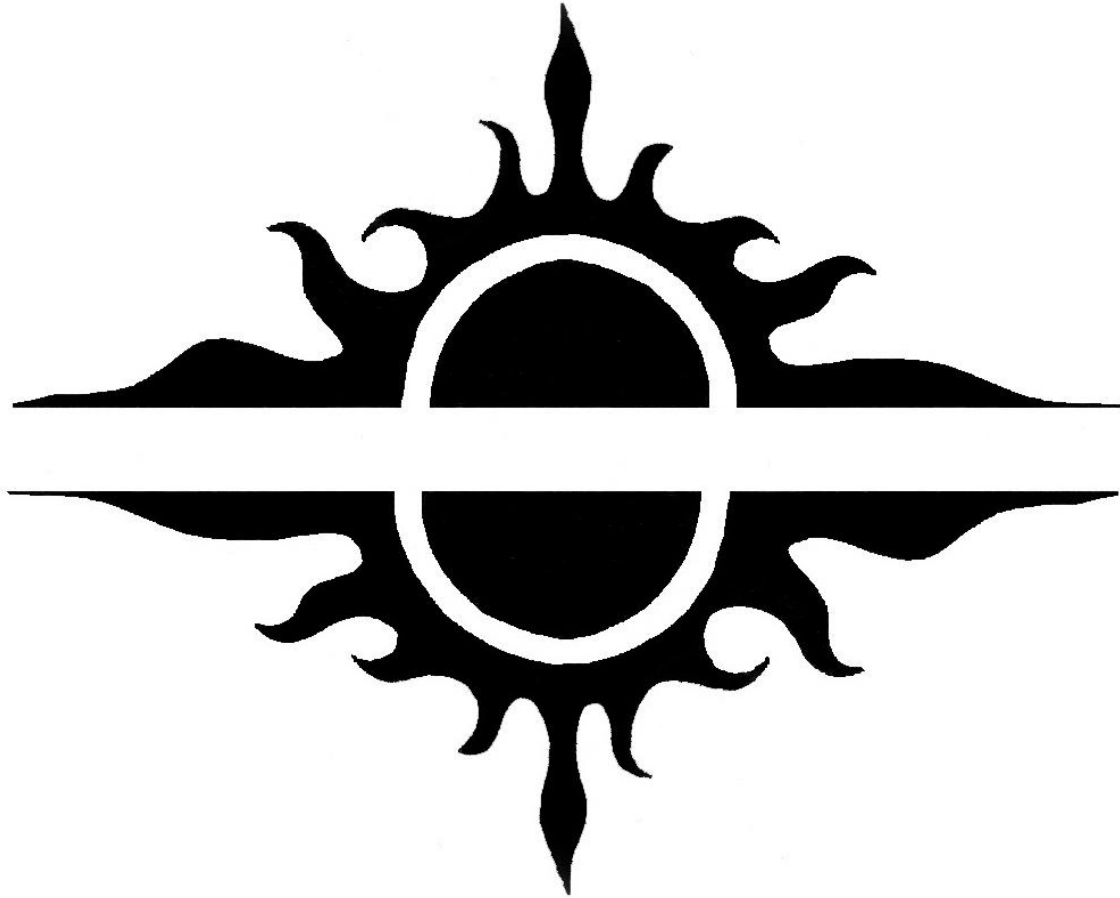


# Dying Light

2011



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# Introduction: What it's all about

Show me a hero and I'll write you a tragedy.

F. Scott Fitzgerald

Well, what can we say, but welcome! Thank you for taking the time to look over our rulebook.

Dying Light is a Live Action Role-Play Game, or LARP. This boils down to a bunch of people dressing up as their characters, and playing make believe in a consensual reality governed by a set of rules. It is a lot like improvisational acting. You decide who your character is, what their race is, what's their personality, what they hate, and their favorite food. You get to decide their reactions in any given situation. There is no wrong answer. The choice is yours.

## Role-Playing Basics

Role-Playing can seem kind of weird to the uninitiated.

You're at an event with funny costumes on, and some guy is talking about the last zombie attack. What do you do? Well, if you have never been to an event before it is sometimes helpful to pick a character that has never been to the town, so you can ask for help from the locals. You can always ask about another character's background. We have yet to meet a player that didn't like talking In-Character about their history. This allows you to meet people, and possibly gain some allies.

It is important to remember you are In-Character, as opposed to Out-Of-Character. We will refer to this as IC and OOC from here on out. This event is a 24-hour event. That means, unless otherwise noted, you are assumed to be your character. There is a mechanism for you to be OOC for periods of time, such as taking care of rules calls. This is the orange headband. This headband must be between 1 1/2 inches to 2 inches wide

(give or take), and **MUST** be worn on the head. It will let other players know at a glance that you are not In-Character. This allows the other players to continue to play around you without trying to get you involved.

**Events:** Events are held once a month during the gaming season. Our season is from March to October. Events start on Friday afternoon and end on Sunday morning. These events will be held at a variety of Washington State Parks.

**What to Bring:** Use your noggin for this! You will need to bring a sleeping bag, tent (unless you're sleeping in the bunkhouse), and other normal camp supplies. Don't forget food and drink. Bring your costumes, boffer weapons, birdseed packets, headbands (Orange=OOC, Yellow=non-combatant, White=dead, Blue=Invisible) etc. Don't forget any physical representations (AKA phys reps). If you haven't paid in advance via Paypal (Pre-Registration or Pre-reg) don't forget your entrance fee. It doesn't hurt to bring band-aids, and other small first aid needs.



**Intent:** Do not take advantage of the rules or other players. If there is a glaring loophole in the rules then bring it to the attention to the owners (Don, Torin or Jeremy), and they will look into it. Follow the INTENT of the rules. The intent is to be fun and fair. If a rule is unclear use the most fair method of resolving it. Ask the owners or a referees if there is confusion. Rules will not be discussed on site except to arbitrate disputes. If there is a flaw, or loophole, it will be fixed immediately if it is impeding role-play. If it is not impeding role-play, it will be considered for revision in the next gaming season.

**Laws of Conduct (READ THIS!):** Dying

Light will not discriminate against anyone on the basis of race, ethnicity, gender, sexual orientation, religious belief, physical, or mental disability, or age (excepting our minimum age requirement of 18 years old.) We expect the same of our players.

Additionally players will NOT:

- Engage in any illegal activities at an event.
- Consume alcoholic beverages, or any illegal drugs while at an event. Nor will any players be allowed on site if they arrive at event intoxicated.
- Carry any real weapons at an event REGARDLESS of whether you are licensed to, or not.
- Misrepresent the organization of Dying Light, its membership, or its intent at any time.
- Be rude or disrespectful to the players or management while OOC. This includes vulgar displays of temper.
- Violate another person's physical space inappropriately. Make sure the player you are touching is okay with that.
- Bring up Out-Of-Character religious matters up in a way that makes others uncomfortable.

**A Special Note:** There is only one forbidden subject with Dying Light. That subject is rape. We have found that the ability to role-play this subject is so upsetting that we have decided to ban it. We do not think that a real life subject that causes so much emotional havoc is appropriate for the game. Plot will never touch this subject, neither will players. We don't care if you kill, steal, kidnap, or torture your victims, as long as rape doesn't come up.

**Children at Game:** We do not allow children at game due to the physical nature of the fighting. We feel that small children are at a real risk for injury if two large fighters come crashing into them. We feel that since this is an adult game, that some of the subject matter is not appropriate for anyone under 18 years old. We do not have any supervision, nor do we want to accept liability for having minors on site.

**Valuables:** Items Brought to game are their owners responsibility. Dying Light, the owners, etc, are not responsible for lost, broken, or stolen items. Do not keep valuables onsite. Keep them locked in your car.

**Character Transfers:** Because the rules for the Dying Light system are unlike any system we have ever seen we do not feel characters can be transferred from other LARPs in the form of Skill Point bonuses.

**Character Rewrites:** We do understand after a season or so that some players feel that they have accomplished everything they wanted to with their character. You may want to rewrite that character into something new and exciting. You may at any time delete a character and start from scratch. Just like any new player.

You may also, between seasons, rewrite your character. This means every player can have one rewrite between seasons. Once the official gaming season starts, you will have to wait until the next season to rewrite. Rewriting between seasons is the only way that you can keep all your skill points, and transfer them to a new character.

# Chapter One: Things everyone should know

## Character Sheets

Every player will be issued a new character sheet at the beginning of the game when they check in with Logistic. You must keep this sheet on you at all times while you are playing. It will contain all of your character's abilities, and statistics.

If you perform a feat or skill, and another player or ref wants to make sure you have that ability, they will ask to check your Character Sheet. Any player in the game may ask to see your character sheet. If you feel uncomfortable letting just anyone see what you have on the your sheet, you may ask for a owner or ref to verify the information for them. If at any point you perform a feat or ability, and you do not have your sheet on you when asked, you will be penalized by forfeiting all your characters worldly belongings. Everything, including your last Credit, and even the stuff you hid!

## Multiple Characters

You may only play one character per event, but you may have two, if you wish. The only time you will be allowed to switch to your second character during an event is if the one you are currently playing has been sundered. Otherwise, you are only allowed the one character for the entire event. Only the character you actually played will be updated between events.

## Thieving and Searching

Many characters enjoy their thieving ways. This means that any item that you have in your camping area may be searched for In-Character loot. If the actual owner of the stuff you are searching is not present you must have a Ref with you to look. This protects everyone involved.

If you have things that are strictly Out-Of-Character, and that you do not want looked through, then you may tie an Orange cloth or ribbon to it. This is to signify that there are no items in there that are In Character, and that you do not want it gone through. Needless to say, you cannot hide things in an OOC container if you want to use them IC. Please see the Chapter on Stealing for more explicit instructions and guidelines.

## Physical Representation and Tags

A physical representation (Phis-rep) is the actual prop that you can touch, hold and see. This is something that belongs to a player or the organization. A Tag is a small piece of paper that tells the players that there is something special about that particular thing. For example, a normal sword would be phis-reped by a foam boffer or other safe smackin' sword shaped thing. The discrete little tag will let you know that the sword is actually enchanted and does more damage than a regular sword.

In the past we used tags for everything that could conceivably affect the game, but it got to the point where there were just too many tags on too many things. Now, only special things like magic/tech items, rituals or poisons need tags. If a particular thing won't have a dramatic effect on the game, then it doesn't need a tag. For example, if you hate Beastmen and choose to collect their horns, then feel free to make a phys rep for this, but you won't need a tag. Also, if you think you need to carry around 100 feet of rope like your old school AD&D character, more power to you; still no tag needed.

Another important thing about tags is it allows you want to play a thief and steal stuff. Please see chapter 10 (p40)

All tags are issued by the organization either from plot or pulled from the goodie bag when you make your character or buy another pull with bribe. You may use the tag without a phys rep on the event you received it, but after that some phys rep must be attached to the tag for it to be legal. If a flagrant abuse of this rule is discovered the tags in question will be destroyed. If you have problems with phys reps ask other players, or the owners, and we will try to get you some help. We want you to have your items, and we want you to use them! We would also like to point out it's a lot easier to find that thief that stole your sword or gun when you see them using the stuff.

## Leadership and Referees

There are three main arbitrators in Dying Light. The owners: Torin, Don and Jeremy. They will have final say on rules calls, and all other situations. If there is a problem with other players, or rules, feel free to approach the owners

so that they may help arbitrate the problem so everyone can get back to having fun.

There is also a Plot department that is in charge of putting out Non Player Characters (NPC's), and monsters. They are in charge of the story lines, and acts of mass destruction. Plot refs are able to answer questions about the story lines they are running.

There are also full referees, aka ref's. Ref's can arbitrate rules questions, act as thieves refs, and are generally able to solve problems. Once a ref makes a ruling, it is done. No more arguing. If there is still a problem, then it can be taken up with an owner for arbitration.

### Counted Actions

Counted actions represent In-Character activities that may be hard to simulate, or may be really invasive for another player. To perform a counted action you simply state the action and what is being done in a three count.

For example, "I am doing this one, I am doing this two, I am doing this three" and presto you did it.

Any counted action may be interrupted. All you need to do is say, "Interrupt" and be close enough to actually interrupt. Any interrupted counted action must be started over from the beginning. If you are struck by a birdseed packet or weapon of any sort it counts as an interruption.

*Note on Killing with a counted action:* Any person that is unconscious for any reason, and unable to interrupt, may be killed with a counted action. For example, "Killing blow one, killing blow two, killing blow three." This also applies if

someone is somehow immobilized, and is unable to physically interrupt their assassin.

### Etiquette

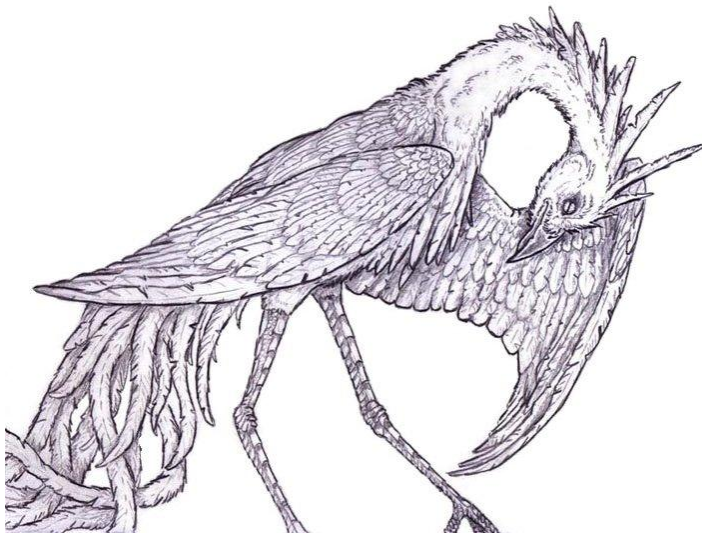
In the effort to make this a safe and fun environment, we have a couple of mechanisms to resolve any disputes.

*Stepping out:* Although this is a game and we are all playing 'let's pretend', sometimes a situation can be uncomfortable. We don't want anyone to be uncomfortable so you are always allowed to step out. This can only be done for OOC reasons. If your character doesn't like it, then that is a part of the game, and can give you an incentive for revenge later.

This means you, not your character, can leave the situation. Usually, the situation will be resolved in your absence, and ref or owner will tell you what happened. Things will probably not work out well for your character. If you need to step out, then tell the other players that you are 'stepping out' and then find a ref, and the ref will finish up the situation and report back to you.

*For example:* George has stolen a lot of money from Bob. Bob has caught him, and is planning on enacting his own brand of justice. George is not comfortable with what's about to happen so he tells Bob he is 'stepping out' and then gets a ref. George is probably still going to be severely injured and lose his belongings, but he doesn't have to role-play it. The ref will come, and collect whatever Bob salvaged off of Georges body. George will go look for a friendly healer to get resurrected.

*Gentleman's Rule:* Occasionally there may be a player that you just cannot get along with in real life. This rule helps with this problem so that everyone can still play the game. It works like a restraining order. You must tell an owner that you need to call a 'Gentleman's rule' on so-and-so. They may ask why so as to see if they can help you work it out. From that point on neither you, nor the person you called the 'Gentleman's rule' on, may interact until such time you decide to drop it. To drop it, you must come and tell an owner that you no longer wish to have that person 'Gentleman's ruled' for you. This does not affect other players from interacting with either of you.



## **In Character vs. Out Of Character**

Dying Light is a 24-hour game from check-in to checkout, so ideally you are in game for the majority of the time. However, there are things that sometimes require players to be OOC. To let everyone know you are Out-of-Character you must be wearing an orange headband approximately 1 ½ to 2 inches wide ON YOUR HEAD.

The bathroom is an OOC area. You cannot attack, molest, or interrupt anyone in a bathroom. (This does not make it 'home base' when monsters chase you. That would be cheating.) The Lewis and Clark camp bathroom has a pass through to the outside, so this is a soft rule. In general, don't molest people trying to use the facility, but feel free to pass through, etc.

Plot camp is another OOC area. Please don't molest the plot people. Feel free to bring them food and beverages, though.

Any items that you do not wish to be searched also need to be tied with some sort of orange ribbon or cloth so a ref, and everyone else, will know it is not an IC item. You cannot hide IC items in OOC containers, as this is considered cheating. You may not go OOC to escape an encounter, either.

If you are not wearing an orange headband, and you are attacked or affected by another player/monsters, you are considered to be IC. The only exception to this is a medical emergency where an injured player needs attention, and it may not be feasible to get an orange headband.

## **Safety**

We do not treat any injuries on site that takes more than a band-aid, or ace wrap and ice. If a real injury occurs we will send you to the ER, or call the real paramedics. If you have any sort of condition that could render you unconscious (allergies, heart conditions, diabetes) let Wolsey know. She's an LPN, and it's confidential and she would like to know how to help you.

## **Warnings**

All referees are empowered to give Warnings. This is done when a player is not complying with

Dying Light policies or rules. The warnings works on a Three Strikes system and each warning is recorded in our database. After three warnings, you may be expelled from the organization. As with all ref decisions; the owners can be called for arbitration over the call.

## **Player Grievances**

If at any time you are dissatisfied with a ref call or a situation in game you may ask for adjudication from the owners. They will try to come to a fair arrangement for all concerned.

Adjudication may not take effect immediately. If the situation is very complicated the owners may need to track down all players involved to find the fairest solution for everyone. Rest assured, the situation will be taken care of as fast as possible.

This includes any situation with the owners as well. The owners must abide by all rules of the game, just like everyone else. We want everything to be fair, above all else. Please let us know, if you think that isn't happening.

## **Stand Down**

Sometimes the game must be paused due to an injury, to sort out an important rule. When you hear, "Stand Down!" you must stop what you are doing and kneel down. If you have poor knees, or are in the mud, you may crouch as best you can with your weapon on top your head. Do not try to help by calling Stand down again. Do not talk, just sit and wait. If someone doesn't hear the stand down, don't get mad or yell, pretty soon they will notice the stand down and sheepishly comply. The stand down will end when the person that called it calls out, "Three, Two, One, Lay ON!" Then things will continue as normal.

## **The First Two Months**

We understand that as a new player you're still learning the rules, and the other players. As a bonus for you for your first two games at Dying Light, if you take a resurrection it will not count against your total of three. Now don't get cocky! Just consider it a little gift to help you find your way. If you need a better explanation of Resurrections, see the appropriate chapter.

## Chapter Two: Character Creation

This chapter will contain all the information to build a character. It's best to decide what kind of person you want to play first. Are they good at heart? Or are they untrustworthy. How do you think they grew up? What do they like or dislike? It's the details like this that make a character come alive.

### Body

The only thing your character comes with before you start building is 10 Body. If you want more, you will need to put some of your stat points into Constitution, or purchase the Body skill.

### Races

The first thing you need to decide is what race your character is. In *Dying Light*, we have several races, and some races have their own factions within them. There are no half races in the Nexus Realm, as a child will always be the same race of its mother regardless of its father's genetics.

Please note that some of the races have makeup or costuming requirements that must be on at all times while playing, unless there is a plot generated story that changes your appearance.

### Humans

Humans are descended from the leftover troops, and research teams that came to the Nexus before the war, 200 years ago. There is rumor that somewhere on the Nexus Realm is a gate back to their homelands. Very few people think it's more than a children's tale, though. Humans don't have any outstanding racial abilities, but they can use leftover technology that the other races can't. During the Great War, human scientists didn't want the other races gaining the advantage by utilizing tech, so they used a genetic biometric system on all technological devices so that it only activates with human use. The ability to create these things has been largely lost but that doesn't stop humans from using those items that still exist.

Humans tend to wear whatever they want. From primitive medieval clothes to latex and leather reminiscent of the *Mad Max* movies.

Racial requirement: No makeup requirements.  
Racial Ability: High Tech use and +5skill points.

### Tinkers

Tinkers are not a separate race but a different culture of humans. They believe that they are the descendants of the technicians and engineers that operated the dimensional gates. They religiously revere technology in all its forms, and often name their children after the old brands such as Sony, Nvidia, or Ford. At the end of the war they maintained the gate generators and the gigantic power generators that they required. These generators have long since been shut down and the towns have had to resort finding other sources of power but are but are surrounded by reminders of technology they can no longer use. Young tinkers are encouraged to leave the old towns and travel in roving bands in search of new resources or lost technology. Tinkers are one of the few races that accept Cyborgs for what they are, and if anyone is likely to have the skills to fix a Cyborg it is most likely a Tinker. They often make small gifts of circuit boards or sprockets to each other when they encounter new Tinkers. Tinkers often attach all sorts of broken tech to their clothes, hair or belongings. They use a gear as their symbol, and get gear like designs tattooed on their bodies. They love human clothing such as waistcoats, top hats, etc.

Racial requirement: Gear or sprocket 'tattoo' on the head, neck, hands, or wrists. Cannot be hidden in hair.

Racial Ability: Tech use

### Cyborgs

Cyborgs are a leftover human sub-faction from the Cyber augmented troops of the Great War. They are genetically engineered to be able to interface with specially designed machines and computers. They rebelled against their creators during the Great War, and are now distrusted and hated; by the humans for their betrayal and the other races for killing machines they were made to be. They can sometimes have very little augmentation, or be almost completely machine. The older they get the more parts are replaced to increase their lifespan. They are likely to give more leeway to Tinkers than others, because they remember through their databases that the tinkers are descended from the corporate teams that first designed the Cyborgs. There is also a standing bounty on any Cyborgs in town. See Plot for how much you are worth, since it shifts.

During their first event, when all characters get a draw from the magic box, Cyborgs may just keep what they get, or tell the logistics person they don't want a magic item. That allows them to return the green magic tag, without knowing what it was, and to keep drawing until they get a red tech tag.

Racial requirement: At the least, a 2-inch by 2-inch (give or take) barcode on the hands, wrists, neck, face, or bald area of the head. You can hide it with scarves and masks or gloves, but it must actually exist.

Racial Ability: Tech use

## Fey

The Fey are made up of all those nice fairy tale creatures humans used to tell stories about in the old days before the war. They are Elves, Fairy folk, and all the other various little dryads, nymphs, and what not. They aren't exactly fairy tale creatures either. They are a magically advanced race that battled claw and tooth against the Human invasion of the Nexus. Because they are so long lived, often reaching 1000 years, they still an animosity for Humans in general and still see them as interlopers from the war 200 years ago.

Like the Humans, the Fey left on the Nexus Realm are descendants of the troops and explorers from the War; where as Humans had the advantage of massive technological advances, the Fey had a Magical arsenal at their disposal. They are still bitter that Humans adapted to using magic. They also remember the Beastmen they helped to create. Those Beastmen betrayed them, so they hate Beastmen as much as they hate Humans

Fey tend to dress in more medieval clothing, preferring older styles that they find traditional. Very rarely will they adopt modern human style clothing as it reminds them of their enemies.

Racial Requirement: Pointed ears

Racial Ability: One Life Feat

There are four factions of Fey: Elves, Dark Fey or Unseelie, Fairies, and the Commoners.

## Elves

Elves are the most numerous of Fey in the Nexus Realm. They are the royalty, the knights, and the merchants that make up the bulk of the Fey population. Like all Fey, they have an affinity for magic and develop its ability as children. Once you get past the aloof exterior, most elves are down to earth, just like the rest of the races. They

live for about 2000 years, and their artisans are renowned for their beautiful creations. Even warriors are encouraged to practice an art form in order to find a balance in their life.



Racial Requirement: Pointed Ears (You can get these at any costume supply store. Also if you want to make long delicate eyebrows from feathers, that would also be awesome)

Racial Ability: One free life magic feat

## Fairies

Fairies are a type of Fey that have wings. Unlike the human stories, they are not tiny. They are human sized, and the wings seem vestigial. No matter if the Fairy in question says they can fly, no one has ever seen it happen.

They don't live as long as Elves, only seeing 500 years at the most. They often have a much sillier demeanor, and shorter attention spans than Elves. Don't make the mistake of underestimating a Fairy. They can cast spells or fight with the best of them.

They are known for their generosity and cruelty. Sometimes they are incomprehensible in their motives, so other races often treat them with exaggerated care. They are their own creatures, and do not abide by anyone else's rules. During the War they were some of the nastiest creatures that anyone had to battle. Some of their tactics caught their own troops in the area of effect. As long as they took out the Humans what did they care if some of their own died.

Racial requirement: Pointed Ears and Wings

Racial Ability: Free life Feat

## Commoners

Commoner is the generic term for the myriad other Fey races represented on the Nexus. There are Dryads, Nymphs, Satyr's, and whatever else is out there. These races never really attain any political clout amongst the Fey. There is never very many of them. During the War, they were utilized as support positions, and not front line troops. Surprisingly enough, it is these Fey that

seem to have adapted to the world better than their counter parts. Commoners are as varied as the Stars and sometimes as pretty. They also seem to have less hatred for Humans, and can sometimes be found amongst Humans as allies. This may be due to their very small human lifespan.

Racial requirement: Pointed Ears, and whatever other costuming you may need to make your character work. Keep in mind the better the costume, the fewer “what are you” questions you will get.

Racial Ability: Free life Feat

### **Dark Fey or Unseelie**

Dark Fey are the same as regular Fey. They don't look any different. What separates them is inside. During the Great War, a faction of elves started dabbling in darker magic's in the search for more weapons to use against their human foes. They turned to the forbidden arts of Death Magic. This research changed the elves involved. They lost the ability to heal and give life. Instead, they had their power perverted into the ability to grant death. The rest of their race reviled them. With the end of the war, the elves could do little more than heal their wounded and survive, so no more thought was given to the Dark Elves. There is a standing bounty on all Dark Elves, Dark Fey, or anyone else that is tainted by Death magic.

Even more troubling is the fact that this taint on the Elves has been spreading to the Fairies and Commoners. These dark Fairies, or dark Commoners, are exhibiting the same corrupted powers as the Dark Elves. Some blame the gate that had been opened by Risella, the Banshee.

Racial requirement: Pointed Ears (You can get them at any costume supply store!)

Racial ability: Free Death Feat INSTEAD of Life

### **Dwarves**

Dwarves are an indigenous race on the Nexus Realm and inhabit the underground cities they carved out of the rock. They live for approximately 500 years. They are probably the least effected of all the races by the War. When the Gate War broke out, around 2000 years ago, they shut the massive doors that opened into their Keeps and locked themselves in. It wasn't until several hundred years after the Gate War that they slowly started venturing out again. Dwarves are big on tradition. There are three underground Kingdoms, several Clans, and numerous Families. To go against Family, Clan, and Kingdom would dishonor their entire family line. They wear three braids to represent their Clan, Family, and

Kingdom. If a dwarf encounters an ally that becomes like a blood brother, he may add another braid to signify this relationship, too.

Dwarves tend to wear more medieval clothing, but aren't above adapting some the more sturdy human garments if they are convenient. For a Dwarf durability is what matters in clothing.

Racial requirements: Three braids. If you can manage the whole beard and such go for that too!

Racial Ability: Body Feat

### **Felinae**

The cats are another indigenous race on the Nexus Realm. Unlike the Dwarves, they could not escape the Elves and Humans warring around them. They live in small family bands that are tribal in nature. The Elves discounted them as a primitive race and largely ignored them. The Humans utilized them as scouts during the War, and still do today. Towards the end of the war, when things got more desperate, the Elves hired them on as scouts or killed them so the Humans couldn't utilize them. They don't usually see themselves as a single unified culture, but instead are loyal to their families and bands. They are just as likely to fight each other for territory, as they are to attack anyone. Tribal bands tend to be of similar coloration, but because of intertribal marriages this doesn't always hold true. The vast majority of the Felinae seem to be leopard spotted or tiger striped. They have different stories about why these differences exist but those stories vary as wildly as the different tribes.

They tend to dress in more primitive tribal clothing, if at all. Their natural fur protects them from the elements, but they are attracted to fine clothing and jewelry as symbols of personal wealth.

Racial requirement: Cat makeup. You can use masks, and painted clothing to simulate the fur. Tails and pointed ears are great, too!

Racial Ability: Quickness Feat or Claws

### **Beastmen**

This race is mostly made up of hybrid herbivore creatures. The vast majority of them are goat or bull headed with furry hindquarters, similar to Satyrs or minotaurs and they always have horns. They Fey say they came from Elven experiments during the War, trying to counter the Human created Cyborgs. Beastmen say the Elves ripped them out of their own realm called The Dreaming. Of course, the Fey leaders did not foresee the Cyborgs and Beastmen allying to create a third faction in the War. They have evolved into their

own culture now, reminiscent of the human Mongols. Beastmen are almost exclusively a warrior society. They do have Shamans for guidance and magical support, but the real admiration goes for warriors. The bigger the Beastman, and more kills he has, the more respect he gets from his own. As a race they have no problem enslaving other 'weaker blooded' races or weaker members of their own race. Because bigger Beastmen have bigger horns, larger horns are a sign of virility and prowess. Although the race is named Beastmen, there seems to be no difference in leadership between the sexes.

Racial requirements: Horns. (Of course we would really be impressed if you had furry goat legs and a cool goat or bull mask, too!)

Racial Ability: Warrior Feat or Claws.

### Revenants

Shortly after the Death gate was successfully opened by Rissella the Banshee in the year 2009, there has been an awakening of Revenants. They can be of any known (player) race and of varying types of undead. They are usually paler or grayer versions of their living counterparts. The difference is they no longer have access to their previous living racial power. Instead, they are very hard to kill.

They walk around in a partially dead state, inhabiting a murky half-life. Some came back because they have unfinished business. Others don't know why they are awake. Soldiers of the old wars, still fueled by hatred, are now awakening to fight the old battles. Their only binding feature is that they are partially undead.



Racial Requirements: Must be obviously undead. Vivisection scars, white makeup, etc.

Racial Ability: Regeneration

### Racial Abilities

One of the changes from last season is that now many races have the choice of several different feats. Rather than waste your paper and ink,

those racial abilities will be listed in the feats section. The non feat racial abilities are...

### Claws

This racial ability allows you to wield two claws that act as weapons and do 2 pts of 'claw' damage. You can wield both Claws, or a single Claw as you wish. Critical Strikes and Strength bonuses do apply. You can also wield one Claw and one Weapon that you have the skill for without purchasing the Two Weapons Skill. You are immune to fumble strikes and shatter strike. This is phys rep'd by two swords that cannot be used for other sword phys reps. Poisons and magical effects that can be applied to weapons can be applied to claws as well.

Example: Bloody Fist the Beastman has the skill 1-Handed Weapon so he can use one Claw and one short sword in combat without buying the Two Weapon Skill. He cannot wield two Weapons, such as two Short Swords because he doesn't have the appropriate skills.

Signature Call: '<Damage> Claw'

### Regenerate

This ability lets the player recover all of their body points after 3 minutes of rest three times per event. If they are dead, and in that ten minute count down, they will pop up back at full body, as well.. These creatures also regenerate any lost limbs at the end of three minutes.

Signature Call: 'Regenerate'

### Stats

In Dying Light, we use several Stats to represent each race, and the characters different strengths and weaknesses. Everyone gets four points at character creation, with different guidelines according to race. All non-humans, except Revenants, get 2 stat points to put where they want, plus their racial bonus (Yes, they can put their two free points in their racial stat). Humans get four points total without any racial bonuses, but cannot put more than two in any Stat at character creation. Revenants can put up to three of their points in any one category.

You will receive another Stat point free of charge at every 50 Skill points, starting when you reach 100 Skill Points. Since you start the game at 50 Skill Points (SP) you will receive your next Stat point when you reach 100 skill points, and another at 150 SP. These stats do not count as a purchase towards any path, and do not count in the accruing of Feats.

Example: Sony the Tinker's Player wants to put her stat points into her Intelligence. Since Sony is

Human she can only put two points there. The other two points she puts into Constitution so she can have 30 body points.

Bob the fighter's player decides Bob is a Dwarf. So he puts his two points into Constitution, and then adds his racial bonus of 2 Constitution as well. This gives him 50 Body points to start.

Sterno the Thief's player decides that Sterno is a Felinae. He decides to put his two points into Strength, and then he gets his racial bonus of 2 Dexterity. This means that he starts the game with 2 points of Quickness (that doesn't count towards a Feat purchase on that Skill Path) and +2 to his damage calls as if he had two purchases of Critical Strike. (Once again, this does not count towards the Critical Strike Skill Path, and the gathering of Feats.)

When these characters reach their 100th Skill Points (and every 50 Skill Points afterwards!) they will be receive another Stat point to put where ever they wish.

Fey	+2 Intelligence
Dwarves	+2 Constitution
Felinae	+2 Dexterity
Beastmen	+2 Strength
Humans	No Bonus
Revenants	Up to 3 in any category to start

**Strength:**

This represents how strong your character is. When they hit, it hurts! For every point you have

in Strength you receive a +1 to your damage just like the Critical Strike skill. Strength also adds its damage bonus to ranged weapons skills.

For Example: Johnny has a two in strength. He is using a dagger that causes 1 pt of damage per blow, and he has 3 levels of Critical strike. The dagger does 1 point of damage, plus 3 points of damage for the Crit Strikes, plus 2 points of damage for his Strength, to do a total of 6 points.

**Intelligence:**

Intelligence does for magic what strength does for fighting. For every point you have in Intelligence you receive a +1 to your spell damage/healing/protection value.

For Example: The little Tinker, Sony, is a good wizard. She has three levels in the Life path of magic so she can cast a base 4 Life. She has 2 points in her Intelligence Stat so she can cast 6 Life.

**Constitution:**

For every point you have in Constitution you receive 10 body points, once again, free of charge!

**Dexterity:**

For every point you have in your Dexterity Stat you receive 1 point of Quickness. Just like the actual Skill, you cannot use Quickness with any physical armor. It's just too heavy to be all dodgy.

## Chapter Three: Skills

You start the game with 50 Skill Points to spend. Each Skill will have a cost next to it, and later on there will be an explanation of each skill. Skills cost the same at character creation as they do later in the game.

### Skill Paths SP

Ranged Strike*	5	Each purchase of this ups the damage of any bow or gun by 1.
Critical Strike*	5	Adds +1 to damage call with Weapons or Unarmed.
Quickness*	5	Allows one dodge with each purchase
Spell Path*	5	First purchase allows 2 points, after that it adds 1 to the spell call.
Body *	5	Adds +10 Body points for each purchase
Harden Armor *	5	Adds +1 protection while wearing any type of armor.

### Magical Skills SP

Ritual Casting*	5	This allows you to perform a magical ritual. 5 purchases max.
Detect Magic	2	Can sense if something is a magic item, or if someone is under a magical effect.
Adv. Det Magic	3	Detects what magic items do, & effect someone is under. Prereq: Detect magic

### Weapon Skills SP

Unarmed	2	Simulates fisticuffs, and starts at 1 points of damage.
Small	2	Weapons that start at 1 point of Damage such as Daggers
1-handed	4	Weapons start at 2 points of Damage. Short swords, small maces, & clubs
2-Handed	8	Weapons that require both hands to wield, and start at 4 points of damage
Man at Arms	14	Combines all the weapon skills weapons

### Ranged Weaps SP

Bow	6	Pointy stick launcher that do 15 pts of damage
Firearms	10	Only humans can use HighTech, but they can't hit a thing without the skill.
Thrown Weap	2	Weapons that are small and thrown that cause 1 pt of damage.
Sharpshooter	16	Combines all the ranged weapons

### Fighting Styles SP

Shield	2	Allows you to use a shield or buckler.
Two Weapons	3	Allows you to use two weapons. See description for details.
Combat Master	4	Combines both fighting styles.

### Armor Skills SP

Light Armor	2	Allows you to wear light supple armor and provides 1 point of protection.
Medium Armor	4	Allows you to wear light rigid armor and provides 2 points of protection.
Heavy Armor	6	Allows you to wear heavy rigid armor and provides 3 points of protection.

### Sneaky Skills SP

Disguise*	5	You can disguise as another race. Used time per purchase.
Escapology	4	Allows a person that is bound to escape using a counted action.
Waylay*	5	Allows you to knock out a victim 3 times per event per purchase.

### General Skills SP

Research	5	This lets you look for answers between games.
Read/Write*	2	Read and write one language per purchase, starting with their own.
Smithing*	5	Fixes Shattered armor & weapons in 10 minutes
Contact	5	You have an NPC friend
Merchant	5	You have a friend that can get you those hard to find items.
Identify Tech	3	You understand advanced technology and can tell what it does.
Poison Sense	2	You have very subtle senses and can detect poisons in food or drinks.

## Healthful Skills SP

First Aid	2	Detects the health status of with a Counted Action. (alive, asleep, dead, etc)
Medic*	3	Heals 5 body pts/ purchase in one minute. Prereq: 1st Aid
See Spirits	2	Allows an individual to see the dead in need of resurrection.
Simple Res*	5	Res as often as you want. Divide time by purchases. Prereq: See Spirits
Res from Sunder	10	Allows you to res someone from Sunder. Takes 1 hour. Pre-Req: Simple Res

\*Skills that can be purchased more than once for additional benefit.

## Skill Descriptions

### Skill Paths

These skills allow you to choose one feat (in the same Path) for every three purchases of that skill for free. These are the only Skills that grant you Feats when purchased. See the Chapter on Feats for more info.

### Ranged Strike

For each purchase you add 1 point of damage to your Bow or Gun damage. For every three purchases of this skill you may choose one Feat from the Ranged Strike Feats list. You may do 'edge' damage as per normal bow damage, or 'Gun' damage as per normal gun damage. Signature Call: '<damage amount> edge' or '<damage amount> Gun'

### Critical Strike

This skill adds 1 point of damage to your weapon or unarmed damage. For every three purchases of this skill you may choose one Feat from the Warrior Feats list. You may do 'edge' damage for edged weapons, or 'blunt' damage for blunt weapons. You may always pull your blow, or hit for less than you are capable of. Signature Call: '<damage amount> edge', or 'blunt'

### Quickness

For each purchase you will have the ability to dodge one normal attack. It represents the fact that you are fast and twisty! Quickness can be used to avoid weapon blows, ranged weapons and regular magical damage even bullets. You can't however dodge feats. You also get one additional dodge for every point of Dexterity, but these points don't count toward feats.

Moving that fast can tucker you out and it takes time to rest before you can do it again. Once you have expended all your purchases of quickness, it takes ten minutes of rest before you use them again.

For example: Syfira the Felinae has a dexterity of four and two purchases of Quickness giving her a total of six normal attacks that she can dodge. When combat starts she runs headlong into the fray while Shmendric the death mage throws bolts of magic for 12 points apiece. Shmendric begins throwing spell packets as fast as he can hitting her 5 times which she uses her quickness to dodge. Syfira is able to get into hand to hand combat and begins beating on him preventing him from casting any more bolts of magic. Shmendric uses a halo feat for 100 points of damage. Sadly it's too much for her and she collapses. If she is healed later, she can rest and try again. Signature Call: Dodge

### Spell Paths

All spell paths work the same for purchase costs. The first purchase gives 2 points to your magic damage or healing call. Every purchase afterward gives one point towards the value. With every third purchase in each path you may pick a Feat from that Spell Path's Feat list or the General section.

You may always pull your blows with magic, and throw for less than you are capable of.

For Example: Tom has 3 purchases in the Path of War magic. The First Purchase allowed him to call '2 magic' for damage, and each purchase after that gave him an additional +1 damage, so now he calls '4 magic', and now with this third purchase, he can pick a Feat from the War Magic Feat list

### Body

This skill adds 10 points of body to the amount of body you have. Body acts as Hit Points for damage. You may take damage points until you run out of Body Points, but then you're pushing up daisies. Just like every other Path skill, you can pick a feat on every third purchase.

### **Harden Armor**

Like weapon skills, you must have the skill and wear the phys-rep in order to get the benefits. This skill allows you to increase the protection from whatever armor you are wearing and have access to armor related feats. You may pick feats from the Armored Feats section.

### **Weapon Skills**

You can always pull your blows with hand held weapons, and hit for less than you are capable of. *You do not need tags for the weapons you use. The skill point cost implies that you know how to find, use, and maintain your weapons.*

### **Unarmed**

This skill simulates the long tradition of beating an opponent with your bare fists. You must use two small daggers to represent your fists. This fighting style only does 1 point of 'blunt' damage. Crit Strikes and Strength bonuses do apply. Signature Call: '<Damage> Blunt'

### **Small Weapons**

This skill allows the use of small weapons that do 1 point of damage each blow. Crit Strike, and strength bonuses are added to the damage done. Weapons of this caliber include small daggers or blackjacks. Edged weapons do 'edge' damage, and blunt weapons do 'blunt' damage. Signature Call: '<Damage> edge', 'blunt'

### **One Handed Weapons**

This skill allows the use of one handed swords or clubs that cause 2 points of damage. Crit Strike and strength bonuses are added to the damage done. Weapons of this caliber include short sword, maces, hammers, or clubs. Edged weapons do 'edge' damage, and blunt weapons do 'blunt' damage. Signature Call: '<Damage> edge', 'blunt'

### **Two Handed Weapons**

This skill allows the use of a two handed weapon that causes 4 points of damage. Crit Strike and strength bonuses are added to the damage done. These are such weapons as two-handed claymores, giant battle-axes, or war hammers. Yup, these are the big guns of melee combat. Edged weapons do 'edge' damage and blunt weapons do 'blunt' damage. Signature Call: '<Damage> edge', 'blunt'

Note: Some weapons can be used with one hand or two; a spear for example. If you have both skills, you will do "One Handed" damage when you fight with one hand and two more points when you use both hands.

### **Man at Arms**

You have studied the arts of hand to hand combat. You have trained under the finest masters. There is no weapon you can't wield. So if you smack yourself don't come crying to me. This skill combines all the different weapon types at a reasonable cost. Yes, you can be a woman and still be a Man at Arms, just like you can be a woman and still be a human.

### **Thrown Weapons**

This allows the use of muscle powered ranged weapons. Strength bonuses and Crit Strikes can be added to this. Thrown weapons can be small daggers, blow darts and shrunken and cause 1 point of damage. Thrown weapons with an edge is 'edge' damage, thrown rocks or chunks of metal are 'blunt' damage. Spell packets cannot be used to phys rep this. You must have actual throwing 'darts'.

Signature Call: '<Damage> edge' or 'blunt'

### **Ranged Weapons**

#### **Bow**

This allows the use of a bow, cross bow or any spring or air powered contraption that launches a pointy stick. All of these weapons have a base of 15 points of damage; Strength and Range Strikes bonuses apply. Arrows do 'Edge' damage. You may use the Nerf style bows, or an actual bow with approved modified arrows. See an owner if you don't know how to make this. You do not need to worry about ammo, and bows can fire as often as your little self can shoot. Signature Call: '<Damage> edge'

#### **Firearms**

This allows a character to use an actual gun of some sort. Gun damages differ according to the gun and the actual numerical damage will be supplied with the tag for the weapon. *This is the only weapon that requires a tech tag.* Ranged Strikes can be added to this damage. Guns do 'Gun' damage, of course. Also normal armor will not stop bullets at all, and the damage will be taken directly to body. There are some magic and tech items that can protect from bullets but they are very rare. Happy Hunting.

Guns shoot 6 times in a row, without additions like extended clip tags. Then they must recharge for 10 minutes. The double barreled Nerf shotguns can have damage called twice, even though they hit at the same time. Damage is for each Nerf dart.

Signature Call: '<Damage> gun'

### **Sharpshooter**

When you get so many ranged skills that you think, “I might as well take all of them.” This is the skill for you. It is all the ranged skills all wrapped up in one.

### **Fighting Styles**

#### **Shield**

This skill allows the use of a shield. Unfortunately the drawback to this is that if a spell hits the shield, it is considered to have hit you in person. This includes touch casting. So any magical effect that actually hits your shield will affect you. However, it will block explosions, and ranged weapons, including guns.

#### **Two Weapons**

This skill allows you to use a weapon in both hands. Without it you only get one weapon at a time. Two Weapons means twice the damage. No waiting. This only applies to 1 handed swords and daggers. 2 handed weapons are too big for this style.

If you are using two weapons with different damages, just call the damage as you hit for each weapon. For example: “2 edge” (as you hit with the sword) “2 blunt” (as you hit with the club).

#### **Combat Master**

Using both hands just comes naturally to you. Feel free to use two weapons or a shield and weapon.

#### **Armor**

All armor needs to be phis-reped. That is to say no one should have to guess if you’re wearing armor or not. Heavy wool pants are not armor. Thin football pants with plates showing through are. Feel free to be creative. If you want to look like you just stepped off the set of *Lord of the Rings*, that’s wonderful. If you want to look like you made your kit from old tires and street signs ah la’ *Mad Max*, that’s great to. Just know that you only get your armor bonus if you are actually wearing your costume, just like you only get to use your weapon skills if you are holding a weapon. And also like the weapon skills, it doesn’t have to be real armor, it has to look like armor.

#### **Light armor**

Light armor can be flexible and is made to protect mainly from cuts and abrasions. For costuming purposes this can be phis-reped with leather clothing, those chain maile “Shark suit” shirts, or heavy canvas.

#### **Medium Armor**

Medium armor Starts getting into ridged plates. These can be relatively small plates if there are a lot of them. Feel free to wear rigid shin guards (always a good idea when running around in the dark), shoulder pads, open face helmets, fish scale, heavy chainmail (I made some from painted CPVC pipe rings.)

#### **Heavy Armor**

Now we’re talking big rigid plates and full helmets. Feel free to go nuts. Medieval steel plate, high tech combat armor, Greek lamellar breast plates, Roman centurion banded armor are all appropriate. Yes they are all uncomfortable, but just remember the armor doesn’t have to be real, just look like it could be real.

#### **Disguise**

This skill allows you to disguise yourself to appear to be a different race or person of the same race. You *cannot* pretend to be a specific person in that other race. You may do this one time per event per purchase and it will last throughout the event or until it’s removed. You must actually change costumes and makeup to utilize this skill. If you fall unconscious and receive first aid or a detailed search, you will be revealed to be wearing a disguise.

#### **Escapology**

This skill allows you to escape when you are tied up. Barring magical bonds all it takes to escape is a counted action (“Escaping one, escaping two, escaping three”). You may do this as often as you are tied up, except when tied with some magic or tech items.

#### **Waylay**

You know how to hit people, and knock them out from behind. You can use the pommel of your weapon providing it’s boffer safe, or any other small blunt boffer safe object. Be creative, you can even use a boffer syringe, if you want to. Please strike your victim from behind in the SHOULDER AREA. You may not whack anyone with a non-waylay safe weapon. This effect doesn’t actually cause damage, and lasts a TEN MINUTES. Your victim is unconscious and cannot be awoken without some Smelling salts produced by a Toymaker. This may be used 3 times per event, per time purchased. You may purchase this multiple times. Waylay *does* go through armor automatically. Signature Call: ‘Waylay’

#### **General Skills**

### **Detect Magic**

This handy skill allows you to tell if an item is magical in nature, otherwise you can't tell if it's an electric backscratcher or not. It can also tell if someone is under a magical effect. It won't tell what effect specifically is on a person, or item. Just that it is magical. You do NOT need this to cast magic.

Signature Call: 'Detect Magic'

### **Advanced Detect Magic**

This skill allows you to tell specifically what an item does, or what effect a person is under. You do NOT need this to cast magic.

Signature Call: 'Advanced Detect Magic'

### **Research:**

This represents your ability to ferret out information between games. Maybe you have a big pile of mostly functioning computer chips or a brother in law with a big mouth. You can be as specific or as general as you like. You might find some key information on a current conflict or maybe a vital piece of an incomplete ritual. You should get your questions to plot as soon as you can, and plot will get you an answer before the end of the next game. (Sometimes by e-mail, sometimes in game) You may not get the answer you expect, you may open up a completely new can of worms or you may simply fail to find any information at all. (I knew a guy that wanted to make a magnet that would pick up aluminum. His research failed.)

### **Read/Write**

This skill allows you to read and write one language for every purchase. Even though all races speak the same language doesn't mean they all write it down the same way.

### **Smithing**

When corrosives or shatter effects hit weapons, armor, or shields those items cannot be used for a half an hour. The only way to shorten the duration of this is to use this skill. Now you can repair items in 10 minutes. Each additional purchase divides the time needed to fix the item. This does not work for magic or tech items.

### **Healthful Skills**

#### **First Aid**

This skill allows you to tell if someone is alive, dead, poisoned, or injured. If injured, how bad it is (how many body points are gone or left.) It takes a 3-count to assess the condition of your patient.

### **Medic**

This skill allows the medic to give back 5 body points for every minute of uninterrupted care. For every purchase after the first, it allows the medic to heal and additional 5 points every minute. If someone has gone below zero body, and are in that ten minute countdown to their spirit popping, Medic will stop the clock, and give them back body points if completed. If the Medic is interrupted for any reason, the countdown to the victim's spirit popping continues to count down to disaster and the Medic has to start over. The Medic may do this repeatedly to an injured party. You should also come up with an in game representation as to how you are healing. You can be a ritualistic shaman with herbs, someone who has scrounged together old high tech medical equipment or whatever works with your character concept.

Healing is needed to insert, remove, or find Morpheus Tech into a Human host, or administer Tougher, Muscles, Smart Drugs, or Turbo. To find Morpheus Tech in a Human, a sixty count examination of the victim. . . I mean patient, is needed. To remove or insert Morpheus tech requires ten minutes. It is surgery after all, and I'm sure you want either the tech and/or the patient to survive. Medics can also wake the sleeping

Pre-req: First Aid

Example: Dr. Phineas has Medic purchased three times. When one of his comrades goes down, he runs over and heals him up for 15 body points in 1 minute.

### **See Spirits**

This skill allows you to see and converse with the dearly departed. They may now whine, cajole, and plead with you to be resurrected, whether you have the skill or not.

### **Simple Resurrection**

It takes a half an hour to resurrect, but each successive purchase divides the time. You can resurrect as many times as you want. You know the secrets of slapping a spirit back into their own corpse, or even making a new body for them if they carelessly lost theirs. You may get your beleaguered victim to sign a 3x5 card saying they were resurrected, and turn it into Logistics for 10 bribe.

Pre-req: See Spirits.

### **Resurrection from Sunder**

You, my friend, are one of the few rare individuals that are capable of bringing a spirit

back from being completely obliterated. It requires a ritual that takes an hour. It's not for the faint of heart as rumor has it doing this wrong creates a Revenant.

Like the Simple Resurrection skill, you may get a 3x5 card from your patient, with their name, and turn it into Logistics to get 20 bribe for doing a public service.

Your newly living friend comes back with all three Resurrections on their card, full of their feats, and in perfect health. Unfortunately, they will lose twenty skill points off their character card because getting back from the plane of Death doesn't come easy.

Pre-Req: Resurrection

### **Contacts**

*"I'm more of a people person."*

*Attila the Hun*

A contact is a minor re-occurring character that you are on speaking terms with. This NPC is not meant to play a significant role in the game; it's more of a catalyst to get things going: an "M" to your James Bond, a Simon to your American Idol a Charlie to your Angel. It's not guaranteed that this person will come by every game. But you may send mail to him or her any time between games. If you decide you want one, you should send Plot a note and let them know. You can be as vague or specific as you like, and plot will provide you with what you need; not necessarily what you want.

Contacts may come into your life through natural game play and plot may ask you if you would like to make him or her into a permanent contact. Also, in the fullness of time, it may be time for a contact to leave the story entirely. If this happens, you can recycle the SP or make a new friend.

OK you have a contact, what does that get you?

You know a person you can trust either because it's a relative, friend or someone that you have enough dirt on that it would be too costly for both of you to betray. Just remember, this relationship will go both ways. You can ask a cousin to lend you money, but the reverse is also true.

Your contact also has contacts and may get you in touch with the hard to find things in this world. Maybe you want to meet a high ranking member of the merchant's guild, or a teacher of the dark arts. This is the guy that can make introductions.

Keep in mind that contacts are a plot device to make the story better. They are not meant to keep you from thinking or hand you the answer to the puzzle. Yes, you may have a contact that should be able to hand you all the answers on a silver platter and bring an end to all the conflict in town, but would that really be fun? Instead, your contact with all those answers may turn up missing and it's up to you to find her.

### **Merchant**

Merchants are contacts that will buy and sell much needed rare equipment. Keep in mind that you don't need to have a relationship with a merchant in order to buy things. You only need to purchase a merchant contact if you want to buy and sell things that are really hard to find.

If you plan to buy and sell state secrets, ritual magic information, large amounts of poison and explosives or just stolen property, you should purchase this skill. You can also get better prices. Let plot know what sort of hard to find item you want to purchase or sell. Plot does have the discretion to tell you when your wishes have strayed from the storylines. For example: If you wanted a contact that would provide a source of giant killer robots, you would be informed that there are no giant killer robots in the game. (But that's not a bad idea)

### **Identify Tech**

Technology can be confusing if you haven't grown up around it. If you take this skill you have ability to understand what any tech device does and how to operate it.

### **Poison Sense**

You have the ability to detect the subtle difference in poisoned food. Feel free to check the bottom of any container for poison tags. (this is an out of game action, if you see someone do this please ignore them) If you do per chance accidentally ingest a poison that you didn't intend to, (as in you forgot to check the bottom) it's assumed that you spit it out, and the small amount you did ingest was not enough to harm you as you have built up a tolerance over the years.

## Chapter Four: Magic

Magic is an ability pioneered by the Fey. It is the ability to harness the power of your Psyche to affect the world around you. At least, that's what some of the Elves say. Other races may take a shamanic look on exactly why magic works. Others may say that they gain their power from the Gods. Some Humans think it's a form of Psionic science. The exact reason this works is a highly disputed point.

***With the first purchase of any path you will be able to throw a birdseed packet (To represent your spell.) for '2 magic' or '2 life'. The 'magic' call will do damage, 'life' will heal damage up to your starting max. For every purchase of that path after that, you will add +1 to that number.***

You also get to add your Intelligence bonus to that numerical value. You can cast this basic spell as many times as you want.

Protection Magic is a little different. The first purchase makes you immune to 2 points of magic damage. Every purchase after that adds +1 to the number of magic damage you can negate.

There are two ways to cast a spell. The first is to throw a small packet of birdseed. These will be called "spell packets" from here on even if they are not used for spell casting. Packets filled with kitty litter turn hard as rocks when they get wet. Rice packets can kill wildlife. Please use just millet. All you have to do is throw a packet, actually hitting your target, and call your damage call. For Example: '2 magic'. Sometimes a player in heavy armor may not feel the packet hit. Just let them know.

The other way to cast spells is to touch cast. This means you actually have to touch your victim. Don't hurt your victim. No punching! If you run out of spell packets, you are reduced to touch casting. Some mages will use a wand for touch casting. A wand must be boffer safe and is meant as a role-play device only, not a weapon.

For every three purchases of a specific Path, you may select a Feat from the list of Feats for that Path. This is 100% absolutely free. These Feats are selected at the time of purchase, and put on your character card. You may decide you don't want a Feat, and then you will have an empty Feat slot that you may fill in at any time. Once a Feat is selected it will be permanent, and cannot be changed. Choose wisely.

Magic damage is very dangerous because it attacks the very nature of a creature. Magical damage goes straight to body. Armor does not stop it. Quickness will work against it, and if you have some Protection magic you will be protected against it. This affects shield holders as if it hit their body. It also counts if it hits your weapons. Magic is a bitch.

Unfortunately for magic casters, it's hard to cast spells while being hit with a weapon. If some brave soul closes the distance between the two of you, and hits you with a weapon, you will no longer be able to cast spells for as long as you are being hit. *This counts for magical feats as well.*

At any point in time you can hold back on your magical damage. If you can cast up to '10 magic' you can also hold back and cast less than that.

For example: If Sony can cast '5 magic' with War, then she can cast any amount less than that, such as '1 magic'. She always has the option of softening her blows.

### Path of Life

This Path is all about healing and fixing broken people. Just like the other paths, the first purchase of Life will allow you to cast a '2 life' spell as often as you want. Each purchase after that adds +1 to the amount of Life you can give someone. Your Intelligence bonus is added in.

However much 'life' you call is how much body the injured person gets back. *You can only heal living and injured people with this. You must have some of the Life Feats to bring them back from dead or regenerate limbs.*

The only drawback is that you can't heal someone that is actively being beaten down by an opponent. The violent nature of taking wounds disrupts the path of Life. ***It takes one minute out of combat before someone can be healed again.*** (This rule is in place to avoid the situation where someone is being injured from one side and healed from the other. All that math may cause a fire.)

Signature Call: '<number amount> Life'

## Path of Protection

This Path is about protection from harm. Like the Path of Life, it's real popular locally.

Your first purchase of this Path allows you to be immune to 2 magic damage. Each purchase of this Path after that gives a +1 to that amount. Your Intelligence bonus does add to this.

For example: St. Jimmy has six purchases of Protection. His intelligence is 2. That means he has 7 pts for his Protection, plus another 2 for his intelligence making him immune to any magic damage call of 9 or less. This protection acts like armor, except for magical damage. If St. Jimmy wants to protect his friends, he'll need to pick up the relevant feats.

*Nullify can actually nullify a mages personal protections for ten whole painfully vulnerable minutes.*

## Path of War

This Path is devoted to damage dealing effects. With your first purchase of War you may cast '2 magic' as often as you want. This is a type of magical damage. For each purchase of this Path you will add 1 point of damage. Your Intelligence bonus is added to this as well. Only magical effects or racial abilities may resist this damage. Signature Call: '<dmg amount> Magic'

## Path of Pain

This Path is devoted to the causing of physical and mental anguish. On the surface it looks identical to the Path of War, but it's the Feats that give it a bad name. They not only give physical pain, but cause mental anguish.

The first purchase of this Path allows you to cast '2 magic' damage, and every purchase after that adds a +1 to the amount of damage you can inflict. Your Intelligence Bonus is added to this, of course. Signature Call: '<dmg amount> Magic' or 'Pain'

## Path of Death

This Path is one of the most despised forms of Magic on the Nexus Realm. It is superficially disguised as War magic. But its Feats include killing effects, and necromancy. There is a standing bounty for practitioners of this dark art. See plot for how much you are worth.

Just like the others, the first purchase of this path allows you to cast '2 magic', and every purchase of this Path after that gives you a +1 to that damage amount. Intelligence bonuses add to this. Signature Call: '<dmg amount> Magic' or 'Death'

Ok, this is a little confusing so let's give you an example here.

Little Sony the Tinker has always been very into her magic. She has purchased 3 levels of Life at 5 SP each, plus it allows her to pick a Life Feat. This allows her to cast '4 life' as often as she wants. She also has purchased 3 levels in War at 5 SP each, and picked up a War Feat. From this she casts '4 Magic' at her enemies.

Now unknown to anyone, Sony has a dark secret. She has just purchased her first level of Death magic for 5 SP. She can now cast '2 magic' with that. She can't wait to get two more purchases in that Path so she can pick up a nasty Death Feat. The calls for Death and War are exactly the same, but they are completely separate paths. She doesn't have to call death for her death damage unless she wants to. Some say that the Death and Pain Path were created to mimic War so as to be less easily detected. Once Sony gets her Feat, and casts it, there will be little doubt that she is a Death Mage. Let's hope her fellow Tinkers understand why she would want to follow that path.

## Chapter Five: Feats! They're Free!

Feats are a neat little bonus for all that hard work you spent learning a Path of Skills. Plus, you don't have to pay SP for them at all. They are 100% Free. Each of the Paths has a pool of Feats that you may pick from. For every third purchase of a Particular Path, you may choose a Feat and use it three times per event.

Example: Sony has purchased Life Magic 3 times and may now choose a Life Feat. She may not choose a Feat from the Death Magic Path until she has three purchases of it.

When casting a Feat you must actually hit your target with a spell packet, hit them with a weapon, or touch them. If you miss, the effect is considered to have missed. You lose the ability as if it went off, even when you didn't hit your target. Feats can be dropped before the time is up by the original caster. *Feats from Magic paths are considered to be magic, and **can't** be interrupted.*

### **Armor Feats**

+3 Armor  
Armor Other  
Deflect  
Explosive Armor  
Resist Shatter  
True Defense

### **Ranged Strike Feats**

*(Ranged Weapons)*

Aimed Shot  
Cripple Shot  
Fumble Shot  
Lethal Feat  
Power Boost  
Shatter Shot  
Subdual Shot  
True-Shot

### **Quickness**

AOE Dodge  
Deflect  
Magic Dodge  
Mortal Dodge  
Riposte  
True Defense

### **Warrior Feats**

*(Melee weapons)*

Aimed Strike  
Cripple Strike  
Fumble Strike  
Lethal Feat  
Power Boost  
Shatter Strike  
Subdual Strike  
True-Shot

### **Body Feats**

Hold the Line  
Intercept  
Numb  
Resist Aimed Shot  
Resist Crippling Strike  
Resist Fumble Strike  
Resist Magic  
Resist Poison  
Resist Waylay/Subdual  
True Defense

### **Life**

Bestow  
Bind  
Cure Madness  
Cure Poison  
Lethal Feat  
Power Boost  
Restore  
Regrowth  
Turn Undead

### **Protection**

Invisibility  
Nullify  
Personal Ward  
Protect Others  
Protect vs. Poison  
Protect Versus  
Sanctuary  
Silence

### **Pain**

Banish  
Command  
Control Emotion  
Fear  
Lethal Feat  
Obsession  
Power Boost  
True-Shot  
Wracking Touch

### **Death**

Death Hex  
Death Turning  
Control Spirit  
Control Undead  
Create Undead  
Feign Death  
Leach  
Lethal Feat  
Power Boost  
Slay  
True-Shot

### **War**

Combat God  
Enchant Weapon  
Halo  
Lethal Feat  
Nullify  
Power Boost  
Reflect  
Sleep  
Shatter  
True-Shot

## Alphabetized Feat List

### **+3 Armor**

This Feat gives you (not anyone else) an additional 3 points of armor for being so burly. But it only lasts a half an hour. You can use the effect singly for three different occasions where you get a +3 armor, or all at once for +9 for an impressive amount of armor. Cannot be used with Quickness!

Signature Call: '+3 Armor'

### **Aimed Shot/Strike**

This is an instant kill effect. You must actually hit your opponent and call 'Aimed Shot' for ranged attacks, or 'Aimed Strike' for melee combat. Mortal Dodge and Intercept will work against this. It does NOT count as a magical effect.

Signature Call: 'Aimed Shot' or 'Aimed Strike'

### **Armor Other**

Remember when Frodo and Samwise wore the goblin armor to sneak past the hoards of Mordor? Me to; that was awesome. This feat allows you to remove your armor and dress another person in it giving them protection equal to what you would normally have. Of course if you have two sets of armor, you don't have to give up your own protection. This effect lasts for a half an hour. Armor is heavy, chafing and uncomfortable; the wearer should feel free to complain.

Signature Call: 'Armor Other'

### **Banish**

When this effect is cast on a victim, it causes them to be tossed through a miniature gate. The victim is sucked into one of the screaming Daemon infested areas of the Void. The victim is tortured for ten minutes before being spit back out in an entirely different location from where they started. Also, the something about traveling the Void causes all protections to be nullified.

Lewis and Clark's banish point is behind the shed in the corner of the parking lot.

Signature Call: 'Banish'

### **Bestow**

This Feat allows you to increase someone's body by their original amount for a half an hour. If you're a tiny Healer, you should get some big burly fighter groupies with this one. This CANNOT be stacked for additional doubling of points but does work nicely with numb. If stacked this way it will give the person three times their normal body.

Signature Call: 'Bestow'

### **Bind**

Sometimes those patients get a little too squirmy. For this reason you can magically bind them for TEN MINUTES. They will be unable to move their arms AND legs. This means no using any ability that requires the hands, such as spell casting, weapons use, etc. This can be used with a spell packet, or touch casting. A Nullify will set the victim free, or the caster may drop the Feat before the time is up. Note this will also prevent people from using Quickness, but it will give them a nice ten minute break.

Signature Call: 'Bind'

### **Combat God**

This Feat means that for a half an hour being hit by a weapon cannot interrupt you while you are casting spells. You rule the field of battle, at least for a half hour. Life mages are not interruptible, but folks being beaten to death in combat still can't be healed due to the nature of the magic. If you are under the influence of Combat God, you cannot heal yourself while being beaten to death, hit with spells, etc.

Signature Call: 'Combat God'

### **Command**

This is a mind-affecting Feat that allows the caster to give a 10-word command to her victim. The victim will be affected for a half hour. This must be a specific command, not 'do as I say for a half an hour'. The victim is unaware that they are under the effect, and are willing participants *until it's over*. If two conflicting commands are given the last one given will be the one followed. Cure Madness, or Nullify will stop this.

Signature Call: '<10 word command> Command'

### **Control Emotion**

This is a packet delivered attack that lasts for a half an hour. The caster can choose what emotion their victim will be consumed with. The victim does not know they are under the effects of anything, and will try to fit the new deluge of emotion into their lives. This effect lasts for a half an hour. It can be fixed with the Life Feat 'Cure Madness', or 'Nullify'.

Signature Call: 'Control Emotion <emotion>'

### **Control Spirit**

This allows the Death mage to explicitly control the spirit of a dead player for a half hour. They are at your beck and call, and you can abuse them as you wish. Of course, if they get resurrected,

they might have something to say about the whole issue. You must have the skill See Spirit in order to control them. You must touch cast or use spell packet casting to use this. This is the only effect in game that can affect a spirit. Spirits cannot use any abilities or feats, so can't ward you off or resist. They better run.

Signature Call: 'Control Spirit'

### **Control Undead**

Pick undead of that is already animated, and control it. Some higher level undead might be immune, so choose wisely. You must, of course, touch cast or use a spell packet. This includes undead that another Death mage Created. It lasts a half hour. For some reason this DOES NOT work on Revenants.

Signature Call: 'Control Undead'

### **Create Undead**

This will animate one corpse into a mindless servant for a half hour. Any corpse will do. They are an undead version of themselves. They have their body, armor, Quickness, and magic values. They do the same damage. At the end of the half hour your corpse will fall dead as if freshly killed, with all the rules that apply to the newly dead. They will follow your simple commands upon rising, but need the Control Undead Feat to do more than that. You're victim will have the normal ten minute countdown until their spirit pops. The Restore Feat will reverse this immediately.

Signature Call: 'Create Undead'

### **Cripple Strike/Shot**

This strike cripples one of your opponent's limbs so it is useless until healed with a Regeneration Feat or a Cure Disease Feat. A character with their leg crippled may only crawl away from you, leaving you to slowly work your evil will upon them. If both legs are crippled, they may not crawl away at all, but can still go on bended knee and fight. This Feat doesn't actually do damage so the effects will wear off in a half an hour.

Signature Call: '<Which limb> Crippling Strike' or '<which limb> Crippling Shot'

### **Cure Madness**

This cures any form of mental illness that may be magically or chemically induced. This includes all mind effects including Phantasm, Paranoia, Obsession, Control Emotion, Fear, and Command.

Signature Call: 'Cure Madness'

### **Cure Poison**

This Feat allows a poison victim to be cured as long as it is cast before the victim dies. You have to be quick on the draw with this one.

Signature Call: 'Cure Poison'

### **Death Hex**

This is a packet delivered effect. Victims hit with this hex cannot be healed for half an hour. This includes the Medic Skill, regular Life Path spells, and any healing feat in the Life Path. It also interrupts the power Regenerate. Any spells, feats, or racial abilities cast upon the victim simply fail, and don't work, but count as having been cast. Nullify will stop this effect.

Signature Call: 'Death Hex'

### **Death Turning**

You may cause intense fear in a crowd of people. You must hold your hand up, palm out. As long as you hold your palm up, no one may approach closer than 5 feet to you. This includes your allies and friends. They cannot attack or use ranged weapons at you. Unlike Turning Undead, this twisted version DOES ALLOW YOU TO ADVANCE on your victims. This effect lasts for TEN MINUTES. Once you lower your hand, even if you still have some of your ten minutes left the effect stops. This does not affect the Undead.

Signature Call: 'Death Turning'

### **Deflect**

This Feat allows you to effectively Mortal Dodge for someone within arms distance of you. You can now deflect any weapon-based blow that was meant to harm someone else. If Big Bad tries to harm your friend, and has swung his weapon at them, you call 'Deflect' and the blow is deflected harmlessly. Big Bad will probably try to hit you next, though. You CANNOT deflect a True-Shot blow. You must have a weapon in hand to do this. "Look out sir!"

Signature Call: 'Deflect'

### **Explosive Armor**

This feat allows you to resist explosives; hence the name. Any call with the word explosive in it can be resisted three times an event.

Signature Call: 'Resist'

### **Enchant Weapon**

You may enchant someone's weapon or Claws to do +3 points of damage for a half an hour. It can be stacked, and it counts as magic damage.

Signature Call: 'Enchanted Weapon'

### **Fear**

You may now cause your victim to run screaming in fear from you. You and only you are now their nightmare. They will not be able to approach, or use ranged weaponry on you for TEN MINUTES. You can now chase them around, and tease them for being a little sissy. This effect is caused by calling up the very perversion of your soul, and projecting at your victim.

Signature Call: 'Fear'

### **Feign Death**

This Feat allows you to lapse into a death-like trance. During this trance you cannot suffer any further damage to your person. If someone performs First Aid on you, you will appear dead as a doornail. It will wear off in a TEN MINUTES, or a Life Feat or Healing Feat will revive you as it would for a real honest dead person. You may cast this on other people.

Signature Call: 'Feign Death'

### **Fumble Shot/Strike**

This strike disarms your opponent. You must successfully touch the item you wish them to drop, and your opponent will drop the item as long as it is not physically attached to their body. They must count to 10 (in their head, if they want) before they may pick this item up again. This does not count as a magic attack.

Signature Call: 'Fumble Strike' or 'Fumble Shot'

### **Halo**

This Feat is area effect. You are now a walking bomb. At any point in time you may call 'halo', stretch your arms and weapons out, and anyone within arm and weapon reach takes 100 points of magical damage. Combined with the True-Shot Feat this is a nuclear bomb. The caster is immune to the damage. *This feat is not interruptible during melee.*

Signature Call: 'Halo'

### **Hold the Line**

When a character decides to defend an area, they can draw a line in the dirt, and plant one of their feet. As long as that foot is planted, they will not take damage, *and they are immune to all non-magic feats.* They will hold the line. As soon as they move that foot, they will pop directly to spirit. You cannot use Quickness, or Quickness feats because you are not able to dodge with that one foot planted.

Signature Call: Draw a line in the dirt, and plant your foot and say 'Hold the Line'.

### **Intercept**

You may take the blow that someone else was hit with. If someone within arm's reach gets hit with

a blow, you can yell 'Intercept' and take the damage instead. Damage takes its normal course with armor and protections.

Signature Call: 'Intercept!'

### **Invisibility**

This allows you to step into the half dimension between the Nexus Realm and the Void between worlds. People that are invisible can see other invisible people. It lasts a half an hour and you can signify to the other players that they cannot see you by putting your blue headband on. This headband must be between 1 ½ and 2 inches wide and be worn ON THE HEAD. (Blue glow sticks are an acceptable night time replacement for a headband.) There are rumors of people going invisible, however, and never coming back. See the section on Invisibility later in the book for more details. You may cast this on another person, but they can't drop it.

Signature Call: 'Invisible'

### **Leach**

This packet delivered feat allows you to leach the health from your victim. It piggy backs on normal Death damage. How it works is the caster casts her normal Death damage, and receives 5 times that number in body points back, healing any damage they have. This effect lasts for THIRTY MINUTES for the Death mage. Must cast Death magic for it to work.

Example: Grace the secret death mage casts '10 Death' normally. She's down 35 body, and fading fast. She quickly looks around to make sure no one sees her, and casts '10 Death Leach' and heals back her 35 body because she receives 50 body back.

Signature Call: '<amt> Death Leach'

### **Lethal Feat**

This allows you to do more physical, magical, or ranged attack damage. It does not work with Explosives, armor values or Quickness purchases. Your basic spell or weapon strike will be multiplied by 10.

For example: Bob can do '7 edge' so he calls '70 lethal edge'. This will apply to spell effects such as War, Pain, and Death.

Signature Call: '<Damage>lethal<kind of Damage>'

### **Magic Dodge**

This Feat allows you to dodge a packet delivered magical *Feat*. You are that good! All you have to yell is 'Magic Dodge'. You CAN dodge a True-Shot attack. This can only be used for yourself.

*This can only dodge packet or touch based magical path effects, not Area of effects.*

Signature Call: 'Magic Dodge'

### **Mortal Dodge**

Three times per event it allows you to dodge any weapon-based physical *Feat*; it doesn't matter if it's a mele attack or ranged. In order to do this you just call 'Mortal Dodge'. You cannot dodge a True-Shot blow without also using a True Defense. (See True Defense)

Signature Call: 'Mortal Dodge'

### **Nullify**

This feat instantly dispels other magical effects before the time limit is up. A Nullify only affects magical effects that are long lasting, and are already in place. It also affects similar effects from magic items and monsters. It also dispels undead created with the Death Path Feat 'Create Undead'. It does not affect instant spells such as '10 magic or Restore'.

Signature Call: 'Nullify'

### **Numb**

You are one scary fighter. Anytime during a battle you call 'Numb' and you get a boost of body equal to your max; effectively doubling your starting points. This feat actually blocks your ability to feel pain so it counters wracking touch.

For Example: Bob has 10 body, and when the final blow hits, he calls 'Numb' and gets an additional 10 body as if he really had it. He can call Numb any time he is close to dying.

The problem is when the fight is over, or the end of a half an hour, you fall dead. You must be healed within 60 seconds by at least 1 point or your spirit 'Pops' and you are in need of a resurrection. Let's just hope your opponent is dead by then. If you receive a Healing or Restore before your time is up, it will restore you to your normally demented self.

Signature Call: 'Numb'

### **Obsession**

This mind-affecting Feat causes your victim to become completely obsessed with whatever they are currently doing. Think obsessive compulsive. If you are currently flirting with someone, you will become the creepy. If you are in an argument, you will not yield your point. If you are cleaning, well a lot of things around you are going to be really really clean. Once again, Cure Madness, or Nullify will stop this.

Signature Call: 'Obsession'

### **Personal Ward**

This feat allows you to cast, much like Sanctuary, a ward around you that ends at your arms reach. This effect is an un-breachable invisible wall.

Spirits and Invisible people cannot pass through it either, but incorporeal creatures can. Anyone inside your arms reach is trapped in there with you, so we hope you have a breath mint.

Unfortunately, you cannot move, while it is cast. The caster may drop it at any point in time, but if he or she casts it on another, they are stuck for the full half hour hoping the caster will come back and let them out early. It can be touch or packet cast. A Nullify will drop this.

Signature Call: 'Personal Ward'

### **Power Boost**

This Feat boosts one numerical value by +5 for a half an hour. This can boost spell damage/healing/protection, weapon calls, body, or Quickness. This only affects the caster of this Feat, and cannot boost wearable armor values.

Signature Call: 'Power Boost <value being boosted>'

### **Protect Versus**

This Feat is a multi-purpose protection spell that will protect the recipient from whatever feat or monster power the caster chooses at the time of casting. This does not work on Epic Feats because they're really cool and everyone wants to see them. This can be cast on yourself or another person. This effect will lay dormant until the recipient is hit by the effect. This effect requires a 3x5 card with the name of the effect protected from and the name of the caster. A True-Shot will go through Protect Versus, and hit the victim.

Signature Call: 'Protect'

### **Protect vs. Poison**

This protection can be cast on yourself or another person. At the time of casting, the caster chooses which poison this feat will protect against. After you cast it, (and write it on a 3x5 card with the poison it protects against and the caster.) it sits dormant until someone tries to poison you. You get to yell 'Protect' and the effect is negated. If you do not have a 3x5 card, the protection does not exist. Of Course, why is someone trying to poison you?

Signature Call: 'Protect'

### **Reflect**

This is the ability to absorb another mages magical effect and instantly send it back to them as if you had just cast it. The True-Shot Feat will stop this ability. No spell packets needed for this one. This is an instant Feat that the caster can use.

It cannot be cast on another character. You cannot Reflect a Reflect, but you can Reflect a Halo so it acts as if you cast it, not the caster. You cannot reflect long acting magical effects such as Death Turning or Wracking Touch.

Example: Sony gets a Fear packet thrown at her and it hits. She immediately calls reflect, and the casting mage runs screaming into the woods.

Signature Call: 'Reflect'

### **Regrowth**

Unfortunately, there aren't too many options for someone who gets their hand, leg, or fingers chopped off. These horrible accidents just seem to happen in the Nexus Realm, so this Feat fixes it. You must have a Torso intact to re-grow.

Unfortunately, if you lose your torso, you die.

Regrowth will replace all missing limbs, including heads, (which your stumpy torso might need) every time it's used.

Signature Call: 'Regrowth'

### **Resist Aimed Shot/Strike**

Three times per event you can resist an Aimed Shot/Strike. Aren't you fancy?

Signature Call: 'Resist'

### **Resist Cripple Strike**

This feat allows you to resist Cripple Strike 3x per event. Your iron limbs are too tough to be crippled. You may also laugh at your opponent.

Signature Call: 'Resist'

### **Resist Fumble Strike**

This feat allows you to resist Fumble Strike 3x per event. Drop something? You? Never!

Signature Call: 'Resist'

### **Resist Magic**

You may resist three magical effects per event by Yelling "Resist". You may resist the effects of your choosing. You can even resist things that have been delivered with a True-Shot. You're as tough as a stunty because this is the exact same ability. You can only resist magic that hits you. You cannot resist for someone else. ***This only resists packet thrown effects or touch cast magical paths effects from the Life, Protection, War, Pain or Death.***

Signature Call: 'Resist'

### **Resist Poison**

Same drill. Three times per event you resist poisoning. We don't know what you actually eat to get this ability, but please don't invite us to dinner.

Signature Call: 'Resist'

### **Resist Waylay/Subdual**

This feat allows you to resist Waylay or a Subdual strike 3x an event. There's nothing in your noggin that can get hurt by a physical blow. Signature Call: 'Resist'

### **Restore**

Three times an event you may bring someone back from death if you find them before their spirit leaves their body. They are brought back to life with full body points. If the 'Golden 10 minutes' has elapsed and their spirit has left their body, you can instantly resurrect them from death. The resurrected individual comes back with all body, and abilities renewed to full. It will not cure any abnormal conditions, such as severed limbs, fear, wrack, mental disorders, etc. Being resurrected this way DOES remove one res off of the victim's character card. You must have a body to resurrect someone this way.

Signature Call: 'Restore'

### **Riposte**

This Feat allows you to hurt opponents with their own hand held weapon-based attack. They swing at you, you call 'Riposte', and they get hurt by the amount they were swinging. This only works for weapon based melee attacks, when you have a weapon in your own hand. You can return a True-Shot blow. You cannot Riposte a Riposte. No ping pong please.

Signature Call: 'Riposte'

### **Sanctuary**

This Feat magically secures a building or room for a half an hour. This can only be used on a building or self-contained room. There must be at least a roof for it to work. The caster may drop this Feat at any time. This effect is an unbreachable invisible wall. Spirits and Invisible people cannot pass through it, either. However, Incorporeal creatures can. The caster can drop it before the 1/2 hour is up, but it cannot be raised again without a whole new casting.

Signature Call: 'Sanctuary'

### **Shatter, Shatter Shot/Strike**

This allows you to break stuff. You may shatter weapons, armor, or items that your victim is holding. Otherwise hit your target item as close as is safe to do, and call 'Shatter. If you are attempting to shatter an item larger than a weapon or piece of armor it will only shatter a 1 foot cubed area of space. Yes, magic or tech items can shatter. If a shatter is delivered with a spell, the caster may any object the victim is carrying regardless of where the spell landed. Yes, you can touch cast on their shoulder and shatter their boots.

Signature Call: 'Shatter <Object>' for spells, 'Shatter Strike <Object>' for melee, 'Shatter Shot <Object>' for ranged weapons.

### **Silence**

Ever get tired of the chatter? This mind altering Feat will silence any babbler for TEN MINUTES. No spells can be cast during this time. The victim is unaware that they are under the effect until it is over. Mute button, anyone? Cure Madness, or Nullify will stop this.

Signature Call: 'Silence'

### **Slay**

Three times per event you may kill by stealing all their body points. The victim collapses and starts the countdown to the point where they will leave their body. Resist Magic and reflect will protect the victim. The only other thing that will save them is the Protection Feat called Protection Versus. As an added bonus, this Feat allows the caster to perversely twist the very soul of their victim to heal themselves to full body. It does not matter how many body points the victim actually has, it is their very life essence that heals the mage.

Signature Call: 'Slay'

### **Sleep**

This is a kinder and gentler War Feat. When hit with this your victim will immediately find a spot to lie down and be unconscious in seconds. This coma like sleep will last for TEN MINUTES unless counters by Smelling salts or the medic skill. Unconscious victims cannot use feats, spells, or skills...drooling is permitted!

Signature Call: 'Sleep'

### **Subdual Shot/Strike**

This is a more honest method of knocking out your opponent. No one will think you are a thief if you do this, unlike the Waylay Feat. This is an instant knock out Strike. Your victim will be unconscious for ten minutes, and will wake up no worse for the wear. Victims can be awoken by a character with smelling salts or the medic skill. Ya gotta know just how to smack em.

Unconscious victims cannot use feats, spells, or skills...doh! This does not count as a magic attack.

Signature Call: 'Subdual Strike' or 'Subdual Shot'

### **True-Shot**

If you ever need to put an arrow through that spot on the dragon that's missing the scale, then this Feat is for you. This Feat bypasses all armor, quickness and, in the case of magical attacks, passive protection magic. This will also bypass

all of the defensive Feats from the protection, quickness, body and armor paths. The only thing it doesn't defeat is Hold the Line and True defense (see below.)

For Example: Bob the fighter (Yes, the same Bob from the Lethal Strike example) can do 7 edge with his sword and he has the True-Shot and Lethal Strike Feats from his Warrior Path. While fighting a big monster, he sees an opening and makes his attack. He calls, "True Shot, Lethal Strike 70 edge!" (He shouts when he gets excited) Signature Call: 'True-Shot <Damage><Kind of damage or Feat>'

### **True Defense**

How do you live through a true shot or an Epic Feat? With one of these babies. Effectively this strips True Shot off of the attack you just received. Then you can use any defense you like.

For Example: Boron the Dwarf fighter has a 10 points of armor and is being attacked by an assassin with a poisoned dagger for "5 poison." He says, "No effect" to let the assassin that his dagger is not getting through his armor. The assassin calls, "True Shot 5 poison." Boron calls, "True Defense," and lets his armor absorb the attack.

Sifyra uses quickness as her primary method of defense. She's fighting an Ogre that strikes her on the leg and calls the Epic Feat, "Amputate." Sifyra is quite fond of her leg so she calls, "True Mortal Dodge," to avoid losing it.

Signature Call: "True defense" or "True <other defensive Feat>"

### **Turn Undead**

With this Feat you can hold the Undead at Bay. Any average or lower intelligence undead is susceptible to this. You must hold your hand up, palm out. As long as you hold your palm up, no undead may approach closer than 5 feet to you. *They cannot attack you at any point, but you cannot chase them either.* You may only leave the situation, or hang out until your TEN MINUTES is up and the effect fails. Once you lower your hand, even if you still have some of your ten minutes left the effect stops.

Signature Call: 'Turn Undead'

### **Wracking Touch**

This is a Feat that imbues the caster with the ability to cause pain to anyone they touch. The effect lasts for half an hour, and can only be cast on one's self. This does not affect weapons the caster is holding, or packet related attacks the caster can throw, just simple old fashioned touch.

A Nullify can be cast on the caster to stop this effect. When someone is being touched by the Wracking Touch, they are completely incapacitated and incapable of doing anything more than experiencing agony. That means

victims can't fight, cast spells, etc. This can be resisted by Resist Magic on a per touch basis, plus applicable Quickness Feats. ***This feat is not interruptible during melee.***  
Signature Call: 'Wracking Touch'

## Chapter Six: Epic Feats

After purchasing a particular skill path for the 15<sup>th</sup> time, instead of picking up a free Feat, you may instead choose a free epic feat. Epic Feats are like regular feats only more powerful. Because of this, all Epic Feats act as though they were used in conjunction with a true shot feat; meaning they ignore all armor, quickness and dormant protection feats. The Revive epic feat will work on anyone; all the other only affect yourself. Epic feats can be used three times per event, just like the normal feats.

### Life magic

#### Revive

This feat acts like the Restore feat as well as the Regrowth feat regardless if the golden 10 minute rule has passed. If the target is alive, or dying but has not yet become a spirit, this feat will bring them back up to full body, and will restore 2 feats of the targets choice, which they must verbally declare loud enough to be heard upon being struck with this power. You DO NOT lose a resurrection when being treated with this feat.

Signature call: "Revive"

#### Life-Giver

By using this feat, you can restore anyone to full health even if your patient in combat. Life giver is uninterruptable as if you and your target were under the effects of combat god. This feat lets you heal those who are engaged in combat, but you can't heal yourself when you're getting wailed on, only others. This effect lasts for 30 minutes. Not even that dagger in your back can stop you from healing your comrades, but you should probably get that looked at later.

Signature call: "I'm a Life-Giver!" to start, "Full life" every time you cast.

### Protection magic

#### Suppression

This packet delivered feat creates a magical field around a target. The target of this feat is under the effects of a silence, additionally the person cannot have any magical aid feats placed on them. That's right, feats such as Bestow, Combat God, and even simple healing spells won't work on you. What's even more, the suppression field disables one's ability to use technology! Find a rock to hide under and don't move!

Sig call: "Suppression"

#### Great Shield

Stand in a circle with up to 10 people and share your magical protection with them. This lasts for a half hour, or until the spell is dropped or nullified. "Pain magic? More like LAME magic!"

Signature call: "I grant those in this circle X protection"

### War magic

#### Nuke

Like Halo, only more so. Stretch your arms and weapons out, and anyone within arm and weapons reach takes 300 points of magical damage.

Signature Call: "Nuke 300"

#### Battle Surge

Three times an event you can enter a state of battle rage fueled magical frenzy. For half an hour you triple your normal damage call for all War magic spell damage.

Signature call "Battle Surge"

### Pain magic

#### Endless agony

Your target is cursed into a catatonic state for 1 minute, and then once they regain consciousness, they cannot use any of their feats for 10 minutes.

Sig call: "Endless Agony"

#### Curse of doom

The target is under a horrible curse where they cannot inflict any harm (make no damage calls) for 10 minutes.

Sig call: "Curse of doom"

### Death magic

#### Sever spirit

This is just like slay, only the targets spirit immediately leaves their body upon dying.

Sig call: "Sever Spirit"

#### Create greater undead

Same as Create Undead, but the undead that's created can use all their feats as if they were all restored. (The feats go back the way they were when this wears off.) The target acts as if also being under the effects of Control Undead. Use this feat on spirits and they can't use their feats, but they will be incorporeal undead and swing for

magic damage. The effect lasts for a half hour.  
“Hey, is that farmer Buck as a wraith?”

Note that when under the effect of this feat the victim is undead and can be turned with the feat but, they are only controlled by their creator. Due to nature of un-life, undead healing mages cannot heal the living, only the undead. They will call normal “magic” damage against the living.

Sig Call: “Create Greater Undead”

### **Warrior strikes**

#### **Amputate**

Strike the targets arm or leg in combat with a weapon and say "Amputate" to permanently cripple that limb until hit with a regrowth effect.

Sig Call: “Amputate”

#### **Armor pierce**

Like a lethal strike, this multiplies your attack damage by 10 and it pierces the targets armor completely. If it's blocked by a shield, weapon, or dodged with Quickness the damage still goes through straight to body.

Sig call: “Armor pierce X edge/blunt”

### **Body**

#### **Fortitude**

Acts like a personal bestow, but instead of doubling your maximum body for a half hour, it's multiplied by 3.

Sig call: “Fortitude”

#### **Berserk**

Puts you under effects of Numb, and ignore all effects that don't deal damage. Cannot be used in conjunction with other feats. Wears off in 10 minutes or until you drop dead.

Sig Call: “Berserk!”

### **Quickness**

#### **Energize**

You are charged with energy and may instantly reset your quickness so you are at full. You didn't even need to use one of those 5 hour energy shots!

Sig call: “Energize”

### **Redirect**

Any non magical attack used against you can be redirected to any other valid target within arm or weapons reach. Attacks can be resisted as normal.  
Sig Call: “Redirect”

### **Armor**

#### **Resilience**

Adds +10 to your armor value for a half hour unless shattered. You can spread this out and get an hour and a half of +10 armor or stack them up for a bonus of +30 for a half an hour. This can't be used on others.

Sig Call: “Resilience”

#### **Shatter stance**

Three times per event, any physical attack (swords, fists, arrows, bullets...) that hits you can be shattered. Claws and fists and other natural weapons are considered crippled. This feat destroys the attack and you take no ill effects from it.

Sig Call: “Shatter Stance”

### **Ranged**

#### **Artillery:**

This gives your ranged attack a halo effect that damages the target and everyone around it similar to a halo. This has the same damage as your regular attack; it just hits more than one target. If you are the target of one of these attacks, feel free to inform the people around you that they are taking damage as well. This does stack nicely with other feats, so feel free to pile on.

Sig Call: “Mortar <X damage>”

#### **Deep wound:**

This is a particularly nasty attack. This attack goes deep into your body and injures your precious vital organs. Think of it as amputation of your liver. When hit you must get a Regrowth or Restore within one minute or lose all your body points and begin your 10 minute countdown to saying good bye to your spirit. If you get a healing effect before a Regrowth or Restore, then you will be conscious, but you still have internal damage and will go down again after another minute. If your spirit does leave your body, then you can get a resurrection and escape the cycle.  
Sig Call: “Deep Wound” (you can also add your damage call to the end if you feel the need to add insult to internal injury)

## Chapter Seven: Skill Points, Bribe, and Credits!

At this point you're probably thinking that you have a pretty terrific character, but there are more skills you want. Well, we'll tell you how you can get more of those magical Skill Points to make your character closer being the god that you envision them to be.

Each skill is the actual cost listed in Skill Points for the ease of bookkeeping. This is the same when you are building a character from scratch, or when you are adding to it with your blanket.

### Blanket

At the end of every event you are eligible to receive some SP. This is your blanket. Since camp needs to be cleared at 11am, Skill Points will only be given out when the campsite is clean. The reason for this is that it gets us in good with the rangers. Happy rangers are more indulgent to those weird costumed guys that show up every month. "They may look funny, but they sure are clean!" is a statement that gets us more leeway.

Unfortunately, if camp is not cleaned up by 11am, then no one gets their blanket, no one advances level, and you may feel free to harass whoever didn't get their stuff cleaned up. Happily, this has never happened.

### Bribe

Bribe is a magical thing that you can get for doing things for the organization. This may include acting as an NPC for plot, donating garb, donating spell packets, or just spending time helping in Logistics on Friday nights. Inquire with the Owners, and check the website for the going rates of bribe for donations.

NPCing for plot is always needed, and not only will you get bribe, but you will be paid In-Character Credits too. It is your responsibility to get your cash from plot when you are done NPCing. Also, make sure you are signed up on the NPC list so Logistics can add your bribe to your character sheet.

Unspent Bribe Points can be transferred from one character to another at the beginning of the game.

### Things you can buy with Bribe Points!

- 50 points for a draw from the magic item box.
- 20 points to buy back a lost resurrection. Once game starts this option is closed.
- You will receive 5 bribe, and 5 credits per hour that you volunteer for the organization, on either logistics, or as an NPC. Full time plot volunteers will get a bundled deal.
- 1 Bribe Point is worth 1 Credit.
- 50 points for 1 skill point.
- Stat Points can never be bought with Bribe Points, sorry.
- You can always use your bribe to pay for someone else.

### Credits

We understand that not every character wants to carry their wealth around in Credits, so at the beginning of the game you may turn in Credits to Logistics for a tag for jewelry, or some such thing, of the same Credit value. This means if you turn in \$50 credits, you can get a tag for a necklace worth \$50 Credits, so you can wear your wealth. In order to tell the value of this item a character must have the skill Evaluate Item. All these items must be phys rep'd in order to exist.

## Chapter Eight: I Kill It!

"It is better to be violent, if there is violence in our hearts, than to put on the cloak of nonviolence to cover impotence."

Mahatma Gandhi

### Damage

All damage in Dying Light is done by calling the number of points it's worth with the type of damage it is. There are several types of damage in the system. You can always call less damage than you are capable of, and pull your blows for melee weapons.

For Example: '10 edge' '10 blunt' '10 Claw' '10 explosive' '50 gun' '10 magic' '10 poison' (run from the gun)

If you have a weapon that does multiple damages such as '10 magic edge' you are under no obligation to call the whole call. You can call either '10 edge,' or '10 magic,' but your target is under no obligation to take damage that wasn't called.

### Types of damage

There are several basic types of damage:

- **Edge:** swords, axes, daggers, etc.
- **Blunt:** maces, clubs, or hammers, ect.
- **Claw:** Natural weaponry of Beastmen, Felinae and Monsters
- **Explosive:** bombs and grenades
- **Gun:** pistols, rifles, shotguns, ect.
- **Magic:** spells and some monster effects
- **Poison:** When a melee weapon has yucky stuff on it

Some monsters are affected differently by different types of damage. Shooting a skeleton with an arrow won't be as effective as crushing it with a mace. For the most part, the different damage types are there to add a little depth to the game. The only difference is Magic. (Gun Damage used to have special rules, but we are trying something new this season. To simplify the game, gun damage will act just like any other damage. It will be stopped by shields and reduced by armor just like any other type of damage)

### Gun

High tech guns manufacture their own ammunition from just about any metal that you can put into them, including the round you just dug out of your target. In their prime, they would shoot all day but today it takes time for the power cells to regain their full charge. Guns shoot 6 times in a row, without additions like extended clips. Then they must recharge for 10 minutes. Time to seek out more extended clips, I guess. The double barreled nerf shotguns can have damage called twice, even though they hit at the same time; you are shooting twice after all.

### Magic

Magic is the exception to damage rule. Magic spell damage goes straight to body. Armor does not stop it. Your Quickness will work against it, and if you have some Protection magic you will be protected against it. This affects shield holders as if it hit their body. It also counts if it hits your weapons. Furthermore, some types of monsters can only be hurt by magical attacks. Magic is a bitch.

### Enchanted Weapons

Weapons that are enchanted, either permanently or temporarily, are considered a magic attack when striking creatures that are only affected by magical attacks. You may call "magic" when swinging your magic sword if you think that it will help. Enchanted weapons are not considered spells if you are intending on using a Resist Magic feat.

Also please speak clearly. If no one understands you then no one will take damage from your calls.

### Charging

There is a fine line between your opponent retreating, and you charging. There is no charging allowed. You can tell if you're charging if you are forcing your opponent to get out of your way for fear of injury. If your opponent backs up then this is fine. Use your common sense. This rule is not usable against someone that is kicking your butt legitimately, and you just want to get them off of

you. If, however, you find your opponents often falling beneath you because you're beating them into the earth, you should stop.

### **Legal Targets**

Your whole body is a legal target with the following exceptions: the head, neck, throat, and groin. If your feet aren't touching the ground then they are legal targets, such as you are lying on a bunk.

Packet attacks are an exception; there is no illegal target for a spell packet, but try not to nail someone in the head just because you can. At 1AM ears are cold, and spell packets sting.

A note about legal targets and guns. We see a lot of Nerf modification. That's great, but if you pick up a gun, and you're not sure about it, be careful of point blank range. You may, just touch the muzzle to your victim, and call the damage if you are unsure, or know, that the gun has been modified and will sting like all get out if you get hit like that.

### **Machine Gunning**

Each weapon swing should describe an arc of at least 45 degrees. Damage calls should be synchronized with each swing. Spouting weapons calls too quickly to be understood, or striking with too small a weapon arc is called Machine Gunning. It's not allowed. Don't do it, or your damage won't count against your opponent. Every call must be clear or distinct.

We have actually seen experienced fighters use a method in which they don't hit the same part of their target twice. It goes something like: left arm, right shoulder, leg, forearm, leg, etc. Faster swinging does not mean you are a better fighter.

### **Physical Contact**

It is not allowed to use any portion of your body as a weapon at Dying Light. So actually touching in combat is generally not allowed, touch casting being the exception. You are responsible for your own actions in this, and we do not want anyone to be hurt. Remember if you are touch casting to be careful. Don't get over excited and actually punch your opponents. Also remember there are

members of either gender that have areas of their bodies they probably don't want touched.

Some of the players have been playing together for what seems like hundreds of years. They are comfortable actually touching, picking up each other, or throwing each other around. This is entirely OK as long as you have the EXPLICIT permission of the other player, and it is safely done. If you and your best friend are comfortable with a more physical level of touching we will not stop you from using that to increase the role-play value of a given scene. Remember, safety to yourself and others is what is important with this. If you are in doubt with another player, just ask.

### **Unnecessary Force**

It is very simple to tell if you are hitting too hard, it is when the person you are hitting tells you that you are! This means that the victim is the one to determine if you are swinging too hard. This is not negotiable. We want to simulate combat, but not actually hurt anyone. If someone tells you that you are hitting too hard, lighten up.

On the other side of the coin, this rule is not to be used to badger those fighters that live and die by their swords. If a dispute arises, one of the owners will spar with the fighter, and see if there is a problem.

### **The Universal Rule**

In Dying Light when you make an attack, everyone will know exactly what sort of attack it was. For the most part this makes perfect sense; if you see someone swing a sword you can be pretty sure it's doing edge damage. Now if that same sword was magical, it can be argued that not everyone should know that it was magical. BUT, for sake of ease of role-play, everyone that hears any call when you use a skill, a feat or an epic feat, will know exactly what you just did.

For Example: If you use the feat Slay, then everyone around you will know cast the Slay feat and are a death mage. If you swing a poisoned weapon and call "10 Poison!" then people will know that your blade is poisoned. So, if you don't want people to know, then make sure that only your victim can hear you. Save those controversial attacks for your personal time.

## Chapter Nine: So you died, huh?

Death is not as bad in Dying Light. For one thing you get three chances, and if that fails your friends can conceivably bring you back. Plus, at the beginning of every season all players start over with their full allotment of three resurrections on the assumption that you were all good during the break.

How to tell if you're officially dead  
Everyone has a number of Body Points. When this number drops to 0, you are dead, and will officially bleed to death in TEN MINUTES. You can't go more negative than 0 body points. If you have 10 Body Points and take 20 points of damage you will still be at 0 body.

### Oh no, you're dying!

When bleeding to death in that TEN MINUTES, some kind soul can save you with either Life magic, or the skill Medic. If someone wants, they can even use the Restore Racial/Feat. If the Medic Skill is used, as soon as the Medic starts the clock stops ticking. If the Medic is interrupted the victim continues to count down to death from where it stopped. If no one helps, you have 10 minutes until your spirit pops out, and you need a resurrection to fix it. Either the Restore Feat or the Resurrection skill will work, then.

As a side note: During this time you are dead, and we know this can sometimes be frustrating. This means that you are still attached to your body and therefore are in character. Please don't try to attract attention to your plight because dead people can't talk. Don't worry even if your spirit 'pops' someone will probably try to help you.

### Crap! You're Dead!

After that nerve-wracking 10 minutes are up, with no one helping you, you actually die. You will need a white headband for this. It should be 1 ½ to 2 inches wide and will need to be worn ON THE HEAD. At this point, your body 'gives up the ghost' and your spirit 'pops' out of your body. Only those people with the skill See Spirit will be able to see you. You cannot interact with the physical world and cannot affect anything or anyone. You cannot see Invisible people. You cannot use Feats. This doesn't mean you can't just annoy anyone that can see you, though. You can follow anyone you wish, spy, do recon, or deliver messages. We recommend lamenting your fate to your friends so you can get back into your body and avenge yourself.

Unfortunately, you will need to watch out for Death Mages. They have the only ability in game to affect spirits. The dreaded Feat called Control Spirit. If that happens you are theirs for a half hour.

Fortunately for you, if you end the game as a spirit we will assume that someone out there likes you, and you will come to the next event with your body.

Spirits cannot breach the Sanctuary Feat.

As a happy part of your death, you can remember everything that happened to you. So when you get back into your body you will know who is responsible.

When your spirit actually 'Pops' out of your body you lose any magical protections that may be on you. All your items, phys reps, money, etc are left where you're body is. Of course, if you are still in the vicinity of your body as a player, you don't have to empty your pockets, and take all your gear off. You can just keep it, and I'm sure you'd be more than happy to help that thief figure out what he found on your lifeless corpse.

### Decapitation

It has been known to happen that once down, your head can be removed from your ever loving shoulders. This will not change the time count. As long as you have your head, and it is placed back in place, everything can go along according to plan. If the head is removed, or eaten let's say, you will need to a friendly use of the feat Regrowth to bring it back, and be brought back to life.

### Resurrecting - The Simple Version

All resurrections you wish to perform, whether they are a regular shove-you-back-into-your-body affair or the build-a-body type, take a half an hour. Each successive purchase of the skill divides the time. At ten purchases you can resurrect the dead within a couple seconds. You can resurrect as many times as you want. You know the secrets of slapping a spirit back into their own corpse, or even making a new body for them if they carelessly lost theirs. If you resurrect someone that only has a head and torso, with the skill Resurrection, it will NOT automatically replace the missing limbs.

The Restore Feat or Racial skill gives an instantaneous resurrection, and can instantly resurrect them from death. The resurrected individual comes back with all body, and abilities renewed to full just like any other resurrection. You must have a body to resurrect someone this way, otherwise you need an old fashioned Resurrection skill.

Both kinds of resurrectionist get to collect a 3x5 card with their character name, player name, and who you are, to turn in to Logistics at the end of the game for 10 bribe. Being resurrected this way does remove one res off of the victim's character card.

### **Rules on Simple Resurrection**

The way this system works is every player starts the game with the ability to be resurrected (res) three times. No one may have more than that. If you lose a Res then you must have a ref alter your character sheet. It is your responsibility to keep logistics up to date on this. Avoiding this is considered a form of cheating. When you appear at the next event you must let logistics know if you are down a Res. They will alter your sheet accordingly.

Happily, if you have bribe, you may purchase back any Res's you are missing at the beginning of the game up to your limit of three. At no other time during the event may you do this.

During your first two months of playing at Dying Light (not new characters, but new players) we assume you will need a little time to get on your feet and learn the ropes. For you, no resurrections will count against your characters total of three for the first two games you play. This means that for the first two games you will go through the motions of resurrections just like everyone else but it will not subtract from your total.

All Resurrections bring the character back from the dead with all their feats, and skills renewed as if they were starting the game fresh. This means that if you have the Protection Feat, Invisibility, and you used all three uses of it up trying to avoid death, when you are resurrected you will have all three uses back as if it had never been used.

You are allowed to refuse to be resurrected if you would rather flit around in spirit form. You just better hope that no death mages feel like forcing the issue with that command spirit feat.

### **Performing Resurrections**

Resurrections are pretty serious stuff. You are taking a newly dead person and putting them back in their body, or even rebuilding their body. Remember just because a resurrectionist rebuilds your body, it doesn't mean that your clothing, armor, weapons, or items are replaced.

Different races and religions approach resurrections differently. Humans might explain it medically or scientifically, saying the person wasn't dead yet. Felinae and Beastmen might call to the spirits or Gods. Fey might use magical incantations. Dwarves might just do it without any fuss at all. Remember the more you put into this the more fun it is to do, and more fun to watch. The sky is the limit on how you wish to perform a Res.

### **Sunder, and it's solutions**

This is when you have lost all your resurrections and you are dead. No game would be fun without risks, so this is the big risk.

If your character sunders, there are a couple of choices. You can either start over, or see if anyone is going to resurrect you from sunder.

If you want to start over from scratch with a new character, you will retain half of your sundered characters skill points or start at base level, whichever is higher. None of the old character's belongings, abilities, or memories transfers to the new character. Just go to the Logistics monkey, and they will write you up a new character on the spot.

If you want to be resurrected from Sunder, then it will cost you twenty skill points due to being well and truly dead. This is the only time any character will forfeit skill points off their character card.

The skill Resurrection from Sunder can bring you back from the dead in an hour long ritual. There is no limit to how often this can happen, but your friends might get awfully tired of doing it if it becomes a habit. Plus, you lose five skill points each time as your payment to the get back past the gate from the plane of Death. A Logistics person MUST be notified so that they can fix the character card for that character on the spot. Just think of them as the last guardian on the path back from death.

If your character has sundered you are allowed to play a second character if you have one. This is the only time this switch is allowed. Alternatively you can NPC for Plot, and get some Bribe Points and Credits to build a new character on the spot.

If a character sunders they are immediately gone. There is not a spirit left to say goodbye, or tell on their murderers. All that characters items are left where the body was. This includes all phys reps, tags, money, etc. Lets' just hope they have friends willing to try the elusive resurrection from Sunder rituals.

Anyone performing a Resurrection from Sunder ritual may collect a 3x5 card with the name of the victim, and time of resurrection to turn into Logistics for 20 bribe.

*If you have been resurrected, please report this to Logistics at the end of the game so it can be recorded on your card.*

## Chapter Ten: Breaking the Law

So you think you are going to make money the old fashioned way, by stealing it? Well there are a few things you need to know in order to do it.

### Searching for Stuff

If you want to search a cabin, or a tent, you must have a ref with you if the owner of the belongings you want to search is not there, and awake.

Outside the cabin or tent the player will place an envelope of some sort to signify there are traps or defenses in place. (those vinyl 3-ring binders work nicely. They're water resistant and easy to spot.) Only a ref can look in this folder. If the player's want, they can put an empty envelope up there to fake would be thieves out.

All defenses be they magical or traps should be listed in the envelope. If you want to resist the next hostile spell that's cast on you in your sleep, it should state that in the envelope. If not, there is no way that anyone will know they exist and they are considered to have failed. If the ref cannot find the envelope the defenses are considered to have failed. Dwarves are the only race that has any natural protections, and they must have this listed among their defenses, or it is considered to have failed. If you are using any protection magic, it too must be listed or it will be considered to have failed. You probably get the picture by now.

The ref will not give you guidance, or help as to what to search. They are there to arbitrate traps and magical defenses and make sure everything goes smoothly. They will make sure you search nicely and carefully, so no one's belongings get broken or misplaced.

Any belongings that are orange tagged, wrapped, or otherwise orange marked are explicitly out of character and off limits for searching. Only out of game items may be locked. In-Game items may not be hidden in Out-Of-Game containers or

areas. In game items with real locks (especially those neat cast iron ones reenactors sell) must either be unlocked, or the key must be put in the defense folder so the thieves' ref can open it if the dirty-thief-of-a-character has the appropriate skill. Similarly, In-Game areas cannot be locked either.



### People searching

It is not necessary to have a thieves' ref if you search a person. You only need a thieves' ref if the owner of the belongings is not present or actually awake. Any helpless or immobilized person can be searched with a counted action. 'I'm searching you one, I'm searching you two, I'm searching you three'. Presto you get all the stuff in their pockets or belt pouch. Items in secret compartments follow different rules, see below.

If the item is phys-rep'd, such as gloves, a necklace, a book, etc, then that item has to be requested

specifically. This is to encourage phys repping items in game, and give some peace of mind to those that do spend ages making intricate phys-reps for their items. This does not count for cash held in actual wallets. (Duh!) That means you have to actually ask your unconscious victim for that specific item, player to player. If you know their boots are magic items, then you have to ask for that item, then your victim gets to decide if they want to give you just the tag, or make you wear size 14 engineer boots on your dainty size 8 feet.

### Stealin' stuff

OK, you're the thief, you are sneaky, witty and nimble, but sooner or later you're going to have to take something that doesn't belong to you. This game is played by law abiding citizens and you are one of them, so how do you "steal"

without stealing? Remember that many special things in this game have tags attached to them. One reason we use tags is that we can separate the personal possession (the Phis-rep) from the game piece (the tag). We don't always separate the two so if there is a question, always consult a ref.

This can happen a couple of different ways. You can steal untagged things like swords and shields. If you do, then you can hold on to the phis-rep for ten minutes before returning it to a ref or Plot so it can be returned to its owner. It's hardly the crime of the century but it can keep the big scary fighter from fighting for while.

You can steal Credits at any time. They are a game piece and are up for grabs. This is also the case for explosives, poisons, drugs and antidotes. These little guys are basically disposable one use items that need only a small bottle for a phis rep; just return the container (if any) to a ref or plot so it can be returned to its owner.

Sometimes you steal a tagged object and the owner wants the phis-rep back. Always take your newly pilfered loot to a ref or Plot to find out if you need to return the phis-rep. (Unless it's credits in which case it's all yours) The ref or Plot will act as a third party and ask the previous owner of the tagged item if they want their phis-rep back and when (ASAP, end of event or it stays with the tag) If they want it to stay with the tag, you may eventually find an out of town buyer at which point the phis-rep will go back to its owner, and the tag will go away.

Some items are special and unique and have a unique phis-rep to go with it. And, some players want the phis rep to stay with the tag. The original owner may attach a small note near tag that tells you (the thief) that you don't have to return the phis rep. This is a double edged sword. On the one hand, you get a spiffy new phis-rep. On the other, you have a very recognizable item

that the former owner can come looking for. There's nothing hotter than a flaming sword of fire.

## **Secret Compartments**

Secret compartments are actual secret compartments in belts, boots, or clothing that actually exist. Get out your sewing kit and go to work. Everything in a secret compartment needs to be phis-reped. If you want to hide a two handed sword in your cloak, it will be difficult, but possible. Just like searching an unconscious person, it will take a 3 count to search a particular item of clothing. If your boots are searched and you are hiding something in them, you have to give it up. It's important to keep your secrets secret; make sure no one sees you put anything in to your secret spots.

Secret compartments in furniture are always a good idea.

## **Bounties**

Some character races and magic paths have a plot bounty always offered on them. The way this works is the character is wanted dead or alive and must be delivered to plot. If the character is delivered alive, they will be booted back into play as a spirit in need of a body and a resurrection. The amount of the bounty varies according to how much trouble these groups have caused lately. I suppose you should make sure to watch your back if you happen to have a bounty, even your friends might be in need of some fast Credits some day.

The person who delivered the creature (person, whatever) with a bounty on their head, will be paid the bounty in Credits, and sent back merrily on their way with a hearty thanks for the public service.

## Chapter Eleven: Sweet Toys of Vengeance

### Toymaking

The toys we're talking about are the fun kind of toys that include traps and poisons. This isn't some charity organization for kids. This is the stuff that fortifies houses, or slowly kills your enemies. If that's what you mean by toys, then look no farther.

Since there is no longer any production in the game, anyone can make traps. A trap is a homemade device that stores some energy and releases it in a way that *appears* dangerous. For example: a mouse with a trip wire made of fishing line with some pop-its taped to it makes a wonderful explosive trap. It makes a good loud bang but isn't dangerous to anyone.

Traps can be set and disarmed by anyone with a phis-reped tool kit, no skill required. Because of this, they need to have mechanical working parts that can be disarmed. Yes, they can be very tricky, but they must have working mechanisms. As a general rule, if you couldn't disarm the trap (and have fun trying) then it's too difficult and should be made easier.

There are four types of traps: Alarms, needle traps, explosives, weapon traps, capture traps and plot made super traps.

### Types of Traps

#### Alarms

Alarms just make noise or turn on a light. They don't damage or hinder anyone, and do not require a tag. Feel free to make these as simple as a bell on the door or your own tribute to Rube Goldberg.

#### Needle Traps

Needle traps inject a poison, soma or other potion. You need to supply a small bottle somewhere within the mechanism to represent the actual chemical. This trap must also include an appropriate tag. This trap represents little more than a hypodermic needle and a plunger. Since we certainly don't want to poke people with a real needle, it will be assumed that if the trap successfully goes off, then it was in the correct position to find exposed flesh and inject its payload. To be fair, give this trap about a six inch range. Of course if you successfully disarm the trap, you can keep the tag. But, if you decide to

keep your precious fingers clear of the trap and set it off with the tip of your dagger, then whatever chemical was inside it is wasted and the tag should be torn up.

You can't make a portable needle trap. OK YOU might be able to make a portable needle trap, but in this game a portable device made to force a chemical into a person's body is a tagged tech device or magic item. See chapter VV for clarification.

#### Explosive Traps

Any strength of explosive may be used in an Explosive trap. When triggered, the Explosion affects the person messing with the trigger, and anyone within arms reach of him. That's what they get for standing next to someone that isn't a pro.

These explosions hit additional targets because of the nature of how the trap funnels the blast. If these traps are set off they will destroy everything around them, including treasure in a treasure chest. The trap is considered destroyed in the explosion and cannot be used until next event.

As far as actual devices go, I prefer the previously mentioned mouse trap and pop-it combination. These can be quite loud so don't place them at ear level. The party poppers that are available around Christmas and new-years are nice as well. They make a bit of a mess, but explosions are like that.

#### Weapon Traps

These are traps that swing a weapon or launch a dart. If you are hit by one it was an amazing hit so you should take the damage and just be happy for the poor guy that spent hours and hours building it. The swinging weapon should be as safe as possible and the darts Nerf style or a spell packet. Remember this will (hopefully) strike a person so make sure that your trap is as safe as you can make it. This trap will do 25 points of damage and can include a poison.

Include a brightly colored 3x5 card (it can be hidden until the trap is triggered) so there's no question that this is a trap.

#### Capture Traps

These are bear traps and falling nets that are meant to slow someone down. Bear traps should

be made of core less pipe insulation and falling nets should be made of either some very stretchy material (like elastic ) or something easily breakable like surveying tape. If you are captured by one of these, you can manage to get yourself free in ten minutes; one if you have escapology.

In the case of a bear trap, you can have it do up to 25 points of damage as well.

### **Plot Super Traps**

Have you ever wanted to be chased by I giant rolling ball? What about being slowly lowered into a pool of hungry insolent sea bass? Or having to play the correct organ chords or be dropped to your death on deathly spikes below and never even get to see One-Eyed-Willies rich stuff? Well these are the traps for you. You can't make

them, only plot can. I can't promise that we will, but if you see them, don't be surprised. (Ok be surprised just don't be indignant.) There will be a plot member there to explain the effects of the trap. Just relax and enjoy the ride.

### **Tool Kits**

You must have a tool kit when you are disarming a trap. Phys-reps for this can be as simple or as elaborate as you want. Feel free to include small scissors for cutting string, binder clips for keeping strings from being reeled in when cut, straight pins to block mechanisms, small mirrors, bits of string or anything else you think may be useful. We always think of Ichabod Crane's post mortem kit from the movie Sleepy Hollow.

## Chapter Twelve: Stuff too small to get its own chapter

### Cheating

Cheating is very bad. This is a game that requires trust and honesty in its players. You have to trust that someone is making the right calls that reflect what's on their character sheet, or applying the rules as they were meant to be used. People caught cheating will be referred to the owners. This will usually result in a Warning on their character card for intentional cheating. Players will be asked leave once they have been given three Warnings.

### Fires

Campfires are often built during events. These fires must be in designated areas only, and can't be left unattended. The area around a fire is considered a non-combatant area. All players may use the rules for non-coms within 5 feet of a fire. (Non-coms go by the point and shoot method.) This counts for those large outdoor bonfire style affairs. Small candles, and whatnot don't need this kind of care.

### Flubbing

This is when someone makes calls that are not understandable. If the signature phrases are not intelligible no one will need to take the effect being thrown. So if you devolve into some nonhuman form of speech you cannot affect other players.

### Non-Combatants

Some players may have pre-existing injuries or health concerns that make it impossible for them to be a part of the actual combat. If this is the case they must wear a yellow headband that is 1 ½ to 2 inches wide ON THEIR HEAD. It must be visible at all times. This means that anyone within the appropriate distance of you will point their weapons, say their damage call, and will not actually hit you. You will do the same to them. Unless using a Quickness Feat the attack or effect always hits. Remember that you must be within a realistic distance for the effect, weapon, etc.

### Headbands

There are different colored headbands that are needed to play this game. All headbands must be between 1 ½ to 2 inches wide, and must be worn on the head. That's why we call them headbands. You can substitute an appropriate non blinking light or glow stick for dark nights.

**Orange:** Signifies you are out of character, and do not exist in the Dying Light world. You must have a headband or you cannot be out of character, emergencies notwithstanding.

**White:** Signifies you bought the big one. You are as dead as a doornail, and only those people that have see spirit as a skill can see you.

**Blue:** This headband needs to be a light shade of blue for visibility at night, and signifies invisibility.

**Yellow:** Signifies that you do not want, or need, to get whacked with a weapon. This also means that when in combat your enemy must simply within a reasonable range for the weapon they are using and call damage and it is assumed that every blow hits you. It makes for a boring combat but it's only fare.

**Red and White (formally pink):** Signifies that the person is Incorporeal as per the monster power. They cannot be affected by anything physical except magic based (physical weapons or spells). See the monster power Incorporeal for more information. The stripes should be about ½ wide and as visible as possible. Diagonal works well.

### Meta-Gaming

This is when you use information that you know OOC to your benefit IC. This is bad. Meta gaming is a form of cheating. A good rule of thumb is; if there is any question of whether your character knows something, just assume they don't. In the same vein, if you don't want someone to become confused by information as IC or OOC, then keep quiet about it. By keeping

quiet then you can also surprise your friends, which is fun; like not seeing your presents before Xmas morning.

### **Smoking**

A lot of people smoke. If cigarette butts are field stripped and thrown away this is not a problem, but if cigarette butts are found all over the campsite, then it will be limited to a designated area.

### **Invisibility**

Because invisibility doesn't happen in real life it needs a little more explanation. When people go invisible they can't talk to each other. OOC reasons are that other people may be around the corner, in the other room, and not know that you are invisible, so they don't know they aren't supposed to hear the conversation. IC this is explained by the howling winds in the half plane between the Nexus Realm and the Void. You may use hand signals, notes, whatever.

An invisible person can be killed in this half-realm, but they must be killed instantly; because once melee combat is started they are dropped back into visibility. There are rumors of creatures that hunt this plane. An invisible person can hit a visible person, but after they hit they become visible. A visible person cannot hit an invisible person. If a person dies while invisible their body and all their gear are lost. Sorry.

Invisible people can touch and handle inanimate objects; they can pick up items (which become invisible) and open doors. They cannot, however, disarm traps as this requires more manual dexterity than being invisible allows.

If you are invisible, you can see and attack all other invisible people or things, but will drop you both out of invisibility.

Touching a living or recently living person will drop you out of invisibility. This means that bodies can't be hauled into the invisible plane (with the exception of some monsters), so invisible people better be careful to not touch each other.

Also remember that only the caster can drop out of invisibility at will because it's their spell. The rest of us must try to touch someone or something living.

You can cast magic or Feats or Racial abilities while Invisible but it drops you immediately back into the visible world. You cannot cast this Feat

on inanimate objects, but small objects you pick up will become invisible.

### **Guns**

Guns are Tech items in the game that are usable by humans. Guns must be phys rep' in some way. Our rule of safety on if a toy gun is safe, is if your mom would let you shoot your 5-year-old sister with it. If your mom lets you use deadly force with this we recommend you ask someone else's mom. We highly recommend Nerf guns.

### **READ HERE FOR GUN PHYS-REP INFO!**

Because of the current attitude about guns, we have decided it would be safer for us to use phys-reps that in no way resemble real guns. We play in public parks, and do not need to have the poor "normals" fear that a pack of gun toting costumed freaks are out there killing folks. Currently we favor the Nerf guns, but ask that you leave the orange ring on the tip if you are going to mod or paint it. So far the park rangers have been great with us, but do keep in mind that it might be scary to people not in the know.

Guns work similarly to magical items. The tag will state how much damage it does. Tags for ammo will allow additional firings of a gun before it needs to recharge. A gun does 6 shots without an extended clip, and must recharge for TEN MINUTES before it is ready to fire again.

As previously noted under Legal Targets, be aware of modified Nerf weapons. Sometimes this can make a great gun that shots beautifully far, but will sting like the dickens if you get hit at point blank range in the face. Because of this, if you want to execute someone you may point the gun at their head touching them carefully with the muzzle, and just call the gun damage.

### **Weapon Phys Reps**

Swords, Claws, Clubs, etc must be boffer safe. We allow all weapons that are considered safe at the other local larps. This includes latex weapons, or home brew old style duct tape weapons.

Our primary concern is that the weapon is safe. If you want to make your own swords or daggers, and don't know where to start, ask one of the owners, and they will get you going in the right direction. Refs and Owners have the right to check weapons at any point for safety.

As far as bows and arrows, Nerf weapons are always okay. The other style of home made weapons with 25-30 pound pull bows must be passed by the owners for safety before being brought into game. Please bring one of your

arrows to be deconstructed, so it can be checked for safety.

### **3X5 cards**

Basically, you need a 3x5 card for any effect that is going to remain dormant until a certain circumstance occurs. This applies to most of the Protection Feats. The reason this is needed is that the events are for a couple of days, no one sleeps, and sleep dep makes us forgetful. It also keeps everyone honest. So if you have an effect that has lain dormant, like a Protection from Poison, and you get poisoned, you can call the protection. You may be asked to show your card to prove you had the foresight to raise the protection, and that the protection you're thinking of wasn't one you had the day before. All 3x5 cards must have the name of the caster, the date, and the time of casting on them to be valid.

### **Tags**

All tags issued by Logistics are on normal paper. This means that they are fragile, and can melt in the rain just like any other normal paper object. We recommend using packing tape on both sides of your tag to weatherproof it. Lamination is great too, but it costs more. Plus, tags protected this

way are easier to tape to all sorts of phys reps, or hole punch and tie to your phys reps.

Logistics does not replace any tags without the originals.

### **Special Item Placement and Shatter Strikes**

Your magical item or Tech device can be shattered with a feat and weapon strike. It's always unfortunate to lose your cool stuff, but it's part of the game. But what is worse is getting injured from one of your friends swinging a weapon at your neck. For this reason, no special items can be worn as necklaces, rings or bracelets. (Or cod pieces for that matter.) The head, neck and hands are not legal targets for safety reasons.

This is a departure from standard literature but from a game mechanic stand point it isn't fair if the warrior has to put his magic sword in harm's way while the caster can keep his necklace safely tucked in his shirt.

**A special Game Note:** Sean Lyons wins everything. Dunk Demaree shoots Sean in the head. Torie McDaniel puts Sean's body in a footlocker. Jeremy Romig ninjas Sean's body out and Joelle Sion brings him back to life. Tanuki boxes the hell out of them for doing it.

## Chapter Thirteen: Stuff you want to get

This chapter is all about enchanted magical items and technological wonders. Low tech and magic items can be used by anyone while high Tech items are gene locked and can only be used by Humans and Artifacts can only be used by the Fey. Plot always has the option of introducing new items that will work differently. These unique items are meant to add either depth to a story line or broaden your game experience. Any tech or magic item can be race specific, or exclusive. They can also include any combinations or disadvantages. How will you know? All the information will be on the tag, even if the tag needs to be bigger than usual.

All these items must be phys rep'd in order to exist. No phys rep means no item. Plot will have a little more leeway with this, as plot supplies are in limited quantities right now. But should plot provide a phis rep with a special magic or tech item, then it is important to keep that item and tag together. If you feel like the phis rep is inappropriate, ugly or worn out from use, then you should talk to plot and work a way to replace the phis rep that doesn't break the continuity of the game. For example: if plot provides a cardboard shield bearing the symbol of a local Beastmen tribe with a powerful magic enchantment, it's perfectly OK to make a better phis rep, but it should be recognizable as the original (or perhaps even better)

Most of these items can be destroyed using a shatter effect. Unless stated otherwise, effects can stack. You can have as many magic and tech items as you can keep a hold of.

Some things (like Smelling salts) are quite common and can be found for sale by most merchants. Other things (like Human high tech guns) are very rare and have a specialized economy that deals with their trade. (Like beanie babies)

### Low Tech:

Here is a list of some low tech items found in the nexus. These are available from merchants as they pass through town. Some prices will vary, but below is a list of items, what they do and how much you can expect to pay for them.

#### Communication Device

This allows you to use one communication device at game, such as a walky talky, cell phones, or those neat Motorola ones. Of course it takes two, because you need someone to talk to. "Your, uh...box...is ringing."

#### Corrosives

This is a corrosive chemical that recreates the shatter strike effect. It allows you to break stuff. You may shatter weapons, armor, or items your victim is holding. Hit your target and call 'Corrosive'. If you are attempting to shatter an item larger than a weapon or piece of armor it will only shatter a 1 foot cubed area of space. Magic and tech items can be shattered. It works exactly like a Shatter Strike.

Cost: \$25 per Dose

Signature Call: 'Corrosive <Object>'

### Drugs:

#### Poison

When the poison enters your body you immediately feel chills and nauseous. One minute later you will fall unconscious. One minute after that you will die and begin the ten minute slide to losing your spirit.

Poison can be administered through ingesting, inhaled as a gas applied to weapons or needle traps.

If you put a poison into a beverage that people are drinking they are tasteless and undetectable (unless you have the poison sense skill). The poison will only affect the first person to drink from the drink. The tag must be in play somehow.

For example: Three doses of poison in a bottle of wine will only affect the first three lucky victims to drink from it. The tags were taped to the bottom of the bottle

There is a method of making poisons that allows them to be thrown as weapons exploding in gaseous form effecting even folks wearin' armor. This is an advanced skill, and as such comes with

an advanced cost. Expect to pay three times the normal amount. Signature calls for the thrown version is, "poisons Gas" and they are expended once thrown

Poisons are made to be applied to edged or piercing weapons. Each dose is enough to coat one hand weapon or six arrows though an arrow that misses its target will lose its venom. When attacking with a poisoned weapon, you should change your damage call to <damage amount> "Poison." And can continue to use the poison call until the poison actually affects someone at which point the poison is washed from the blade. When the poisoned blade does finally strike home, the one getting attacked calls "poisoned" to let the one with the weapon know that there's no longer any poison on the blade.

Example: **Bagratt** the fighter removes his armor for the night and prepares for some much needed rest. What he doesn't know is that an assassin waits for him to turn out the lights. As soon as it's dark he feels the dagger strike while the assassin whispers, "5 poison." **Bagratt** says, "poisoned" and frantically tries to turn back on. Uncommon/ Cost \$20 for standard \$60 for gaseous  
Signature Call: "Poison" or "Poison Gas"

### **Soma**

This is the mildest of all poisons and is more a pleasure drug than anything. It is fairly cheap to manufacture, so ride the waves baby. The effects last for a half an hour. It is a pleasure drug with various effects depending on the maker. This takes effect immediately upon drinking it.

You can of course use any of the same methods of delivering the soma as a poison. Why you would want to stab someone with a soma tipped dagger is beyond me. "Wow that really hurt, but I feel strangely good about it."

Common/Costs: \$10 per dose  
Signature Call: 'Soma'

### **Smelling salts**

This will not give you energy for 5 hours or give you wings. What it will do is wake you up from a sleep effect induced by waylay, feat, poison or monster ability. This is a small capsule that you break under the nose, it does not have to be ingested (or stabbed into your sleepy friend). You could have a gaseous version specially made for 3 times the cost. If used to wake someone from a poison effect, they will wake up, but still die on schedule.

Common/Cost \$15 per dose

Signature Call: "Smelling Salts"

### **Antidote**

This nasty tasting elixir will counter the effects of a single dose of poison. If you take it before the poison enters your body, it will stay in your system and protect you for ten minutes. If you are not poisoned in that time, you will throw up. Happy barfing!

Cost \$25 per dose

Signature Call: "Antidote" if applied to someone else.

### **Explosives**

These dangerous concoctions of chemicals sell for high prices. They can be put into traps, as they were originally designed to do, or thrown at people if you have the Thrown Weapon skill. If they are thrown at people, you must throw a spell packet and hit. If you do not hit the explosive is wasted.

Explosives can be made at any strength the maker desires in increments of 10 points of damage.

Regular armor and Quickness do work against Explosives. Quickness Feats treat this as a normal Weapons blow. A shield can block explosives saving the bearer from damage, as well.

Cost: \$5per 10 points of damage.

Signature Call: '<damage> explosive'

### **Greater Explosives**

These are like the regular explosives above but pack an extra punch. They also have an Area of Effect like the monster ability or Halo. Because they are and AOE; Quickness and Shields do not protect the hapless victim.

Cost \$10 per 10 points of damage

Signature Call: '<damage> Greater explosive'

### **Feat in an Item**

This is any Tech item that contains a Feat ability in it. These items take many forms (described on the tag), and work as if the wearer actually possessed the Feat that they are named for. All the usual Feat restrictions apply, including 3 uses per event. These items can also come with restrictions such as a 'Slay versus Fey Only.' They can also come with terrible curses like someone that is effected by a Death Hex every time they use it. See the tag for more info

### **Gene Tester**

This item is a small handheld device that can tell the true race of any creature 3 x per event with a blood sample. It takes a 3 count to do. (note:

Cyborgs and Dark fey are genetically unique and can be detected with this device)  
Signature Call: 'Testing 1, testing 2, testing 3'  
"Hey! I didn't even know I was an elf!"

### **Gloves of Human Touch**

During the Gate Wars, Humans often gave their allies, the Felinae, these items, and armed them with weaponry. These gloves allow any race to pick up, and use most High Tech items. A warning of note, however, most Humans consider High Tech to be their birthright, and will fight to the death to remove these from any non-Human and destroy it. Small battles, assassinations, and betrayals have occurred over this item. This will NOT let non humans use Morpheus Tech. "Who thought giving that to a Fairy was a good idea?"

### **Goggles of See Invisible**

This item is imbued with imaging sensors that allows the user to see invisible creatures when the goggles are on and powered up.

### **Guns:**

#### **Low Tech Pistol**

Finally, someone has re discovered a way to build the firearms of the old west. They don't use ancient power cells; they use loose powder, paper wadding and a led projectile. They take ten out of combat minutes to meticulously reload. Like the high tech version they hold 6 shots, but do less damage. Lt pistols do 10 to 30 points of damage and average around 20.  
Signature call: '20 Gun'

#### **Low Tech Rifle**

Even though these weapons are low tech, they are still deadly. The technology is still in its infancy; it only holds six shots and is difficult to reload. (Ten minutes out of combat)  
They do 20 to 60 points of



### **Enchanted Items**

These items are created by magical processes, and unless otherwise stated, can be used by anyone.

#### **+20 Body**

This item magically imbues the wearer with +20 body points for as long as it is worn. This does not count towards the gaining of any feats. "I've been working out!"

damage and average 40.  
Signature call: '20 Gun'

### **Hyper Crazy Glue**

This item permanently affixes one non-living item to another non-living inanimate item. A shatter effect will loosen but destroy both items. It's a left over from the war. This item is expended when used. It is applied with a 3 count.

### **Hyper Crazy Glue Solvent**

This actually reverses the effects of Hyper Crazy Glue. Too bad there is far less solvent than glue around. Item is destroyed after use. This is also applied with a 3 count.

### **Hypo**

This device can hold up to 4 tags of any type of chemical (poison, soma, antidote or other non standard ingested potion) and can inject any of them almost painlessly into any willing or unwilling subject. (Just like Dexter). If used on an un-willing subject it must be done from behind (safely) just like the waylay skill. (I have found a small NERF gun with a plunger that slides in like a hypo plunger that I intend to use like Dr. McCoy) It can be reloaded (on unloaded) with fresh tags at any time.

"In the hands of an assassin this is a dangerous weapon, but in the hands of a Tinker it's paraphernalia"

### **Keys and locks**

Keys and locks have been removed from the game for this season. So far they haven't been used and there didn't seem to be a big need for them. If the game changes (as I'm sure it will) we will bring them back with some new rules to make them interesting and fun to use.

### **Polyfiberthane Self Tightening Rope**

Once tied, this rope tightens down and cannot be removed without being cut off by a third party. Escapology does not work to get out of this. It is destroyed when it is cut off.  
"A slippery rope for a slippery guy."

#### **+2 Quickness Bracers**

This Bracers magically imbues the wearer with +2 Quickness points as long as it is worn. This does not count towards the gaining of Feats. This does NOT work with regular armor.

**Weapon +1 to +4**

This is a Specific weapon (i.e. dagger, spear, bow magically honed dagger that does +1, +2, +3, OR +4 to all damage calls and does NOT counts as Magic damage. You must have the appropriate weapons skill to use this.

**Disguise Wand**

This is an illusion spell wand exactly like the skill. You may do this three times per event for a half hour each. You may use all three charges consecutively for an hour and half hour in stead if you wish, though. OOC you must completely change you make-up to use this item. You may become another race, but not a specific other person. For example: you can be human, but you can't be Bob.

**Manacles of Holding**

These manacles are magically imbued to resist escape techniques. The Skill Escapology does not work against them. Nullify will open and reset the manacles as well.  
"Houdini, my ass!"

**Tome of Alexandria**

This book is method of research. You can use it between events to ask questions of plot.  
"Know it all!"

**Tome of . . .**

This is a specific method of research. Between events you may ask questions of plot on a specific subject named on the book. This works like the skill, but with a narrow focus.

**Resurrection Stone**

This gives the wearer a purchase of the skill Simple Resurrection. If the player does not have the skill they are counted as having one purchase. If they already have the skill then they are counted as having one additional purchase of Resurrection. Some of these stones may confer a benefit of +1, +2, +3, OR +4 purchases of the skill to the user.

**Body Kit**

This is a one-time use magical kit that does one Simple Resurrection. It comes with all the ingredients for one standard humanoid body. (Just add water!) The kit is expended with use. These were standard issue in the Fey military. No resurrection skills are needed to use this item.

**Bow of True Shooting**

Three times per event this bow acts as True-Shot combined with an Aimed Shot.  
Signature Call: 'Aimed Shot True-Shot'

**Totem of Harmony**

These always take the form of an pendant shaped like an animal and it allows non-fey to better hear the song of creation and this use Artifacts. Like Channelers, this item must be undisguised in order to work.

**Feat in an Item**

This is any magical item that contains a Feat ability in it. These items take many forms (described on the tag), and work as if the wearer actually possessed the Feat that they are named for. All the usual Feat restrictions apply, including 3 uses per event. These items can also come with restrictions such as a 'Slay versus Humans Only' item. They can also come with terrible curses like someone that is effected by a Death Hex every time they use it. See the tag for more info.

**Bullet Barrier**

This is a magical item pioneered by the Fey to counter human guns. It will negate all gunshots completely for TEN MINUTES. Often takes the form of a bright silky sash. Can be used 3x per event in 3 ten minute slots, or all at once in a 30 minute anti bullet grand event.  
Signature Call: 'No effect'

**Magical Armor Shirt +1 to +4**

This extremely rare item appears to be a normal average shirt, but can have an armor value attached to it. It's light, its breathable, it's highly fashionable and is the only type of armor compatible Quickness.

**Magic Brand**

This is a small pencil sized stylus that draws permanent marks on people. Three times per event a creature can be marked in such a way. These marks can only be removed by another Magic Brand by expending a use for that event.(it works like an eraser, too.)

**Pebble of protection**

This is a one shot item that is swallowed and gives you one Protection Feat of your choice instantly. This will work 3 times per event for the entire event just like the feat. (With a little work you can retrieve the pebble, but that's just icky)

**Poisoned Dagger**

Three times per event this dagger delivers a poison effect as if coated with the poison from a tag. This dagger must do damage to actual body to be effective.

Signature call: '<dmg> <type of dmg> <type of poison>'

Example: '10 poison'

### **Potions**

Every so often someone will create a magical potion and it will find its way into town. Detect magic will allow you to know what it does before you drink it. Otherwise, drink away then read the tag. Most of these will be previously unknown concoctions. I hope you like surprises.

### **Universal Antidote**

Three times per event this item can cure a victim of any type of poison or sober up Soma users.

### **Crazy Credit**

Three times per event this bracer makes the amount of credit you are giving to another person seem like the right amount even if it is hundreds of credits less. You can now pay \$1 Credit for any item you want. It requires at least a single Credit bill to work.

Signature Call: 'Crazy Credit'

### **Dancing Lords Boots**

Three times per event the wearer gets the Feat Mortal Dodge, three times per event they also get the Feat Magic Dodge. Unfortunately, they also must dance whenever music is played.

"I could kill you, or I could whistle."

### **Cloth of Limb Regrowth**

Three times per event the stump of a missing limb can be rubbed to cause the limb to regrow.

Signature Call: 'Regrowth'

### **Mirrored Shield**

Three times per event, if a spell hits your shield you can reflect it back against the caster.

Signature Call: 'Reflect'

### **Ambrosia**

This is a small flower, that when eaten, regenerates one resurrection that you have lost immediately.

### **Broach of Enlightenment**

Once per event you will regain a previously used Feat. You get all three uses of that feat back as if you haven't used it.

"I thought you said he was out of Death spells!!!"

### **Cup of Purification**

Any poison (including Soma and alcohol) is negated when poured into this cup. It effectively acts as a Protection from Poison that is always on in the cup.

"I don't get it! There's enough poison in his drink to drop an Ogre!"

### **Gem of True Seeing**

This item is imbued with a magical aura that allows the user to see invisible creatures when the looking through the crystal.

### **Oath Pen**

If someone writes an oath (requiring them to have the skill Read/Write) on a piece of paper and has it signed by a witness, then written oath must be fulfilled or the author will die and instantly go to spirit. The witness gets to decide if the Oath was fulfilled or not at any point. Destroying the paper nullifies the effect but instantly kills both parties that signed it.

## **High Tech Devices**

These items are technologically gene locked and can only be used by Human characters. They were created during the Fey war to give Humans a distinct advantage and to keep this advantage from falling into the hands of the enemy. Some of these can be used by other races by employing gloves of human touch.

### **A.B.S. (Advanced Biometric System)**

This can be installed on a gun over time (between events) by a skilled smith (with the smithing skill, or with research or through a contact). This item allows a gun to be modified so that it only responds to the owner's genetics. The gun tag in question will be modified to reflect the new A.B.S. system with the character that can use it named on the tag. Removal of the ABS system intact requires the same requirements as it took to install it.

"He forgot to tell me his rifle had an ABS on it, so I used it as a club instead."

### **Deflector Armor**

This is an experimental Human type of armor that is phys rep'd by flashing light of some sort attached to the person. When activated it allows the wearer to use his armor skill without actually phys-rep'ing his armor for 30 minutes. This works

well with the Armor other epic feat. Happy hunting! It still doesn't work with Quickness, though.

### **Genetic Manipulation Kit**

This is an old school human warfare item. It was originally used to infiltrate other races, and gather recon info. It's a onetime item that allows someone with 3 to 5 levels of the Medic skill to literally change someone's race from one to another. (Variations in brand and durability account for the differences) Each kit is used up and destroyed after the victim's race has been changed. This takes a half an hour to do, and is reportedly very uncomfortable.

### **High Tech Pistol**

Pistols can take just about any metal and machine it into a devastating projectile. Back in the days of the Fey war they could fire for hours without recharging. After hundreds of years they can only fire 6 times before switching to recharge mode for TEN MINUTES. (The weapon can be placed in recharge mode at anytime. Like after you kill the monster with one shot.) Most pistols do 25 points of damage but can range from 10 to 50, depending on the specific gun. Signature call: '25 Gun'

### **High Tech Rifle**

In case you are unfamiliar with rifles, they are like pistols, only more so. They have the same six shots and take TEN MINUTES recharge. Most Rifles do 50 points of damage but can range from 40 to 75, depending on the specific model. It is perfectly fine to use a double barreled shotgun as a phis-rep and fire two "Bullets" at once. Both "bullets" do the base damage but these models take longer to physically reload. Signature call: '50 Gun'

"I don't know if it's loaded, but I ain't finding out!"

### **High Tech Extended Clip**

Allows any gun to fire an additional 3 shots before the 10 minute reloading time. You may stack as many of these tags as you want on any one pistol or rifle. Attach this tag to your gun tag.

### **Kevlar**

This is a Gun resistant armor that uses advanced sensors and reactive motion weave to absorb the impact of Gun damage. Armor values range between 10 to 75 and are usually in the form of a bulletproof vest or shirt. This only helps with 'Gun' damage. Once activated, it will protect the wearer for 30 minutes before needing to recharge.

Usable 3 times per event. "Only the slow blade shall pass."

### **Smart Drugs**

Gives a +2 Intelligence for a half an hour. This is a one shot item. Not usable with the Gloves of Human Touch because it isn't usable by non-human genetics at all. This can only be administered by someone with the Healing skill to get the right dose.

### **Sampson (Brock Sampson)**

This gives a +2 Strength for a half an hour. This is a one shot item. Not usable with the Gloves of Human Touch because it's tailored to human genetics. This can only be administered by someone with the Healing skill to get the right dose.

### **Tougher**

This gives a +2 Constitution for a half an hour. This is a one shot item. Not usable with the Gloves of Human Touch because it isn't usable by non-human genetics at all. This can only be administered by someone with the Healing skill to get the right dose.

### **Turbo**

This gives a +2 Dexterity for a half an hour. This is a one shot item. Not usable with the Gloves of Human Touch because it isn't usable by non-human genetics at all. This can only be administered by someone with the Healing skill to get the right dose.

### **Night Vision Device**

This allows you to use a night vision device at game. Hunt your enemies, and annoy your friends in the dark.

"I seeeee you."

### **Waste Unit Receptacle #729-A1**

Anything placed inside is considered to have suffered a shattered effect as per the Shatter spell, and Shatter Strike. It will not kill anyone who puts his or her body parts in there, only hurt a lot. "We usually try to hide it when we all go drinking because the next thing you know some drunken idiot puts it on his head, and then we have a mess."

### **Tech Feat**

This is any item that contains a Feat ability in it, but explained using Tech. It is identical to the Magical version, except restrictions regarding Tech and race do apply. These items take many forms (described on the tag), and work as if the

wearer actually possessed the Feat that they are named for. All the usual Feat restrictions apply, including 3 uses per event. These items can also come with restrictions such as a 'Slay versus Humans Only' item. They can also come with terrible curses like someone that is effected by a Death Hex every time they use it. See the tag for more info.

### **Morpheus Tech**

Morpheus Tech are items that cybernetically graft to their hosts conferring benefits. Only Humans can use these items. Not even the Gloves of Human Touch will activate them.

To find Morpheus Tech requires any sixty count examination of the victim. . . I mean patient (including first aid). To remove or insert Morpheus tech requires ten minutes and the healing skill (the non-magic kind). It is surgery after all, and I'm sure you want either the tech and/or the patient to survive.

Once a Morpheus item grafts to a human, it will send small devices through the blood stream that will produce a visible barcode on the skin identical to Cyborg markings. They are not able to interface with machines the way true Cyborgs can, but the markings are enough to qualify the individual for the bounty. Morpheus tech must be phys rep'd with some sort of implant-like item (knock yourself out with diodes, lights, and such) just like weapons and armor. The character must, also, now wear the barcode in a visible location just like a normal Cyborg. See the Cyborg description for this. These markings and additions

can be hidden with masks, scarves, gloves, etc, but must in fact, exist.

You will have to keep the tag with your character sheet or on the item, otherwise it will be assumed to have been rejected by the host, grown out, and lost.

Once implanted, shatter effects do not destroy these items. Once removed from a body these delicate items are easily destroyed with a 3-count or shatter. The destruction of the host's body will also destroy the Morpheus Tech. These items can be combined, and stacked.

Once all forms of Morpheus Tech are removed the barcodes and such go away, except in the case of a real genetically altered Cyborg. You know, one that started the game as the race Cyborg.

#### **+1 to +4 To one Attribute**

This bit of tech gives the hosts a bonus to a specific stat (Str, Con, Dex or Int as specified on the tag) as long as the implant remains in.

#### **Gun Toughened Hide**

This confers on the host a Gun resistant armor that is only useful against Gun damage. Armor values range from 10 to 75. The actual skin of the host is toughened up with a biological equivalent to Kevlar armor.

#### **Armor**

This is another form of toughened hide that protects against physical blows. Armor values range from 1 to 4, just like the physical armor skill. This means the host acts just like a character that wears normal armor except it's all internal toughening. As such it does not interfere with Quickness.

## **Artifacts**

Artifacts were crafted from the song of creation and only work in the hands of the fey. The other races are not as attuned to the song and cannot truly hear it without an Earring of Harmony.

### **Channelers**

A Channeler is a magic bracelet that must be worn on the wrist in order to work. Channelers work on integrity to connect the wearer to the primal song so they cannot be hidden or obstructed by sleeves, bracers or scarves.

#### **Universal Channeler +1 to +4**

A universal Channeler gives a bonus to all magical castings regardless of type. It is Not compatible with any other Channeler.

Example: If you normally cast '4 magic' a +2 channeler would allow you to cast '6 magic'. "Why is the Mage smiling?"

#### **Specific Channeler +1 to +4**

Specific Channelers only give you a bonus in one of the particular disciplines of magic; Life Channeler for example. They will a bonus of +1 to +4 and are Not compatible with any other Channeler. (You only have one head)

Example: If you normally cast '4 magic' a +2 channeler would allow you to cast '6 magic'.

**Egg of Creation**

This item is an egg that is incubating a magic item. It is very susceptible to outside influence. It

takes a fey to sing to and influence the egg to produce the desired item. At the beginning of the next game the owner of this tag can turn it in for any magic item listed.

## Chapter Fourteen: Monster Powers

This chapter is devoted to what can happen to you out there in the world, and to help you know how to react.

Monsters can use any power already mentioned in the rule book, including all feats, weapon strikes, racial powers etc, but they also get so much more. If a monster uses a power in an unconventional way, it will be written on their character card, otherwise it works exactly as the previously mentioned abilities. Read on to see what else they can do to you.

### Anti-Tolerance

This messed up biology allows a creature to be only be harmed, if hit, for a small amount of damage. Any damage dealt over the predetermined amount will only do the amount of damage that the anti-tolerance is. No signature call required.

For Example: A creature with an Anti-Tolerance of five, will only take five damage if the damage call is for over five. All damage under five would occur as per usual.

### Create Spawn

This power allows a monster to turn an actual Player Character into a monster. The player must be dead, in their ten minute window. The creature will then call "Create Spawn" to make the player character into a monstrous version of themselves. They become a spawn of the creature for a half hour. They will be under plots direction. If the Player gets killed as Spawn, or the half hour runs out, they fall dead and have ten minutes before their spirit pops. The Life Feat/Racial will fix this immediately. The victim will have access to their skills, armor, weapons, etc, but not their feats.

For example: If a Zombie attacks Bob the fighter, and Bob isn't as suave in a fight as he thought he was. He goes down. The Zombie leans over and calls "Create Spawn". Bob then gets up, shambles back towards his friends, and beats on them for about a half an hour, when he falls down again to wait ten minutes until his spirit pops.

### Harm From . . .

This means that this creature takes additional harm from some sort of ability or Feat. No signature call required.

For Example: Werewolves take additional damage from silver weapons.

### Heal From . . .

This is a twisted little ability that allows a creature to heal from abilities or Feats that would normally cause damage.

For Example: some creatures will be healed in full by the Feat 'Slay'.

Signature Call: 'Heal From <type of effect>'

### Immunity

This means that a creature is immune to a type of attack. This can be immunity to edge weapons, blunt weapons, Death Feats, or anything in particular.

Signature Call: 'Immunity'

### Incorporeal

This power means that the NPC can become insubstantial. They are still visible, but cannot be affected by the real world. They cannot pick up or take goods without becoming physical. They can cross the threshold of a Sanctuary and a Personal Ward, and wander by traps without triggering them. The only damage that can affect them is magical damage (weapon based or packet delivered) or Silver damage. They cannot see invisible unless they have that power. In order for a creature to be Incorporeal they must be wearing a Pink Headband. If the Headband is not present they are physical! This headband must be between 1 ½ inches to 2 inches wide (give or take), and MUST be worn on the head. A pink glow stick or set of non-blinking LEDs can also work at night. Creatures that can go Incorporeal 'at will' must do it with a three count.

Signature Call: 'Incorporeal 1, Incorporeal 2, Incorporeal 3'

### Natural Armor

This means that a creature has natural armor that works exactly like the armor that player characters wear.

### Natural Magical Protection

These creatures have an innate magical protection aura on at all times. No signature call is necessary. It works like having a basic protection spell on. This is not affected by the Nullify Feat.

### Paralyze

This is a packet or weapon delivered attack that freezes the victim. The victim is able to hear and see everything going on but is completely

immobilized and unable to cast magic of feats. This effect lasts for TEN MINUTES. The victim must take damage to their body to be paralyzed if it is a damaging strike. The Feat 'Nullify' will un-paralyze this victim.  
Signature Call: 'Paralyze' or '<dmg> Paralyze'

#### **Poison Strike**

This can be packet delivered or weapon delivered and works exactly as the Poisons in Chapter Six. The signature calls are the same, too.

#### **Scenting**

These creatures have a very advanced sense of smell. They can tell if a disguised character is the race they are hiding as. They can tell if a drink has any poisons in it. They can also track invisible people by scent without seeing them. Scenting is a counted action.  
Signature Call: 'Scenting 1, Scenting 2, Scenting 3'

#### **See Invisible**

Creatures with this ability are able to see not only the normal plane of existence, but also the half plane that invisible folks inhabit. This power is always on and needs no signature call.

#### **Itch**

This is a mind effecting Feat that causes the victim to itch like all over as if lice and scabies were but a pleasant dream. It lasts for a TEN MINUTES. Unless you are a Combat God per the Warrior Feat, you cannot cast spells. It's hard to focus your will when you're trying to peel your own skin off. The Life Feat called Cure Disease will fix this.  
Signature Call: 'Itch'

#### **Contrariness**

This is a mind-effecting Feat that allows the caster to force their victim to say exactly the opposite of what they mean. "NO! I don't want your help! They aren't thugs! They are helping me! AARRGGGG" The victim is unaware that they are under the effect until it is over. Cure Madness, or Nullify will stop this.  
Signature Call: 'Contrariness'

#### **Phantasm**

The victim will believe that everyone they see is of the race or creature specified by the caster for TEN MINUTES. This mind-altering effect should be fun for the caster. The victim is unaware that they are under the effect until it is over. Once again, Cure Madness, or Nullify will stop this.  
Signature Call: 'Phantasm <Race>'

#### **Paranoia**

Your victim will trust no one under this effect. Everyone is out to get them. Even their most trusted friends are trying to harm, or steal from them. They will defend themselves the best they can in this sad betrayal. It is a mind effecting Feat, and lasts for a TEN MINUTES. The victim is unaware that they are under the effect until it is over. Cure Madness, or Nullify will stop this.  
Signature Call: 'Paranoia'

#### **Thrall**

This power can be packet, weapon, or touch delivered depending on the creature that uses it. It is very much like the Death Feat, Control Spirit, in that the victim is under the monsters power for a specific period of time. In general this is for a half hour, unless otherwise specified.  
Signature Call: <Thrall>

#### **Area Effect**

This power/effect simply appends to the damage call making the damage area effect. It will work like Halo works. Normal resistances apply as they would if it was a non area effect version of the power. Intercept and Deflect are the only feats that will allow a character to keep the damage from hitting another character.

For example: If Georgie has a gun item from plot that does "25 gun area effect" he can then shoot his weapon, and anyone within arm's reach of the point of impact is affected. (I suggest getting Dave to do the arms reach measuring since he has long arms.)

Example the second: A cursed magic item comes out from plot. It confers resurrection from sunder, but does "Paralyze area effect" around the person resurrected. Once again use arms reach to measure.

## Acknowledgements:

It's easy to reach lofty heights by standing on the shoulders of giants. And it is much easier to edit than to create. Without the efforts of Lucky and Wolsey Dying Light would not exist. As I come to end of editing this book and stand here on their shoulders, I am humbled by their vision and trust they have placed in Torin, Jeremy and myself. We have put a lot of work into this game so far and are excited to bring you all an experience that will not just entertain you, but to thrill you, frighten you, move you and leave you changed for the better because of it. These are huge goals I know, but this is what I have taken from live action role-playing and I'm excited for the opportunity to bring that chance to you.

Where ever possible I tried to write in their voice, because it's just as important how you say something as what you're saying. I have played games where the rule book read like a computer programming manual and it did drain the life and fun from the game. I hope you have had fun reading book. My part in it was a lot of work, but also fun

In editing these rules it was clear that I could not have done it alone. I would like to thank the following people for their contributions:

The Rules Team: Jeremy Romig (fearless in making changes) Torin Emerson (keeping all the old and new rules strait and keeping them from fighting) Ryan Wessner (for going above and beyond on the ritual and epic feat rules) and Torie McDaniel (for keeping us sane and working together).

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### Artwork

Page 3 "Dragon Sketch" By: Trisha Altenburg

Page 6 "Take a Bow" By: Trisha Altenburg

Page 9 Photo of Lucinda By: Don Logan

Page 11 Photo of Don Logan By: Kim Mays

Page 37 Photo "Breaking the Law" by Don Logan

Page 46 "Old firearm" photo from "public domain clip art" <http://www.pdclipart.org>

If you have any photos, drawings or comics that you would like to see in the rule book, please don't hesitate to contact the owners. We would love to have them.

## Errata:

- Everyone has been using First aid as a 3 count. We changed the rule to reflect the actions of the players.
- Pierce damage has been removed and replaced by edge damage. We felt that it wasn't different enough to make an impression on the game.
- Make it clearer that you have to put your armor on the other guy in "Armor Other."
- Gene manipulation kit requires 3 to 5 purchases of medic skill; not 10.
- When I was playing an undead NPC I noticed that there was no way to heal the undead. So I added the "unlife" rule under "Create greater undead. After everyone else got a good look at it, we decided that it was just too different and not all that useful, so we got rid of it.
- Potions can be either Low tech or magical. (Mostly magical.)
- Change Shatter stance to resist 3 strikes, not shatter everything for half an hour. But it does stop the attack.
- Protection vs. works on only reg feats, not epic feats