terrain made impassable by the ash, and so populations are concentrated at the borders with other lands.

Each of these populations formed settlements where the land was softer, or near to the coast where farming is easier. Each settlement formed its own Province, all of which answer to the Emperor, a line which is still unbroken royal line from before the Blackout, who lives at Ankhor in Burman Province. The other 5 Provinces are the Turkan to the far East; the Arabian the Mongolian who both share a border with New Russia; The Chian to the West, and the Indian along the South Coast. Each Province is ruled by a Rishi, a spiritual leader who answers only to the Emperor. Due to the deaths from starvation towards the end of the Blackout, the people of the Provinces started to think their warring ways were wrong, and that they needed to change to survive. Not long after this shift in perception, the Sun returned, sparking a new religion based on peace and nature called the Enlightenment. Based off of the belief that the world is not ours but natures, and should be left as wild as possible; that true Nirvana is a state at which the world can live without humans to corrupt it. They see their land as a bastion for the divine, and the vast, impassable, inhospitable wild terrain of the Provinces interior is protected fiercely, and steadily grown as the land heals.

Current Emperor: Emperor Aki Khan

GAME MECHANICS

Below is a list of the likely calls and terms you will come across in game, what they mean, and how to react to them.

ARMOUR

Armour in the game is not a skill that can be picked. Any character is able to wear and use armour, however it is only available to be worn by starting characters of two character types; either part of the *Military Personnel* with a martial skill, or part of a *Diplomatic Entourage* with a martial skill.

This will allow the character to wear armour which is appropriate to their nation, by the following rules.

- Cloth: 1 armour point
 - o Oceania and Provinces
- Leather: 2 armour points
 - o Europa and Provinces
- Metal: 3 armour points
 - o Columbia, Europa and New Russia

All armour only counts on the location it is worn on; it also will only count where it is actually covering the skin. i.e. a sword slash to the back of the thigh, where there have no armour will not be stopped, and will takes a hit point. However a sword slash on the lower leg where a grieve is will be stopped, taking an armour point instead of a hit point.

Armour physrep must be actual material it is representing. i.e. metal armour must be metal and not foam construct.

CHARACTER TYPES

There will be three sections of the delegation that makes up the players IC character base.

Civilian Force

The civilian force consists of the personnel who is not part of the military, or coming as part of a diplomatic entourage. These individuals are the Scientists and Historians, the Engineers and Medics, etc who are travelling to bolster the investigation personnel at the base.

Diplomatic Entourage:

A diplomatic entourage will consist of persons who are attached to a diplomat from a particular nation. I.e. The Diplomat, their bodyguards, and any other personnel they wish to have as part of them. These characters are under the command of the diplomat.

Military Personnel

A military soldier, regardless of where they originated from will now be under the military structure of the Conglomerate. They must report to, and be under the direct command of the ranking military person on site. A starting characters rank cannot go above Lieutenant.

The Conglomerates ranking structure is as follows.

- | | |
|-------------|--------------|
| - General | - Lieutenant |
| - Commander | - Sergeant |
| - Major | - Private |
| - Captain | - Cadet |

Characters with a skill under the Specialist list cannot be military personnel.

GAME CALLS

OC & Safety

Man Down!

This call is to be used to signify that an out of character safety concern is present; for example, an out of character injury. Play IMMEDIATELY stops, and players MUST go to their knees, point towards the man-down location, and await further instructions from a referee.

Time Freeze

Time freeze indicates that something needs to happen, that the players aren't meant to see. Players should immediately stop what they are doing, remain where they are with their eyes CLOSED. All players must hum, quite loudly (to whatever tune you wish), to allow the crew to set up what needs to be set up.

Time Halt

The game has temporarily paused. Players included should immediately stop what they are doing, remain where they are with eyes OPEN. Instruction will be given quickly, and will usually pertain to a select portion of the player base that need to react in a certain way.

Time In

The game has begun, or is resuming after a temporary freeze or halt in gameplay. Players should endeavour to remain In Character during this time.

Time Out

The game has ended, or has been paused for an extended period of time due to current circumstances; e.g. a man down or other safety concern.

In Character Calls

BANG

A call of BANG indicates that a shot has been fired from a gun. This call should be preceded by a name or description of the target, so that the target knows that it is them that has been shot. Please see *Firearms* section, for more details information on how firearms works.

Command

A mind affecting call, through means revealed in game, which is followed by an instruction.

Can only be as long as one simple sentence (no commas). The victim of a command call must carry out the command either to completion, or for a maximum of 15 seconds. I.e.

- Command '*run away*' would last 15 seconds.
- Command '*drop your weapons*' would last until the weapons were out of the characters hands.

Dominate

A mind affecting call, which is followed by an instruction. The instruction has no time limit but must be specific. The instruction *must* be carried out to completion. I.e.

- Dominate you to '*assassinate your commander*' would last in the characters mind until they have successfully put said commander on Stage 3 of Deterioration: Bleeding Out.
- Dominate you to '*bring me a shotgun*' would last in the characters mind until they have successfully acquired a shotgun and brought it to the caster. This affect can last over multiple events if not completed, however this instruction is forefront in the characters mind and must be completed at first opportunity.

Enslave

A mind affecting call which does not have an end point, and which must be carried out to completion. An enslaved character can be given multiple tasks, and be updated at any point.

Fatal

Victims of this are put straight onto Stage 3 of Deterioration: Bleeding Out, regardless of where the location the blow lands, and whether armour is worn. Characters has been badly wounded, and cannot be healed by any of the abilities under the First Aid skill, or the Stitch ability under the Medic Skill.

A call of Fatal, accompanied by a call of BANG, means that a gun has been shot that has the ability to go through shields and armour to the body, creating the affect above.

Terror

When this is called, everyone in front of the entity inducing this call will flee away in the opposite direction at a run as if they have been gripped by an intense fear. Lasts 15 seconds.

Through

This call brings a characters hit points on the location of impact down to zero despite any extra points on, or armour worn on that location. Shields will block this from the body, but it will destroy the shield, which then must be repaired before further use.

GAME TERMS

Death Count

The length of time you are on *Stage 3: Bleeding Out* for, before your character is dead. Standard count for all characters is 1 minute.

Deterioration

Deterioration is progression of physical damage. Whenever a hit point is lost from ANY location, the characters body will begin to deteriorate as per the following stages.

- Stage 1 – Injured: Lasts 15 minutes
 - Torso: no change as location not at 0 / Arm: lose use of limb / Leg: cannot walk, only crawl / Head – skip to Stage 3.
- Stage 2 - Disorientation: Lasts 5 minutes
 - Display dizziness and confusion. Inability to use your characters skills as suffering from blood loss ; applies to all location wounds, including 1 hit on chest.
- Stage 3: Death Count.
 - This applies to all location wounds, including 1 hit on chest.
 - Apply Death Count time; standard lasts 1 Minute.
- Stage 4: DEAD. Go to God.

Yes, *this does mean that if not seen to, you are able to die from a non-mortal wound.*

Hit points

Shattered Earth is a PER LOCATION game. Each character has as standard, 1 hit per limb, 1 hit on the head, and 2 on the torso. Reduction to zero on a limb renders that limb unusable and subject to Deterioration. Reduction to zero on head & torso puts the character on Death Count.

Moveable

Allows another person to assist a character to walk. They are limited to walking pace for the length of time they are moveable.

Recovery

Recovery starts once a wound has been medically attended to; i.e. have been *Stitched* and put back onto full hits. The wound is still raw and hurts for a period of 6 hours, during which the following roleplay affect must be followed: 3 seconds of pain reaction to combat actions (firing a gun, firing a bow, impact on shield, or hitting with a weapon), causing the character to falter in order to react to the pain for a full count of 3. Can only defend during this time.

Resist

Call acquired by the taking certain skills and abilities in game, where certain calls will not work on the character. Player must call 'Resist' out loud if applicable, to show that this is being used.

Unconscious

Unconscious indicated the character is knocked out, but are NOT on their Death Count. Unless specified otherwise, Unconscious lasts 1 minute.

RIBBON SYSTEM

In game, there will be several different colours of ribbons attached to items or put in game areas, which can be seen or used by characters with different skills.

Blue Ribbons:

These ribbons will be on medical or mechanical items, and will inform players what the item is. The ribbon will have the skill needed upon it to work the item and how it is used. If the object has an origin location upon it, it means that this particular piece of equipment is not known to all, and so only those characters who originate from the nation will recognise it and know how it works. If no origin, then it is generic and can be used by all with the correct skill as per its description.

Green Ribbons:

Green ribbons upon items are those that can be found by characters who have the Forage skill. These do not need a ref in order to recover, and can be picked up when come across. Anyone who does not have this skill CANNOT see or find these, or what they are attached to.

These may, or may not, be in obvious locations.

Purple Ribbons:

Purple ribbons can be found by characters who have the Scout skill. These purple ribbons will have writing upon them, giving the character information about what can be deduced from the surrounding area, an item, or a person.

These may, or may not, be in obvious locations.

Red Ribbons

Red ribbons will indicate trap locations, which is for OOC information to those who pass through this area, for how to roleplay moving through the trap.

Red ribbons will also be played when a Trapper lays a trap.

White Ribbons

White ribbons will indicate 'special' items that may appear in game. Reading it will tell you all you need to know.

Yellow Ribbons

Yellow ribbons are OOC information, used to inform the player what an item does, that will happen regardless of skills. i.e. an ability on a weapon.

FIREARMS

Firearms in game are scarce, however they are available and may be on monsters as well as on players. All guns used by players **MUST** be cap guns **ONLY**.

In order to know where a bullet has hit on a target, the following rules will need to be followed.

Call Types

Called

Applies in a low or no combat situation, with 30 seconds of aiming, you may specify a location to shoot with a firearm, using the call **BANG** followed by the location.

This skill may require the use of a ref. *Call example: 'Bob, BANG, left arm.'*

PS. This is of course assuming that your gun does not misfire.

Pulled

Applies in all other situations where a gun is fired and is not a called shot. The shot will always count as a body shot in this instance. You must be clearly be aiming at and able to identify your target. A shield will block a pulled shot. *Call example; 'Bob, BANG.'*

Misfire

If your gun misfires its cap, and does not '*go off*' as a cap gun should, then your gun has also misfired IC and that bullet is wasted.

CHARACTER GENERATION

In addition to the skill set detailed below, each character has 250 words of back story opportunity. The purpose of this is to justify the choices made; e.g. weaponry.

Your character is part of a summit of all nations, comprised of individuals of different specialities, and their bodyguards. Therefore your history must reflect your place in this delegation. To be completed on Character Sheet.

Each character has a pick of 10 points from the following list.

CHARACTER SKILLS

GENERAL

Tinker

Points: 1

This skill allows a character to analyse man-made items or objects, (i.e. technology, books, etc) and gain insight into how it works, or what is wrong with it.

The Procedure is to state to a ref what they are attempting to analyse, and how long they are planning to spend doing the analysis (minimum of 2 minutes).

Forage

Points: 3

This skill allows a character to analyse organic items or objects, (i.e. animals, plants, rocks, etc) and gain insight into how it works, or what is wrong with it.

The Procedure is to state to a ref what they are attempting to analyse, and how long they are planning to spend doing the analysis (minimum of 2 minutes).

Characters with this skill also have the ability to see objects in the game area that have a green ribbon attached to them. These items will be game related, and could include resources, items, or consumables.

Mental Resilience

Points: 3

Due to training in the characters life, the character has a better control on their mind, and their reactions, and are hardened to the effect of low level mind affecting elements within the game.

- Character can use the call 'Resist' when Command, or Persuade is used on them.

MARTIAL

Daggers

Points: 1 / Up to 18 inches total length.

Gives the character the ability to use short sharp weapons that can either be used hand-to-hand (cored), or be thrown (coreless), as weapons within the game.

Enforcement

Points: 6 / Physrep must be cap gun variety weapon. Caps are provided in game.

Gives the character the ability to use guns within the game.

- Due to the world setting, there is a global limitation of armed weaponry, and are largely concentrated in Columbia and Russia. If you are not from these regions, you will need to justify your weapon choice in your 250 word back story allotment.
- The style of weapon brought to the game must reflect the game setting, as such enforcement weapons will be limited to side arm, pistol style weaponry ONLY.

Melee

Points: 3 / From 19 to 42 inches total length

Gives the character the ability to use melee weaponry within the game.

- The style of weapon used must reflect the game setting and nation brief, i.e. smaller knives, and blunt weaponry such as staves. If you do plan to play a character who has a more traditional crafted style of sword/spear etc. you must justify its presence in your 250 words of backstory as these are meant to be rare.

Ranged

Points: 3

Gives the character the ability to use items that fire projectiles, within the game

- These weapons include bows and crossbows, up to 30lb
- Due to the world setting, please make sure these are appropriate; e.g. the knowledge for traditional longbows would be nation limited to Europa. Short recurve bows would be more appropriate to The Provinces. Use the 250 words of backstory to justify its presence.

Shield

Points: 3

Gives the character the ability to use shields effectively within the game, and to repair them when broken with adequate resources and roleplay (minimum 2 minutes).

- The shield used can be NO HIGHER than your waist.
- Shields will block BANG calls, but not FATAL calls, which will go straight through to the body and puts it to zero.
- Due to the world setting, please make sure these are appropriate to the character's nation and history.

MACHINERY

Repair

Points: 3 (^)

Character may, with appropriate continuous roleplay, repair a malfunctioning or broken item.

Repair times for items will vary, with a minimum of 2 minutes.

Procedure is to state to a ref the length of time you will take repairing; after specified time return to the ref to discuss the result.

As a Repair character you are able to enter play with a carryable tool kit; spanners, wrenches, etc - physreps for which must be provided by the player. Appropriate IC components will be provided to the player upon arrival.

Engineer

Points: 5 (*)

MUST HAVE ^ = Repair skill to take.

Character has the ability to both repair (as per Repair skill), and to also;

- **Invent**: research into building new pieces of technology, given the availability of appropriate resources and roleplay.
- **Dismantle** technology to harvest the resources.

Procedure is to state to a ref what materials you are using with a written schematic with explanations of: resources being used, how you plan to put it together or dismantle it and the length of time you will spend in building or dismantling; after specified time return to the ref to discuss the result.

The piece of equipment must then be tested out. The ref will then inform the character on whether it works, does not work, or works but not as expected.

Characters with the Engineer skill also have the following abilities:

- **Tinker**: (as per general skill)

As a Repair character you are able to enter play with a carryable tool kit; spanners, wrenches, etc - physreps for which must be provided by the player. Appropriate IC components will be provided to the player upon arrival.

MEDICAL

First Aid

Points: 2 (^)

Gives the character knowledge of first aid techniques.

The following skills can be performed by the character. There is no limit to how many times a character can perform these procedures, the only limit is available resources.

- **Rouse**: with the administration of appropriate technology in game character will rouse to consciousness. The roused character will have 30 seconds in which they are

moveable. As no injury treatment has occurred, if not treated by a Medic within that 30 seconds, they will pass out again, to *continue* their death count.

- **Clean**: Character has the ability to wash an injury with 2 minutes of continuous roleplay, with appropriate physreps given in game, which will prevent infection or disease from that injury. The wash must commence within 15 minutes of the injury that gave the infection or disease, e.g. whilst the character is still on Stage 1 of Deterioration. This skill also allows you to clean bandages for reuse, requiring physical water to be used, and the bandage to be dried.
- **Splint**: Character has the ability to splint a wounded leg with 2 minutes of continuous roleplay, with appropriate physreps given in game.
This allows the splinted character to be *moveable*, but does not heal the wound.

As a First Aid character, you may enter play with a first aid kit; bandages, etc as appropriate - physreps for which must be provided by the player. Appropriate IC components will be provided to the player upon arrival.

Medic

Points: 5 (*)

MUST HAVE ^ = *First Aid skill to take*.

Character has in depth knowledge of current medical technology, having worked in a hospital, doctor's surgery, or as a military medic.

Character can perform all the skills under First Aid, and in addition can do the following.

- **Scan**: With appropriate continuous roleplay, a character has the ability to use medical scanning equipment made available in game; whether hand-held, or static machinery. The use of which can diagnose more information on the state of an injury, a body or a specimen. Characters must have a ref present to witness the roleplay so that adequate answers can be given.
The length of time a piece of equipment takes to use will be stated on each item.
- **Stitch**: With continuous roleplay of a minimum of 2 minutes, the character has the ability to stitch a singular wound, using appropriate physreps (Steristrips, 5 per wound). This will cancel deterioration, putting that location on full hits, and puts you on Recovery.
- **Dispense**: Character has the ability to use dispensers, made available in game, which inject substances into the skin. There may be many varieties of these in game, which will all have codes.
E.g. Antibiotics, pain medication, or other substances will be more effective than Patching or Stitching.

As a First Aid character, you may enter play with a first aid kit; bandages, etc as appropriate - physreps for which must be provided by the player. Appropriate IC components will be provided to the player upon arrival.

SPECIALISTS

Diplomat

Points: 7

These individuals are trained diplomats from the government agencies of their respective nations. The Diplomat will gain an additional A4 sheet of game pertinent knowledge, pertaining to the current situation that has brought them to the neutral zone summit.

Characters with this specialisation also have the following abilities;

- **Lvl1 - Persuade:** with appropriate roleplay (no less than 15 minutes) a character can sway those they are talking to around to their way of thinking, and that they should act upon that viewpoint.
- **Lvl2 - Blunder:** once per event, the diplomat can ask another individual (not just a referee) a single sentence specific question, to gain a truthful single sentence specific answer from that individual.

Historian

Points: 7

These individuals are experts on history and culture from their homelands post Blackout. The historian will gain an additional A4 sheet of game pertinent knowledge, pertaining to the situation that has brought them to the neutral zone summit.

Characters with this specialisation also have the following abilities;

- **Lvl1 - Research:** with adequate roleplay from written material (15 minutes minimum), the character can gain answers on the research material, to help them in game. Physical written 'works out' must be completed for a ref to review (no more than 1 A4 sheet), and direction will provided based on what is written.
- **Lvl2 - Breakthrough:** Once per event, a historian can ask a single sentence specific question, to gain a single sentence specific answer from a referee. This must relate to their research material (as per the Research skill).

Scientist

Points: 7

These individuals are scientific experts in their profession; and can choose between three scientific fields. The scientist will gain an additional A4 sheet of game pertinent knowledge, pertaining to the field in which they choose.

- **Zoologist**
 - Knowledge of flora and fauna from characters home region. Creature analysis (determining enemy weaknesses through analysis.)
- **Archaeologist**
 - Knowledge of history pre-Blackout, including geography, geology, and mythology.

- **Pathologist**
 - Knowledge of blood, viruses, and diseases, and advanced substance analysis to create cures, vaccines or poisons.

Characters with this specialisation also have the following abilities;

- **Lvl1 - Experiment:** with appropriate roleplay (no less than 15 minutes), the scientist can use laboratory equipment to test items, or create solutions, for use in game.
- **Lvl2 - Breakthrough:** once per event, a scientist can ask a single sentence specific question, to gain a single sentence specific answer from a referee. This must relate to their experimental work (as per the Experiment skill).

Spiritualist

Points: 7

These individuals are religious leaders, and/or experts in religious lore from their homelands. The spiritualist will gain an additional sheet of game pertinent knowledge, pertaining to the situation that had brought them to the neutral zone summit.

Characters with this specialisation also have the following abilities

- **Lvl1 - Meditate:** with adequate uninterrupted roleplay (15 minutes minimum), the character can meditate on an object or scenario, and receive information on that particular object, or scenario. Please inform a referee you are starting the meditation, what you are meditating on, and how long you are spending on the meditation. The ref will return to you with the answers you receive at the end of this period.
 - High levels of noise; e.g. a scream, slammed door, or a discussion within the same room, will bring the meditator out of the trance, without an answer. You will then need to centre yourself again for 15 minutes though adequate uninterrupted roleplay to regain your aplomb, to start another meditation.
- **Lvl2 - Breakthrough:** Once per event, a spiritualist can ask a single sentence specific question, to gain a single sentence specific answer from a referee. This must relate to their meditative thoughts (as per the Meditate skill). This does not need to necessarily be the last meditation that was performed, but can be an earlier one, as long as it is within the same event.

CHARACTER PROGRESSION

Characters gain 1 skill point per event they survive. If you survive for the full 3 events of the year, you gain an extra 1 point at the end of the year, making a maximum of 4 a year.

Additional skill points can be awarded by the referee's for exceptional game play.

Progression skills can be taken either from the character creation list (up to a maximum of 6) or from the Progression List.

PROGRESSION SKILLS

GENERAL

Constitution

Points: 6

The character is inherently fitter and stronger of body, and has the ability to do the following:

- Body affecting substances in the game progress slower.
- Counts as 2 people when carrying people using 'soft skill,' methods, meaning they can move characters in Stage 3 of Deterioration: Bleeding Out.
- Character has an extra 15 seconds on their death count.

Fortitude

Points: 6

The character has a better command of themselves, and is better able to deal with wounds, giving them the ability to do the following:

- Allows character to negate the 'recovery' stage roleplay affects, fighting through the pain of wounds.
- Extends the time length of the first 2 stages of deterioration by 5 minutes.
 - Stage 1 = 20 minutes, Stage 2 = 10 minutes.

Mental Fortitude

Points: 6

Prerequisite = must have the skill Mental Resilience, to take

Characters are hardened to the effect of mid-level mind affecting elements within the game.

- Character can use the call 'Resist' when both Command and Dominate is used on them.

Scout

Points: 4

Prerequisite: Must have the Forage skill to take.

Allows the character the ability to see the surrounding natural environment clearer than others. They are able to gain more information from performing actions such as tracking and searching; with the ability to see purple ribbons in game, which will have OC information attached to them.

Trapper

Points: 4

Prerequisite: Must have the Forage skill to take.

Character can make trip-wire traps in game. To do this, the character must have a ref with them and must roleplay 'setting up' the trap, using the natural environment that is there around them, running their plan through with the referee.

Once the trap has been set, the ref will use a red ribbon to signify where the trip wire is. The character may test the trap if they wish to make sure it works properly.

There is no limit to how many times this may be performed; the only limit is time and resources available.

MARTIAL

Big Guns

Points: 4

Prerequisite = must have the skill Enforcement, to take.

Allows the character the use of 2 handed firearms.

Great Weapons

Points: 4

Prerequisite = must have the skill Melee, to take.

Allows the character to use 2 handed melee weapons, which must be above 42 inches in length.

IF TAKING EITHER THE BIG GUNS OR GREAT WEAPONS SKILLS PLEASE PRE-WARN THE GAME TEAM AS SOON AS POSSIBLE. PLEASE HAND YOUR WEAPONS TO A REF AT THE START OF THE NEXT GAME; MEASURES WILL THEN BE TAKEN TO MAKE SURE YOUR WEAPON IS 'MADE AVAILABLE' IN GAME PLAY AS SOON AS LOGISTICALLY POSSIBLE.

DUE TO THE GAME SETTING, IT IS NOT FEASIBLE THAT A BIGGER WEAPON WILL APPEAR FROM NOWHERE.....

MACHINERY

Competence

Points: 4

Character with this skill have the following abilities

- **Dismantle**: use of this ability is more 'competent' and characters can salvage more resources from items.
- **Jury-Rig**: Character can once per event, botch something together, that will work; appropriate resources must still be used, but the item will work no matter what. The item will not work for long (ref discretion) and all resources will be lost.

MEDICAL

Efficient

Points: 4

Character with the efficient skill have the option to perform medical tasks either better, or quicker with the following abilities.

- **Quicker**: Can perform the Stitch, Wash and Splint skills in half the time, making all three of these take 1 minute instead of two.
- **Better**: Can, when using the standard 2 minutes of roleplay, half the subjects Recovery time, from 6 hours, to 3 hours, by doing a better Stitch job.

SPECIALISTS

Proficient

Points: 4

Prerequisite = must have a skill under the Specialist list.

Allows the character to decrease the time it takes to use their level 1 specialist skill. Will only take 10 minutes minimum roleplay to achieve the following skills:

- Research
- Meditate
- Experiment
- Persuade

Also allows the character to use their level 2 specialist skill twice per event, rather than just once per event.