

Dead Legends

Weird West Live Action Roleplaying Game

The Core Rules

PREVIEW

Second Edition

FINAL DRAFT

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Introduction

How to use the sourcebooks

Welcome to Dead Legends LARP, a weird west and horror game set in an alternate history of the American West. To help you on your journey into our world we have split the source material into four manageable volumes of information. The first manual is the “Core Rules”, this volume. In it you will find all the information you need to learn the basics of playing our LARP, creating your character with stats and abilities, the mechanics of gameplay, and we hope anything you else you need to walk in shooting. The second book is the “Schematics Manual” where you will find all the information necessary for crafters to make in-game items. The third volume is the “Game Setting” where you can learn about the alt-history and lore of the North American continent in which the game is set. The final manual needed by players is the “Advanced Mechanics” manual which will have information on the more advanced training lists, magick, and high tech.

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Basic Rules of Play

Code of Conduct

Our story and setting have created a more gender and racially inclusive cultural situation than was the case in history. However, the period represented was dirty and violent and some controversial themes may come up in role-play scenes. We ask that every player be respectful and considerate of each other. In character overt, offensive, racist or sexist slurs aimed at any player's real or depicted race or gender without prenegotiation will not be tolerated. Out of character, they are not tolerated at all and will result in an immediate ban from the game. A live event is one part theater production, one part improvised: If your plan is to portray a character with controversial personal opinions or material in their backstory we encourage you to talk with your fellow players about your role-play and intentions before and after the game.

If any player finds themselves in a situation that they feel is too personally uncomfortable they may place their hand on their head and go out of game. The player must state that they are out of game and that they are not comfortable in the current scene, then remove themselves from the scene. Abuse of this right with the intention to simply avoid character death or In-Game consequences of actions will not be tolerated.

Content Disclaimer

Dead Legends LARP contains depictions of violence.

Dead Legends LARP also contains the occasional use of loud noises, fog machines, firework smoke, flashing lights and absence of light, depictions of bigotry, depictions of abuse, depictions of graphic violence and injury, and disrespect or fantastical representation of real-world religions.

Dead Legends LARP has a strong horror theme. Players may be subject to intentionally frightening or shocking stimulation.

Dead Legends LARP will endeavor to maintain a considerate and researched narrative approach when dealing with depictions of minorities and other marginalized groups. As a pseudo-historical game, Dead Legends feels that these groups cannot simply be written out without doing them a great disservice.

Dead Legends LARP WILL NOT EVER condone the use of sexual assault or rape themes in our narrative or depicted scenes.

Dead Legends LARP takes place on a wooded and hilly site, so it may also contain situations of limited accessibility to the disabled.

Dead Legends LARP is a live-combat and roleplaying game, so no animals or pets may not be brought to events without prior approval in the case of service animals.

Player Responsibility

Cheating and Rules Abuse

Cheating is defined as blatantly ignoring game rules. Cheating will result in a reprimand or dismissal from the game. Repeat offenders will be banned from Dead Legends events.

Drugs and Alcohol

The use of recreational drugs and alcohol is expressly forbidden at Dead Legends. You may not come to an event under the effects of either drugs or alcohol. You may not bring them to the site. If you are found to be under the influence or in possession of these materials, you will face an **immediate ban** and the police will be notified. If you are taking prescription drugs you must notify the game Directors at check-in and these medications must be stored in a safe location and in the original prescription bottle with your name on it.

Weapons

Real-world weapons not permitted at Dead Legends events. At no time is a person in attendance allowed to carry a firearm on their person, nor are they allowed to have any firearms in their vehicles. Small utility

knives are allowed so long as they are kept packed away in a player's gear or in a secured and buckled sheath. If a player shows that they are not responsible with the utility blade they will be asked to leave it in their car and never bring it with them again.

Selling Goods and Services

All transactions between characters, sales or trade, must happen with in-game funds or items. Players may not use real-world money in exchange for goods or services that are part of the in-game actions of the characters. Characters selling items for in-game funds must include an item card with the items they are selling, the exception being food, which has limit of 20-30 cents of in-game money per item sold. If players wish to run a meal plan and charge real money they must do so outside of the game and not accept any in-game money.

Consensual Contact

To ensure all players feel safe at Dead Legends, we require that when engaging in most roleplay that involves physical contact, you are to get permission by asking "Do you consent to physical roleplay?" The one exception to this is from the shoulders to the hands and simulated combat; by coming to the game at Dead Legends, all players give auto-consent to being touched on their arms from the shoulders down and the physical contact that comes through simulated combat. This does not apply to non-coms, who are not to ever be touched. If someone's arm is touched and they wish to immediately withdraw, they can tap out of contact in a scene any time, but arms are a physical consent allowed space. Should any player ever request any touch cease, that contact must cease immediately, no questions asked.

Roleplaying

Dead Legends is a live-action roleplaying game. What is roleplaying? Roleplaying in Dead Legends means that once "Game On" occurs you are expected to be dressed and act as your character would. We encourage people to try and portray someone in their entirety. If your character has an accent, then speak the accent. If your character has a limp, walk with a limp. Dead Legends is a "What You See Is What You Get" style of game if you want people to perceive your character in a certain way, act that way. Everyone is expected to roleplay and remain in character as much as possible; if you need help or advice on roleplaying see a Witness or Storyteller.

You should strive to be in character 100% of your time in play at Dead Legends. In character means you are acting as your character; no chattering about video games and work schedules. It also means roleplaying the damage you take. Groan, clutch your wounds and stumble back. The more you put effort into your roleplaying the more your fellow players will. They should be treating you with the same courtesy to make you feel more empowered. This applies to sleep as well. If you have a need to sleep out of character, speak to the Directors.

Sometimes you need to go out of character (OOC) or out of game (OOG). At that time you should put on a green headband to indicate you are no longer in-character allowing other players to ignore your presence. If you do not have a green headband you can place your fist or weapon against your head. If you have to perform OOG actions, such as phone calls or important real-life discussions, please do so in an out of game space such as the parking lot.

NPC Shifts

To create the various denizens of the game world we need each player that attends our events to complete a four-hour shift in StoryOps playing assigned non-player characters (NPC). The roles you will play can vary as the needs of the Storytellers change. The most common examples of roles you will play are merchants, soldiers, critters, teachers, and pioneers heading west.

You should bring some basic black clothing and a green headband. The headband indicates you are out of character. When reporting to StoryOps for your shift, you should arrive at least ten minutes early wearing

the basic black clothing and green headband. Since we provide you with all the necessary costuming and equipment for the roles you will be assigned, all personal belonging and in-game items must be stored under your bed. Do not bring your personal gear or characters clothing to StoryOps.

The NPC roles you play are important, so if you happen to miss your shift or realize you are late, change into your basic black clothing and green headband and immediately report to StoryOps to make up your time. Do not make being late a habit, or use 'missing a shift' to get out of doing a shift that you would prefer not to do. Regular tardiness or failure to complete your shift may result in rules violations and loss of XP.

Players have the option of playing NPCs for more than the mandated four hours. For every hour you spend as an NPC beyond the initial four you will be awarded ten Service Points (See Service Points) up to fifty. If you want to play an NPC an entire event, that option is also available but slots are limited. When NPCing for an entire event you will pay a reduced event fee, receive two experience points (XP) on your character sheets (See Character Creation), and fifty Service Points. To be an NPC for an entire event you must contact the game directors prior to registration or showing up at the event.

Clean Up

Everyone is required to take part in the personal space and camp clean-up. This will take approximately two hours from start to finish and a staff member signature is required on your sheet to indicate it was completed. **We take this very seriously as it is our goal to maintain a positive working relationship with the owners of the campgrounds and to leave the camp better than it is when we arrive each month.**

Bleed

LARPs can be emotional events, and these emotions can have an impact on the player and the character. "Bleed" is the term to describe when there is cross-over between the character's emotions and the player's emotions. It is a player's responsibility to manage their own bleed, but story staff does have resources they can provide to players if a player is having particular difficulty handling bleed. Bleed can come in many forms: feeling emotionally attached to the game afterwards and not wanting to leave; depression post-game when returning to the real world; having emotions towards someone out of character after feeling them in character (be it romantic, angry, or other); or finding yourself in an emotional state after game that you maintained during game. Players should make an effort to maintain a firm line between their character and themselves. A basic rule to doing this is to discuss the character in third person pronouns while not in character. "She was in a gunfight at the trading post." instead of "I was in a gunfight at the trading post." If you are suffering from severe bleed, please take steps to manage it and reach out to story staff if you need further assistance.

Game Information

Attending Your First Event

Attending your first game can be daunting so it is our goal to make it as stress-free and as welcoming as possible. During opening announcements Friday night, a location will be provided to the new players that wish to take part in a "New Player Mod." This is a special storyline written to introduce new players to the Dead Legends setting. We encourage every new player to attend this mod as we will be teaching the basics mechanics and introduce you to Lazarus Gap through this storyline.

Things to bring:

Genre costuming suitable for outdoor activity in the prevailing weather conditions.

Genre appropriate lantern or LED candles, red or orange and dim enough not to blind others at night.

Any Nerf blasters, painted but left with orange safety tip on the barrel, or any appropriate foam melee weapons your character will use.

Enough food to survive for a weekend. Many of our players are happy to cook for others, but it is best to have food you can guarantee, especially if you have dietary restrictions.

Plenty of water.

Blanket or sleeping bag. Campsites have cots or bare mattresses, but no bedding.

Toothbrush and other necessary toiletries. Bathroom facilities at our camps generally include running water and limited shower space unless otherwise mentioned.

Extra Socks.

Bug spray.

Medications.

Dark simple clothing for NPC shift, and a green headband if possible.

General Event Time-table

On the day of the event, we will begin check-in around 7:00 pm. Check-in includes paying for the event, if not pre-registered, picking up your character sheets, choosing your NPC shift, handling any pre-game character activities such as Exploration, and any necessary safety checks of game weapons. Check-in remains open until the end of Opening Announcement, at which point it is available at PlayerOps, called the "Trading Post."

Opening Announcements will begin between 10:00 pm and 11:00 pm, dependent on player numbers, and event set-up. Opening Announcements are where any necessary pre-game information is imparted and reminders of the various mechanics that will be commonly seen during the event are provided. This is also when any special mechanics for the event are explained.

At the end of the announcements, the players will be given the start time and staff and NPCs will report to their areas. At the given time all game areas and characters immediately enter play. All characters start each event with full Hit Point, Focus, and Power Pools and all skills ready for use.

Once the game has begun on Friday night it will run until 12:00 pm the following Sunday. During this thirty-six hour period, every player is expected to be in-character 100% of the time. Unless you have special dispensation from the game directors you are sleeping in-character. There will be times when you must drop out of character, for safety, going to StoryOps for your NPC shift, tapping out of a scene, etc. but we ask that you keep these breaks to a minimum. Sunday at noon the game directors will loudly indicate game off in some clear manner, at which point all gameplay end. At this point, everyone is to return to the place at which Opening Announcements were held to hear Closing Announcements. Closing Announcements are where assignments the staff will make remarks and make camp clean-up assignments. Camp clean-up usually is usually finished by 2 pm.

Staff will sign off on your character sheet once you have completed your cleaning assignments, and we ask that you return your sheet at the end of the event so that we can update our database with any changes. Once you have a completely signed character sheet we suggest that you take a photo, and then turn it into the designated sheet collector.

Warnings and Rules Violations

Verbal Warnings will be issued in the field for minor offenses. We use these to let you know an action is wrong but could be an honest mistake. These last until the end of the event. If a player gets more than one Verbal Warning within three months they will be given a Written Warning.

Written Warnings last six months from the event they are issued. They can be issued for Genre Violations, such as breaking game (going out of game) when it is unnecessary to do so, acting in a way that distracts other players from their immersion or wearing clothing that is considered non-genre, or rule violations, such as spending more focus than you have, using a skill you don't know or taking more damage than your

health pool allows. A Storyteller or Director maintains the right to give a player a Written Warning if they feel the situation is warranted.

If you break our rules again within that six months you will receive a **Game Violation**, which can result in a Suspension of up to three months. You are now on probation for one year and any further problems will result in a ban. **Bans** last a minimum of six months and will only be revoked by a council with all storytellers and directors. Banned players that arrive at the event site will be instructed to leave and if they are unwilling to do so the police may be notified.

Staff

Our staff is broken down into three groups; Desk Witnesses, Story Witnesses, and Storytellers. All Witnesses will be out in the game world playing their regular characters and helping with any questions you might have. They will also be monitoring combat and skill uses. If you need a Witness at any time during play you can verbally ask for one by declaring: "I need a Witness," and the nearest available Witness will come and help you. Storytellers will be mostly behind the scenes sending out enemies and making the world work. All staff members will be wearing green armbands to help you find them and they will be more than willing to help address any of your concerns.

"Pause" and "Time Out"

During play, everyone must remember to play safely; actively trying to avoid injury to both themselves and others. The most important safety tool is the "Pause" and "Time Out". These game halts should be called by anyone whenever someone is injured, or gameplay is entering a perceivable unsafe location or manner. There should be no talking or any in-game actions taking place during a game halt. Because calling any form of game halt is disruptive to the game, do not call it unless there is an issue or emergency that affects everyone around you. It is poor sportsmanship to use time spent in a game halt to prepare yourself, your weapons or change your facing to better position yourself.

A Pause should be called when someone trips, gets struck in the face, combat gets close to a thorn bush or pond, etc., one of the players involved should call a Pause by saying, in a speaking voice, "Pause" and pointing towards the ground. This stops play in the immediate area until the safety issue is resolved. If you see a group frozen in place due to a Pause do not approach closer. A good rule of thumb is that a Pause halts the game in roughly a ten-pace radius. Play can continue as normal for those not involved in the Pause. Occasionally a Storyteller will call a Pause to describe a narrative or scene to a group of players.

A Time Out is called in the instance of a bad injury, one requiring the injured to be able to safely leave play or receive medical attention, the call "Time Out" is shouted and one arm raised in the air. Everyone that hears the call must immediately stop what he or she are doing and repeat the call until everyone in the vicinity has stopped playing. Time Outs should only be called in the case of true medical emergencies or by Storytellers for plot narration that affects everyone in play.

Game Item Cards

At Dead Legends LARP we use cards to represent ownership of items, crafting materials, and weapons. Item, Weapon, and Crafting Material Cards are cards that are used to represent In-Game items that do not have physical representations or items that may have "unseen" mechanics or properties that need to be explained. Item Cards are an integral part of Dead Legends, so a player can expect to collect many cards over the course of their character's life. While Item Cards may be relatively small and compact, there is no such thing as a "Magic Wallet". Meaning that you will be expected to carry an appropriate sized Phys-Rep or carrying bag/case to accommodate the size of any items that are on your person; **failure to do so may result in a Genre Warning or Rules Violation.** We encourage Players to store their personal item cards in tins, containers and/or plastic bags to protect them.

Favor Cards

Favor cards represent a debt owed by an NPC faction to a player for services rendered. You can earn Favor in-game by completing the tasks shown on the Allegiance dossiers at the Trading Post, or by assisting members of a faction. Players may trade Favors among themselves, but theft of Favor cards is not allowed under any circumstances. If you have an Allegiance, you may turn in corresponding Favor cards at the Trading Post for rewards, goods, or services granted by your Allegiance. Some Factions are independent and do not require an Allegiance to earn or spend Favor with them. While you may not be able to use Favor cards that are not of your Allegiance, other players or NPCs may consider them valuable.

Headbands and Hand Signals

You will see several headbands and hand signals while playing our game. These serve a very important purpose and we ask you not to wear anything that could be mistaken for one:

- **Out of Game- Bright Green headbands** will be worn by anyone not currently in character. People wearing these do not exist to your characters. Our Out Of Character gesture is a hand palm down on top of your head. We use this when we need to ask a rules clarification or to quickly signify your character is not there when you do not have a headband available. Anyone using this hand sign does not exist to your character.
- **Game Staff/Witness- Bright Green armbands** denote an in-character Storyteller or Witness, generally Off Duty. These folks can help answer questions or adjudicate any disputes. Most of the time they do NOT know the plot or module and are playing their own characters.
- **Incorporeal- Light Blue Arm/Headbands** are worn by characters and NPCs that are partially out of this reality. They can be seen and heard but for RP purposes appear indistinct and transparent. Mortal weapons often have difficulty harming Incorporeal beings.
- **Hidden- Arm in Front of Face:** Our Hidden symbol is an arm held across your face, covering your mouth, with your hand on the opposite shoulder. It should look like you're drawing a cloak over you. Players may only use this when they are using an in-game skill that gives them the Hidden condition. You cannot see the players who have this symbol up, but you can hear them.
- **Yellow bands of ribbon or tape** mark Hidden objects and items. Hidden objects or characters cannot be visually detected.
- **Non-Combat Characters – Orange Headband** will wear an orange headband, they cannot be struck in melee or ranged combat through the normal means.

Non-Combat Characters

Some people cannot fight but that does not mean they cannot play. These players and characters are considered non-combat and have a few rules regarding them:

- They will wear a neon orange headband at all times.
- You may never strike a person wearing an orange headband with a dart or weapon. If you must fight them you must Execute them. When within three paces of the player you simply gesture with your weapon and call a special count of Execute 1 Execute 2 Execute 3. This drops the target player into their Mortally Wounded death count.

Any character may revive a non-combat character by Roleplaying healing them for one minute regardless of if they have any medical skills.

Character Health, Focus & Power

Health Points

A character's physical health and wellbeing are represented by his Health Points. A character typically starts with between eight and ten. Your current Health Points will vary as you take damage and get healed, but your total will never change. You can never be healed above your maximum total Health Points. You may buy 2 Health Points for 10xp up to 10 times.

Focus Points

A character's mental energy and attention are represented by their Focus pool. You expend your Focus to use your skills and abilities. Players track this by writing down their Focus expenditures on the back of their character sheet, with the expense occurring at the start of the activity. You may never exceed your maximum Focus pool. You may buy 2 Focus Points for 10xp up to 10 times.

Power Points

Some characters have access to Arcane Powers and Divine Miracles. Power Points (PP) represents the thaumaturgical might and reservoir of the Will of these characters. Power can be regained with rest, drugs or sacrifices (See Power Rituals). Power can temporarily be raised above your maximum but can never be more than 150% of your base total. Overcharged Power above Maximum is lost at the end of the period. Half of your Power is regained at the new period. Everyone starts with zero power.

A caster that accidentally overspends his Power Points regains only 1PP each new period until his PP are back to 0 at which time he will begin regenerating them normally. If a casters PP are currently -1 or lower he cannot cast any spells. If a caster ever overspends by THREE or more PP he is **SLAIN OUTRIGHT**, his very essence expended to perform his magick. A caster that overspends his PP must record this event with Logistics. Chronic overtaxing can permanently reduce a casters base Power Pool by 1.

Any character with a Power Pool is a Supernatural Being. They are susceptible to certain abilities, influences and forces that do not normally affect mere mortals. Power is a double-edged sword!

Period Refresh

At the start of each Period, every character regains 5 Focus, modified by items worn and advances purchased. Sorcerers and Miracle Workers regain half of their base Power Pool each Period refresh. If the Period change would take place during a combat, then the refresh occurs at the end of that combat. Many spells, skills or abilities last until the Period change, at the time of the refresh any previous Period's skills or abilities cease to function or apply. Periods begin and end at the 12 and 6 hours, as shown here:

First Period: Friday Lay On-12AM

Second Period: Saturday 12AM-6AM

Third Period: Saturday 6AM-12PM

Fourth Period: Saturday 12PM-6PM

Fifth Period: Saturday 6PM-12AM

Sixth Period: Sunday 12AM-6AM

Seventh Period: Sunday 6AM-12PM

Re-Writing, Re-Working, and Retirement

Re-Work

Re-working is a minor change to a character. If you like your character concept but some skills don't fit with your vision you may choose to refund any or all purchased Advances and get the XP back. If you do, you may spend the refunded XP on new skills without needing a teacher. This can be done prior to your third attended game but may also be done when a character is directly affected by a change in the rule-book.

Re-Write

A re-write is a total scrapping of a character prior to the start of its third game. All money and item cards must be turned in, and all XP is refunded. You may create a new character from scratch with all earned XP. A Re-Write can also be done under special situations as determined by the directors.

Retirement

There may come a time when a player wishes to stop playing a character, the option is to mechanically retire the character. How you end it thematically is up to you. A new character is created by taking the total XP of the character to be retired, subtracting 50XP (Starting Build) and then dividing the remaining

“earned” XP in half. A new Character starts with this remaining XP plus 50xp and may spend some or all of it at character creation.

CvC and Theft

Character Versus Character Actions

Any player may engage in Character Versus Character action, also known as CVC. CVC is any in-game aggressive action or skill call directed at another character. Players may attack other players, even Mortally Wounding them, and rob them of their in-game money. However, a player may not call a killing blow or other skill that directly kills another character unless a Witness is present. Likewise, a player may not rob another player of anything except game money unless a Witness is present. Without a witness, you may only take game money and leave your victim to their death count. If you intend to engage in premeditated in-game murder you may do so. Find a Witness or report to Logistics to ask for a Witness to observe.

When you engage in CvC you are not permitted to go out-of-game or change characters for 1 hour after you commit the act, or turn in the stolen item to the Trading Post. We call this the CvC lock. While CvC locked you can't go to your NPC shift, leave the grounds, sleep out-of-game, etc. No CvC can occur within one hour before the event ends or 2 hours before your NPC shift.

Theft

Theft always requires a Witness. Theft is taking a Phys-Rep (or cards for components and crafting materials) that is unattended; likely situations are things left on tables or in sleeping spaces. No matter the situation, a Witness must be present. Only Phys-Reps with item cards may be stolen. Decorative props and other knick-knacks may not be taken. All stolen items must be kept In-game for half an hour before being taken to Trading Post and turned in. Thefts will be entered into the Theft Log and tracked. The owners of stolen weapons will come to Ops to claim their Phys-Reps and turn in the item card for the object. If your item is missing check in with Ops to see if it has been stolen. Thieves should return periodically to see if their goods have arrived. Failure to turn in cards for stolen objects will result in a Rules Violation.

Combat & Weapon Props

Combat Scenes

A Combat scene is anytime two or more characters' swing and call offensive skills or damage at each other. During a combat scene, all open flames must be tended. A player must stand by the fire and warn others of the danger until an NPC can take over for them. This applies to campfires, tiki torches, hookahs, and any other open flames. You cannot smoke and fight. If a fight happens all cigarettes, and cigars must be put out immediately. It is the player's duty to do this and a failure to do so can result in Rules Violations.

Some skills and abilities last until the end of combat. This means when the last enemy has been Killing Blowed or ten minutes have passed, whichever comes first. After a combat scene ends plays must write down Focus expenditures on the back of their sheets in the spaces provided. This need not be done immediately if it would interrupt a scene but should be done as soon as possible. Witnesses may ask to check your sheet after combat to make sure you are updating your sheet accurately.

Melee Combat and Phys-Reps

Dead Legends is a boffer combat game. Safety approved boffer or latex melee weapons are required for combat. No metal or wood is allowed in the construction of melee boffer weapons. No weapons may ever be used in a thrusting or stabbing motion. The padded weapon is swung at least 90 degrees and must strike the opposing player firmly on the arms, legs or torso. Polearm type weapons may be swung 45 degrees and still counted as a strike. Hands, feet, groin, neck, and head are illegal targets. A strike must land solidly but should not be of sufficient force to cause pain to the struck player. If you are struck by another player and it hurts, you may say “Check your swings” to tell them that they are swinging too hard. If someone tells you to check your swings, you are swinging too hard. You deal damage regardless of how hard

you swing. Respect your fellow players and they will respect you. You may strike as rapidly as you wish in combat as long as your damage calls are made before you begin your next strike. **You must swing at least two base weapon strikes or wait at least 10 seconds between skill calls.** As in “Two Stun, Two Stun, Knock Down, Two Stun, Two Stun, Critical Four Stun.” Keep in mind the weight and construction of your contact-safe boffer weapons when striking other players.

As soon as combat is over you must record any damage you have taken, and the skills used on the back of your sheet. If you overspend your Focus during combat you must subtract that amount for your next refresh and notify a Story Teller or Director of this mistake; this should never be used as a calculated way to use more Focus than you have, and any player discovered taking advantage of this may be given a Verbal or Written Warning. Players that repeatedly cause pain or strike the illegal targets of the head or groin, intentionally or through unsafe flailing, or continually overspend their Focus, will have their combat privileges suspended. Serious, intentional infractions may be punished by expulsion from the game.

Any weapon that does Stun damage needs a white band near the handle. We understand that you may already own weapons that have other aesthetics. We ask that you try to change them to fit our genre rules. We allow players three months with a non-genre weapon to get an appropriate Phys-Rep for it. Meaning, if you get an In-Game saber, but only have an elvish sword at home, try to bring it within genre regulations by wrapping the handle or making other small mods. Or, you may change it out for a new prop within three months. We retain the right to fail a weapon breaking genre.

Brawlers

Your fists or elbows. Brawlers represent your unarmed fighting ability. Every character may use one Brawler that represents a human's base ability to fight. If your Brawler is struck by a weapon or dart you take the full effect of the attack.

Length: 15 to 18 inches

Appearance: White or black in color. No flourishes. No knuckle guards.

Knuckle Duster

Your fists clad in metal. Must have Brawling advance to use. These modify your Brawlers and are therefore not considered Weapons for the purposes of skills.

Length: 15 to 18 inches

Appearance: White in color. Red Tape around the tip, knuckle guard to simulate brass knuckles.

Short Edged

Knives, small edged tools and weapons.

Length: 15 to 22 inches

Appearance: A Short weapon that does Damage should appear as a genre appropriate knife or metal edged tool. The foam should be covered in an appropriately colored duct tape or painted. Keep fantastical elements to a minimum.

Short Blunt

Clubs, batons

Length: 15 to 22 inches

Appearance: A Short weapon that does Stun should appear as a genre appropriate knife or metal edged tool. The foam should be covered in an appropriately colored duct tape or painted. Keep fantastical elements to a minimum.

1-Handed Edged

Sabers, machetes, hatchets, tomahawks

Length: 23 to 36 inches

Appearance: Fantasy swords are not genre appropriate, and swords with a cruciform hilt are relics best left in museums. Bladed weapons are sabers and machetes, and other ceremonial military swords. The foam should be covered in an appropriately colored duct tape or painted.

1-Handed Blunt

Cudgels, large clubs, hammers

Length: 23 to 36 inches

Appearance: Cudgels, and hammers are 1-handed blunt weapons. Weapons that do stun damage need a white band near the handle. The foam should be covered in an appropriately colored duct tape or painted.

2-Handed Edged

Axes, picks,

Length: 37 to 60 inches

Appearance: Long handled picks and axes are 2-handed edged weapons that do stun damage need a white band near the handle. The foam should be covered in an appropriately colored duct tape or painted.

2-Handed Blunt

Shovels, Sledgehammers

Length: 37 to 60 inches

Appearance: Tree branches, shovels, bats, and large hammers are 2-handed blunt weapons. The foam should be covered in an appropriately colored duct tape or painted.

Long Edged

They might be a sharpened sticks and steel pointed spears are in this category.

Length: 51 to 72 inches

Appearance: Classic wooden spears, cavalry lances, and sharpened sticks that do Damage. The foam should be covered in an appropriately colored duct tape or painted.

Reach: Longs may not be used to thrust, instead, they may make 45-degree swings to strike for damage.

Long Blunt

Broom handles and wooden staffs are in this category.

Length: 51 to 72 inches

Appearance: Staffs or broom handles that do Stun. Weapons that do stun damage need a white band near the handle. The foam should be covered in an appropriately colored duct tape or painted.

Reach: Longs may not be used to thrust, instead, they may make 45-degree swings to strike for stun.

Ranged Combat and Phys-Reps

Dead Legends uses dart blasters and packet guns to represent firearms in our game. We understand that inherently our guns are toys and will not look like historical representations. We encourage players to personalize your weapons and make them look as appropriate as possible. When considering dart guns for our game we ask that you steer away from Sci-Fi looking guns. We reserve the right to not allow non-genre guns. If you have a question about a specific gun contact us. Guns are separated into two categories Pistols and Long Arms. The main difference between these is length and dart capacity.

All Physical Representations must be painted at minimum black, bronze or gunmetal except for the tip which must be painted bright orange. All Firearm Physical Representations must pass a safety inspection. This inspection may involve at the discretion of the safety inspector: dis-assembly, operation, adjustment, and explanation of replaced/modified components. Changing the operation of a Firearm Physical Representation post-inspection (swapping springs, adjusting regulators) will not be tolerated. The safety martial may, by discretion, mark/mechanically inhibit the ability to adjust Firearm Physical Representation operation. No Firearm Physical Representation may use an Electric Flywheel Mechanism

to launch projectiles. No Firearm Physical Representation may have exposed (nonflush) sharp or metal parts. No Firearm Physical Representation may be more than 48" in total length. You may never bring a real firearm to a Dead Legends event.

All shots should be aimed for a target's center of mass. The hands, head, feet, and groin are all illegal zones. You must call damage on a shot before you may fire a second round. Unlike melee, you may call skills back to back with ranged weapons. If a target closes with you, you must tuck your gun against your body and fire from the hip. You **may not** hold your gun straightforward and continue shooting normally. You can never use your Physical representation to block, push or strike. If you wish, you may use a Prop gun that does not fire packets or darts. To do so you must have **RED** throwing packets that you throw at your target while you point your Phys-Rep at them. You may hold and throw six of these packets at a time before "reloading" with a ten-second count.

During a combat scene involving darts, packets, or foam balls, players are not to retrieve ammunition from the ground. Thrown weapons can be retrieved during the scene.

Pistols

Pistols deal a base Damage of 4. Examples of approved Pistols are the Nerf Maverick, Jolt, Double Down, Sharpfire, Sweet Revenge, Hammershot, Doublestrike, and Persuader.

Max Internal Dart Capacity: 6

Max Magazine Capacity: 6, maximum 2 magazines.

Long Arms

Long Arms deal a base Damage of 5. They are divided into two groups: Rifles and Shotguns. Shotguns are any long gun that fires more than one projectile at once, some examples are the Nerf Barrelbreak, Rough Cut, Sledgefire and the BuzzBee Double Shot. When firing these guns, you call damage on the shot (total of all combined darts). Rifles are all other long guns that are allowed, some examples are the NERF Longshot, Longstrike, Slingfire, Vagabond, and the BuzzBee GunSmoke, Sentinel, Snipe, and Hunter.

Max Internal Dart Capacity: 12

Max Magazine Capacity: 8, maximum 2 magazines.

Throwing

Throwing weapons deal a base Damage of 2. Throwing weapons come in many varieties but adhere to a few universal rules. Throwing weapons may only be made of soft materials and may not have a core of any kind. They must be completely padded on all sides. A weapon must be safe if it hits with the tip or the handle. No throwing weapon may weigh more than one and a half pounds. Throwing weapons mainly have two types; Smalls, which are axes and knives, and Spears, which are throwing spears and javelins.

Length: 6 to 24 inches for Short, 24 to 60 for Spears

Appearance: Short Throwing weapons should be knives, axes, darts. The foam should be covered in an appropriately colored duct tape or painted. Keep fantastical elements to a minimum.

Projectiles

Packets, Darts, and Rival balls

All projectiles must be unmodified name brand (Nerf, Koosh, Buzzbee) soft foam projectiles or approved ballistic packets. All projectiles must be marked with your player number. Ballistic packets must be made of a biodegradable orange fabric and may be filled with oatmeal and cotton balls. Red throwing packets must be made of biodegradable red fabric and may be filled with birdseed, oatmeal, and cotton balls. All Firearm Physical Representations will be chronographed before use in the game. The limit for soft foam projectiles is less than 120 feet per second, approved ballistic packets must be less than 80 feet per second. Muzzle velocity is averaged over 3 shots with no single shot being 10 % deviated from that average.

The player may only use the type of foam projectiles Chronographed for that Firearm Physical Representation. A Firearm Physical Representation Chronographed for Nerf MEGA darts may not be used with Nerf Rival rounds.

FINAL DRAFT

Game Play

Calling Damage & Offensive/Defensive Skills

When you strike your opponent in a legal area you must call the effects of your strike. Damage calls must be clear and loud so everyone nearby can understand. To be considered a successful attack your damage call must include the numeric amount of damage and the damage type. Damage calls sound like "Five Damage," "Ten Fire," or "Three Stun."

If you are using a skill you must call it with its listed call as you begin your attack. You may not wait to see if your attack hits the target before calling a skill. You must spend the Focus to use the skill regardless if it is successful or not. Some skills can resist attacks. To resist a skill or effect you must call an appropriate defensive skill within 5 seconds of being affected.

If you are using a weapon and you do not have the corresponding Melee Proficiency or Ranged Proficiency, the base damage of the weapon is reduced 1 point, to a minimum of 1 damage/stun.

Types of Damage and Their Effects

Damage

All Damage is dealt to a characters Health. Melee weapons commonly do either 1 or 2 Damage and guns do 4 or 5. Every character must keep mental track of their Health during combat and should record any Damage they took on their character sheets after every combat. When your Health is reduced to 0 by Damage your character begins to die. You become Mortally Wounded. Refer to the Mortally Wounded section of Death and Dying. The call for Damage is "X Damage."

Stun

Blunt weapons and unarmed strikes deal Stun, which is nonlethal. Stun reduces your Health the same as Damage, however it will not make you Mortally Wounded. When your Health is reduced to 0 by Stun your character becomes temporarily stunned. You gain the Unconscious Condition. You will remain Unconscious at 0 Health for 2 minutes, or until someone resuscitates you. If you take any Damage while at 0 Health you begin dying and become Mortally Wounded. After 2 minutes you will regain consciousness and heal 1 Health. The call for Stun is "X Stun."

Fire

Fire acts exactly like Damage, but also panics the victim as they temporarily ignite. If you take Fire damage you become Panicked for ten seconds. The damage call for Fire is "X Fire."

Poison

Poison acts exactly like Damage, but also applies the Poison Condition. The Poison Condition may be resisted. If you resist all of the Poison Damage you do not take the Poison Condition. The damage call for Poison is "X Poison."

Bleed

Bleed acts exactly like Damage, but also applies the Bleeding Condition. The Bleeding Condition may be resisted. If you resist all of the Bleed Damage you do not take the Bleed Condition. The damage call for Bleed is "X Bleed."

Drain

This is an NPC call that causes Damage to the target and heals the attacker.

Ranges

All ranges are measured from the skill's user.

Evil Eye

Evil Eye is within thirty feet of yourself. Your target should easily be able to see you are targeting them.

Reach

Reach is the length of your arm, or within three feet of you. Any target you could touch with your outstretched arms without moving your feet is within Reach.

Line of Sight

Line of Sight means that you can clearly see and identify more than half of your target with no limit on distance.

Power of Voice

Some spells and abilities have broad encompassing ranges. Power of Voice means you call your skill clearly and loudly and all who hear and understand your call take the effect. You may not scream at top volume.

Magick link

This range is unlimited but requires you to have a personal object from the target. A blood sample, hair sample, or treasured personal item qualifies. A Witness must see you acquire this object.

Blast

A Blast is an explosive area of effect with a radius of 10 feet from the point of origin. This may be dynamite, firebombs, or grenades.

Stacking Skills and Abilities

A character cannot call more than one skill per attack unless that skill specifically says it can be combined. A character cannot call multiple uses of a skill with one strike.

Weight & Strength

Item Weight and Character Strength is an abstracted system to account for encumbrance and physical capability in play. Items and Obstacles often have a Weight statistic that informs a Player of how heavy the object is for roleplay purposes.

A character can lift and carry items with a Weight equal to their Strength with no inhibition of their movement or abilities. A Character may lift and carry, with roleplayed discomfort and effort, items with a Weight 1 higher than their Strength; this limits their movement to a staggering walk. Items that have Weight 2 or higher than a Characters Strength cannot be lifted, carried or moved. Multiple Characters can work together and combine their Strength to lift heavier objects, but all involved must keep two hands in contact with the Object and cannot move faster than a walk.

All Characters start with Strength 1. This represents the average adult human's ability to carry and lift objects. Human capability in Strength ranges from 1 (average) to 4 (Very Strong). An adult human is a Weight 2 object and may be carried if they are Helpless, Unconscious, dead, or willing. Always ask for permission to engage in physical roleplay with a person you wish to carry. Place a hand on their arm or shoulder and walk them safely.

Strength may be called upon during roleplay interactions. You may use it to win arm wrestling competitions, while shaking hands, or other social engagements, Call "Strength X."

If your Strength becomes 0 you become Helpless and can only stagger or crawl. You may not use weapons until your Strength is restored.

Conditions

Awake, Alive, Able

This is the base state of existence for a Dead Legends character. They may fight normally, use skills and interact with the world without impairment. Characters that are not Unconscious or afflicted with a persistent condition and have 1+ HP are Awake, Alive and Able.

Addicted

This derangement has specific roleplay effects. The urge to use drugs or large amounts of alcohol becomes overwhelming in times of stress. The character seeks to escape from the pain of reality and fears, feeling more and more hopeless or agitated as long as their addiction is unsatisfied. At low levels of Madness, this will manifest as desiring relaxation or release. At high levels of Madness, this can cause a person to become violent, dishonest and do nearly anything to numb the pain away. This is a special derangement only earned for IG actions.

Agony

When in a state of Agony, you should writhe, shriek and groan. An agonized character cannot take any action other than roleplay extreme pain and panic. Agony is a Mental effect.

Bleeding

Bleeding prevents all Healing mechanics until the Bleeding Condition has been removed. Healing medicines, *Natural Remedy*, *Surgery*, *Bind Wounds*, and *Apply Pressure* have no effect on a Bleeding target. Staunch Bleeding will remove this condition in 60 seconds.

Broken

A Broken item is temporarily unusable. A Broken item or weapon may be *Repaired*, *Upgraded*, or *Refurbished* to restore it to functionality. The Broken condition persists between Events.

Crippled Limb

When an attack or ability Cripples a limb you must moderate their movement and combat behavior. Crippled limbs have both an immediate and lasting effect. If your arm is Crippled you must drop what is in your hand and you are unable to carry or use your arm. If your leg is crippled you must fall to the ground, safely, and upon standing must move with a pronounced limp and cannot run. Cripple may be removed or ignored with medical attention. The Crippled Condition persists between events.

Dazed

A Dazed character cannot attack or run and cannot use Skills. You may attempt to parry with their boffer weapon as normal. *Roleplaying Suggestion: Stagger, reel on your feet, do not appear to have full control over your faculties.*

Destroyed

A Destroyed item or weapon has been rendered permanently unusable. An item card that has been Destroyed should be discarded. A Destroyed item card that has limited uses is discarded. A Destroyed item card that represents multiple units of a single good, like Wood, Pelts, or Healing Herbs loses a single unit.

Exhausted

Exhausted characters have overspent their pools, going into negative Focus accidentally. You cannot utilize skills that cost Focus until the next period change. You cannot run, becoming winded after a short jog. This state can occur from the use of certain poisons, spells or supernatural sources, but can also result in a soft punishment for careless use of your focus.

Fear

Fear is a supernatural terror that forces you to keep your distance from the user. If you are Feared you must stay at least 20 feet away from the target. Fear is a Mental effect. Unlike other Mental effects resisting Fear does not give you immunity for ten minutes. Fear lasts for 60 seconds unless declared otherwise.

Hidden

Hidden characters or items cannot be seen and thus cannot be interacted with. To indicate that you are Hidden you hold your arm across your face, covering your mouth, with your hand on the opposite shoulder. It should look like you're drawing a cloak over you. To indicate that an item is Hidden use a yellow band of cloth or tape wrapped around the item or item card.

Helpless

A Helpless character cannot move on their own or defend themselves physically. While you are Helpless you are able to speak and use Mental skills. While Helpless you are vulnerable to Killing Blow.

Paralyzed

When Paralyzed a character cannot move and must freeze in place. You cannot attack, defend, move, speak, or use abilities. *Willpower* is the only exception to this rule. Paralyze is a Mental effect. A Paralyzed character is Helpless.

Pacify

A Pacified character cannot take any aggressive action. You may not attack or use skills that damage or affect another character physically. You may use Mental skills and defend yourself while Pacified. Pacify is removed when you are attacked or take damage from another character.

Panicked

While panicking you may not attack, defend yourself, or use skills.

Pin

Your limb has been immobilized with a projectile until pulled free. You must place the affected arm or leg against the nearest surface and not move it. You or another character can free yourself with 30 second tugging at the pinned limb with a free hand. You may use *Flesh Wound* or *Ignore Pain* to resist or break free from being Pinned.

Poisoned

Poisoned prevents all Healing mechanics until the Poison Condition has been removed. Healing medicines, the advances *Natural Remedy*, *Surgery*, *Bind Wounds*, and *Apply Pressure* have no effect on a Poisoned target. Poison can be cured with *Purge Poison* an antidote. The Poison Condition is removed at the Period change.

Weakened

A character in the Weakened state has Strength 0. They can't hold or carry anything Weight 1 or greater, are barely able to walk, and are lightheaded. Best to sit down for the duration of the effect.

Unconscious

An Unconscious character is Helpless and unable to act. You fall to the ground safely. You may not use skills or move, unless your physical safety is endangered. During a fight you may want to move out of the immediate area of combat so you don't get stepped on or tripped over. While Unconscious you may be awakened when the Condition is removed or times out. Any player may remove the Unconscious condition from another player with 15 seconds of attempting to rouse the victim by shaking them, calling the target's name, or the like.

Common Calls

Effects in game are delivered by verbal calls. These calls may modify skills, deliver additional effects, and be combined with damage.

Disarm

Something has forced you to drop whatever you're holding. If you are struck in the arm by a Disarm effect you safely drop whatever weapon or object you were holding with that hand. A Disarm effect may specify which arm, hand, or weapon it affects. You must drop the item safely at least 3 feet away from you. Unless specified by the user you may pick up your weapon or object after one second.

Master

Indicates the skill is being used in a circumstance it could not normally be used.

Knockdown

Knockdown makes a character fall to the floor. When you are knocked down you must fall safely, avoiding other players. Do not tangle yourself up in someone else's feet. You may not rise until you have touched your hip and shoulder to the ground. If you are unwilling to fall prone for safety or comfort reasons you may instead take a knee for 10 seconds and take no offensive action.

Overwhelming

Overwhelming abilities cannot be defended against by any mortal means. If an Overwhelming attack, spell or ability hits your character you take its effects.

Quick

Quick is appended to a Skill or ability to reduce the required roleplay time. This lets other players know that you have an ability that increases the speed at which you may use your skills.

Unavoidable

An Unavoidable strike is so fast that human reflexes can't keep up. You cannot resist an Unavoidable attack with any skill. You may reduce the damage dealt or resist any Conditions delivered by an Unavoidable attack.

Dying and Death

Mortally Wounded

A Mortally Wounded character falls to the ground and has two minutes of consciousness remaining. When a character is initially reduced to 0 Health Points they may shout or scream once at full volume. A Mortally Wounded character cannot attack or use abilities unless specified. Characters who are Mortally Wounded are not required to move or cry out, you may just fall silent and still. Movement and noise while Mortally Wounded is optional. Characters that are currently Mortally Wounded may only call out or speak at half volume. A Mortally Wounded character may only drag themselves 10 feet or adjust themselves for comfort or safety. Mortally Wounded characters cannot use items to heal themselves without, another character to help them consume the item. Any amount of restored HP will stabilize the character.

Dying

When a character has been Mortally Wounded for two minutes they begin Dying. The base time count for Dying is 2 minutes. Some specific abilities, poisons or spells may shorten or lengthen this count. When your character is Dying, you may not move, speak or call out. Your character is Unconscious but cannot be awakened by the normal means. Healing items or abilities will stabilize a dying character at 1 HP, regardless of the usual stated amount healed by the item or ability. If you are Dying for 2 minutes and do not receive help, your character dies.

Death and Fate

When a character has Died they may continue to lay in place for up to ten minutes or they may get up and walk Out of Game to Story Ops. When the Dead character arrives they must inform the Storytelling staff immediately that they have Died and the circumstances in which they fell. As soon as possible a Storyteller will take the player to a private area and see what Fate has in store for the deceased character. In-Game Death is not always final, there are many ways to cheat Old Man Death.

Debt

All Characters start with zero Debt but this will change through play and plot events. A Dead character that returns to the Land of the Living may have their Debt adjusted. Debt does not deal in money but in metaphysical value. While it does not affect your character mechanically you should keep an eye on it.

Character Final Death

When a Character fails to cheat death, or chooses to go on to their final reward, the player may make a new Character that carries over some of the XP earned during the previous one's lifetime just as if the character was retired. See the Re-Work, Re-Write, and Retirement section.

Killing Blow

A willing, Helpless, or Mortally Wounded character may be the target of a Killing Blow. By placing a weapon, gently, on the target's Torso or aiming a Ranged Weapon at the ground next to the targets Torso you may count "Killing Blow 1, Killing Blow 2, Killing Blow 3" followed by your normal Damage or Stun value. If you take any damage or call any skills during this count you must restart. A Killing Blowed target loses all remaining Health and falls to the final 30 Seconds of the Dying stage of their Death Count.

Corruption

Evil comes in many forms in the West and sometimes it afflicts the body. Players can be afflicted by Corruption in many ways: exposure to inter-dimensional or supernatural energies, interacting with certain supernatural beings or handling corrupted materials and items. Sorcerers and other mortals that channel the raw power of the cosmos to cast spells are especially susceptible to Corruption.

Every mortal character can be afflicted by Corruption, each instance of which increases a character's Corruption stat by one. All characters start at zero Corruption, known as Untainted. As a character gains Corruption, the affliction manifests physically and mentally increasing in severity the more Corruption the character has. Corruption is difficult to remove, requiring advanced medical or scientific procedures, or rare and powerful spells or items.

0 Corruption: Untainted

All player characters start Untainted.
Manifestation: None

1 Corruption: Shadowed

You can feel the evil in you and the world weighs heavy upon you. Your mood sours and your mind is invaded by dark thoughts. You might develop some minor nervous ticks.

Manifestation: Pins and Needles, nerve pain, occasional stomach cramps. Roleplay occasional gloominess, nervousness, nightmares.

2 Corruption: Tainted

Continued exposure to corrupting influences has insidiously infected your mind and body. You have trouble sleeping, you feel fatigued and may be prone to foul moods.

Manifestation: As above plus- nerve pain, headaches, inexplicable nosebleeds, bad bouts of cramping or joint pain. Shadowed eye make-up bruised and tired looking. Pale skin, optional. Roleplay bouts of moodiness, nervousness, fatigue or horrifying nightmares.

3 Corruption: Afflicted

Repeated or intentional exposure to powerful sources of Corruption has begun to twist your body. You suffer from all the above manifestations of lower-level Corruption as well as role-played aches and pains.

Manifestation: As above plus -Minor cosmetic changes, scaly, infected, pale or discolored skin. Heavy bruising around eyes, internal bleeding. Madness and Derangements express more often, and more negatively.

4 Corruption: Accursed

Your flesh shows the foul stigma of your exposure to unearthly and unnatural forces just as your mind is tainted by the rot seeping into your soul.

Manifestation: Major cosmetic changes: red, strange or glowing eyes, sharp or colored teeth, foul odors and vapors, black veins, bruising, lesions or rotting flesh. Madness and Derangements express much more often, and much more negatively or intensely.

5 Corruption: Monstrosity

Mutations wrack your body and your humanity hangs on by a nail. Your flesh rebels against the unholy forces you have exposed it to...or does it embrace it? The horrifying transformation you are undergoing is excruciating, debilitating, terrifying...glorious?

Manifestation: Major cosmetic mutations and afflictions- with at least one mutation deformity that impairs your characters roleplay in some way. Madness and Derangements express far more often, and much more severely and negatively.

Becoming a Mutant: Every event that a character starts with Corruption 5, or in-game circumstances of extreme Corruption exposure (Witness Required), they must make a Fate Draw:

Aces & Eights: Immediately open the Mutant Tertiary List.

Joker: Die horrible and dramatic after up to an hour of uncontrollable internal mutation- report for a Death Scene.

Madness

Evil comes in many forms in the West and sometimes it afflicts the mind. Players can be afflicted by Madness in many ways: exposure to inter-dimensional or supernatural energies, interacting with certain supernatural beings, long sessions of Torture and studying Forbidden Knowledge. Scholars and Academics that delve deep into Forbidden Knowledge, contentious theory and invention are the most susceptible to growing Madness.

Every mortal character can be afflicted by Madness, each instance of which increases a character's Madness stat by one. All characters start at zero Madness, known as Sane. As a character gains Madness, it manifests mentally, with increasing severity and frequency the more Madness the character has. Madness is challenging to cure, requiring therapeutic sessions, advanced medical procedures or rare and powerful spells or items.

0 Madness: Sane

All player characters start out as Sane, a calm pool with hidden, dark depths...waiting for the stone.

Manifestation: None

1 Madness: A Bit Off

You see things in a different light now, what was once simple truth is now murky or confusing at times. Your behavior has quirks of oddity, often unnoticed by your troubled self.

Manifestation: Choice 2-3 Derangements, Roleplayed at least once per period each.

2 Madness: Touched

You've seen terrible and wondrous things! Things that shouldn't be possible or scenes too horrible to recall with your waking mind. This has started to unseat you from reality.

Manifestation: Choice 2-3 Derangements, Roleplayed at least once every three hours each. Occasional brief auditory or peripheral vision hallucinations encouraged.

3 Madness: Crazy

Your perception of the world betrays you, or is it the truth? The others, the looks of fear, hurt and confusion in their eyes as they try to dissuade you of your truth- what do their eyes hide? Their smiles? You are unhinged by what you have experienced, trauma easily sets you off.

Manifestation: Choice 2-3 Derangements, Roleplayed at least once every hour each. Brief auditory or visual hallucinations, as well as irrational behavior, urges and fears.

4 Madness: Insane

Your Truth now rules you, whether you are tormented by it or embrace it is up to you. Visions, premonitions, episodes, urges- they whisper and roar in your ears every waking moment. You are mad as a hatter.

Manifestation: Choice 2-3 Derangements, Roleplayed constantly while In-Game. Near constant powerful hallucinations as well as irrational behavior, urges aggression and Phobias.

5 Madness: Shattered

You are broken. Your reality, your 'self', shattered like a mirror. Your mind fragments, a cacophony of voices and memories, real or imagined. Your universe crumbles into ruin, a cruel lie or a deadly truth. Fire flares bright, gutters...and goes out...

Manifestation: After a brief consent and comfort check-in with your fellow players enter a wild, dramatic episode of complete and utter bedlam. For up to an hour you run on a rampage or writhe on the ground, given in wholly to your shattered self. You cannot perceive the real world as it is or communicate effectively with any sane being. At the end of this horrifying scene you die, your soul taking flight from your tortured mind, your broken shell finally falling placid and still, lifeless.

Report to a Story Teller for a Death Scene. 5+ Madness cannot be soothed.

Players will always, except in specific forewarned scenarios, get to choose from a couple Derangements to exhibit. We will never force an unwarned player to Roleplay a derangement that inhibits their enjoyment. Madness will be afflicted by seeing unnatural or terrifying phenomenon or interacting with most Forbidden Lore items. Possessing a Forbidden Knowledge raises a character's minimum Madness level. Some of the available Derangements are detailed in a section at the end of this book.

Examples of Derangements

Derangements:

Paranoia

Disembodied Experiences

Alternate Personality

Megalomania

Delusions of Invulnerability

Delusions of Grandeur

False Memories

Hallucinations

Voices

Extreme Jealousy

Kleptomania

Phobia

Aggression

Pathological Liar

Self-Mortification

Phantom Pains

Conversations with Self

Amnesia

Mental Paralysis

Panic

Cannibalistic Urges
Homicidal Urges
Melancholy

Detachment from Self
Night Terrors
Holy Visitations

Drugs, Addiction, and Madness

Each unique type of Addictive substance that you consume reduces your base Focus recovery by 1 for the remainder of the Event. Multiple uses of the same Addictive substance do not further reduce your Focus recovery. If a character consumes two or more Addictive substances during the event, then the character gets the Addicted Derangement as well as 1 Madness if they have none.

FINAL DRAFT

Character Creation

Backstories

While having a character backstory is not required, submitting one is best way to ensure your character fits in the setting and genre of the gameworld. It will also prevent you from having genre breaking moment in the future which breaks immersion for everyone. A backstory doesn't have to be long but it should include basic information and a few plot hooks that can be used by the Storytelling team in future scenes.

While making your character you want to stay within the setting and genre of the game world. The best way to do this is to submit a backstory for your character so that the game designers can help you develop your character within the scope of the game world.

There are a few things which are only special approval and will rarely be approved at character creation. You cannot have any of these things in your background without extensive application and approval well before the game: connections to real-life historical figures, former military ranks above captain, current active military rank (any nation), civilian rank higher than municipal or local, current member of a national law enforcement or historical detective/security agency, changes to the world history not implemented by game designers, or any break in genre.

Setting

Dead Legends LARP is set in an alternate history of the American West. Sometime in 1864 the timeline of our game world diverged from the real world, the War Between the States ended in a draw, Texas seceded from the Confederate States, British Canada claimed more territory including a recent annexation of Alta California, Deseret in Utah stands as a frontier bastion of the faithful, the Sioux Nation established the Plains Nation, and the Empire of Mexico reclaimed many of its south-western territories. With gold having been struck in the Dakota territory folks from all over the continent, and the wider world, have headed into the Black Hills looking to strike it rich or advance the agendas of their country.

Set in the ghost town of Lazarus Gap, just a few days ride from the infamous Deadwood camp, settlers have decided to have a go at making a home in the abandoned mining camp, with little knowledge of what occurred in the years past. Remnants of the past inhabitants reveal clues to a grisly series of events that resulted in the disappearance of all that dwelled there a year ago. New settlers come in filled with hope, ignorant of the horrors that await.

The supernatural exists, but in rest of the world is relegated to myths and superstitions of eras of the past. Pioneers in the Black Hills, particularly Lazarus Gap, have discovered that there are terrifying realities behind many folklore stories. Rumors abound of people coming back from the dead, the dead rising, strange man-like creatures living beneath the earth, forgotten gods and malevolent spirits and other assorted supernatural phenomena. Stories of these strange occurrences are attracting a strange mix of folk to the camp: religious fanatics, mystics, scholars, the terminally ill and lunatics as well as fortune-seekers after gold and settlers just looking for a better life.

The North American continent is divided among several governments squabbling over territory and resources. Agents of these governments are operating across the Disputed Territories seeking to further the claims of their patrons. The discovery of gold, as well as dark and terrible secrets in the Black Hills, has shaken the hornets' nest.

Genre

The genre of a world defines the boundaries in which the world exists. It goes beyond a simple setting to being the theme and focus around which all stories in that world revolve. When all the narratives and mechanics of a story focus specifically around that genre, the world is brought to life in more clear, vivid, and accessible fashion. Players then know what they are expecting and how to fit within the world of Dead Legends. Sharing a clear genre also allows players to build a cooperative atmosphere together and not be

in conflict about what kind of game we are playing. In the world of Dead Legends, the genre is Americana Weird West and is further defined by our alternate history timeline that begins in 1863. This means the world is as it was prior to that date is as anyone can read in any history book. That the world, in general, is specifically Americana Old West and North American Victorian themed. It is fully open to the imaginations of the Storytellers from that basis, but the story staff are specifically playing, building, and writing within that sandbox of a genre. Therefore, when a player makes a character that fits the genre, it is far easier for story staff to give them backstory or personalized plot.

When a player creates a character, who is outside of those bounds, they are playing your own fantasy within the LARP. It often becomes confusing for other players because they came with expectations to the game about one thing and suddenly are seeing other elements that were not explained to them going into the game. People will feel like they are missing out, forgot to read a part of the setting, or that other players are getting 'special attention' for weird things. However, the biggest issue isn't the confusion to other players, but it also creates problems for the Storytelling staff who are ALL specifically focused on building story within our set genre. Plot staff then either has to break genre to accommodate this background or they simply need to ignore in their story building efforts. Because the story staff needs to focus on the overall vision of the world, the game, and the majority of players, they cannot adjust their vision for one player. It is not fair to the greater community of players or past story. Therefore, while story staff CAN approve backstories that our out of our genre, vision, or continental world, it means those backgrounds will never become highlighted in play through the plot team -- be it running backstory plot or overall plots that have those elements included. Story staff wants everyone to be able to come to game and play the character they dreamt of playing, but they are not able to support out of genre backstory with directed plot. As ever, the storytellers are completely willing to work with players on how to better sculpt their backgrounds to fit both our genre and the story vision they have for their characters.

Creation Guide

All characters start with the character stats; **7 Health Points, 10 Focus Points, Strength 1, 0 Debt, 0 Madness, 0 Corruption, and 50 XP** to spend freely at creation. The first three Training Lists opened cost 5xp each and are call Primary Training. Training lists beyond the first three cost 10xp each to opened are your Secondary Training list. Any unspent starting XP is kept for later use.

- Pick a Culture: This is the culture your character is from and exhibits. General guidelines are that Northerners are from the USA and Canada, Southerners are from the Confederate States, Texicans are from the Republic of Texas, and Empire of Mexico, Pioneers are from Canada and Western Northern American Continent, Foreigners are from areas outside North America, and Natives are the indigenous people.
- Pick a Birthright: This is the social status your character comes from. Upper Crust is the wealthiest and influential, Middle Class being landowners, business owners, or academics, Labor Class are the common folk working in the mines, shops, etc, Orphans are the street urchins of the cities, Hunter-Gatherers live off the land by hunting, fishing, etc, and the Child of Creed are those with a religious calling.
- Choose your Favored Vice/Virtue. This is your preferred habit to relax; strong drink, games of chance, dope fiend, prayer, and study.
- Choose your Forsworn Vice/Virtue. This is and activity you will avoid engaging in and if you do, it has no benefit.
- Now you have 50 Experience Points (XP) with which to choose your training lists and your advances within those lists.
- The final step is to choose starter gear, the Desk Witnesses will make the cards when you check -in at your first game. You do not need physical representations to get a card made.

Main Equipment (Choose One)	Extra Equipment (Choose Two)
\$5.00 Cash	\$2.50 Cash
Cheap Tradeskill Workstation	Cheap Tradeskill Tools
Bandages x5	Cheap Pistol

Cheap Ranged Weapon	Cheap One Hand Weapon
Cheap Melee Weapon	Cheap Short Weapon
Quality Short Weapon	Basic Crafting Materials x5 (any natural component)
Cheap Throwing Weapon x2	Cheap Thrown Weapon x2
	Bottle of Cheap Shine x1 (10 measures)

Culture

Gain all listed traits, except where you must Choose One.

Northerner- United States of America, Dominion of Canada, Border Territories

Hailing from the great Union of States (or its northerly neighbor the Dominion of Canada) that dominates the North American continent you grew up in a diverse land filled with many different immigrant cultures. The North is a land of dichotomy, from sprawling industrial cities with smoke blanketed alleys and gilt-work halls to the vast patchwork of towns and farms that spread across the forested countryside. The North is the most industrialized and densely populated of the Continental Nations and its citizens often have a means of supporting themselves in its economic rat-race, be it a trade skill, investments or less upright methods. Yankees, a slang for citizens of this burgeoning empire, are members of a capitalist democracy where money is power, hard work is a virtue and the Rights of Man are the guiding principle of civilization.

Capitalist Nation: +\$2 Monthly Income.

Industrialists: One of Civil, Craftsman or Criminal Training opened at -5 XP cost. (One Only)

Southerner- Confederate States of America, New Orleans, Caribbean islands

Southerners most often come from the Land of Dixie but roots in plantation agriculture is shared with much of the Caribbean. Southerners are often surmised as stoic, passionate people with a tendency towards at least lip-service piety. The agricultural roots have bestowed Southerners with an Old World approach to society: value placed on land ownership, personal honor, notions of chivalry, appearances of piety and a stratification of the classes. Southerners, both mainlander and islander alike share a cultural baptism in the fires of war with the many revolutions, invasions, and rebellions that occurred throughout the region over the past three centuries.

Agrarian: One of Civil, Craftsman or Marksmanship Training opened at -5 XP cost. (One Only)

Southern Courage: May use the Courage skill once per event at no Focus cost. Call: "Southern Courage!"

Old World Roots: May self-teach one of Language: Spanish, French or German for 2XP at any time.

Pioneer- The Disputed Territories, Deseret, The Northwest Territory, Canadian Wilderness, Oregon Territory

The West has called many thousands of souls seeking a new beginning for the past century. Pioneers strikeout, individuals, posses, family wagons and great wagon trains all heading towards the setting sun looking for a slice of land free from the tyranny, conflict or even bother of other people. Pioneers come from all manner of cultures and religions, each individual or group having its own reason to seek isolation in the vast unclaimed wilderness. Pioneers have no one but themselves and the higher powers to rely on, any help is a hundred miles away, "civilization" can be a thousand. Rival peoples, both Native and Pioneer, and wild animals are a constant and subtle threat. Pioneers are a hardy, independent folk who all know how to defend themselves or put food on the table in a pinch.

Fortitude: You have +1 Base Health

Self-Sufficient: You start with one *Gathering* skill as per the Frontiersman Training list.

Frontier Living: You may open the Frontiersman Training list at -5xp cost.

Texican- Republic of Texas, Northern Empire of Mexico, Baja California

Texas and the great southwestern deserts have been fought over for the past half century, trading hands between the Spanish, Natives, Mexican revolutionaries and finally Texian settlers. The Alamo stands as a symbol of independent defiance and Texas fought long and hard for the cause of self-rule as a member of the Confederacy. Now, independent once more, the Texian and Tejano patriots have adopted the name Texican and stand ready to seize their manifest destiny in the arid lands they call home. Texicans, through exposure, diet and mingled heritage are a hardier folk, resistant to minor ills that thrive in damper climes.

Fiercely Independent: You may start with one *Allegiance: Republic of Texas*, or *Allegiance: Empire of Mexico*

or **Fortitude:** +1 to base health.

Hale n' Hearty: You may resist one Disease or Poison Condition inflicted on you each event. Call "Hale n' Hearty."

Spanish Heritage: You start with *Language: Spanish*.

Foreigner- Kingdoms of Europe, Africa, and Asia.

Uncommon- Requires backstory and costuming approval prior to entering game play. Cannot be Upper Crust background.

The Americas attract immigrants from all corners of the world. Foreigners are folks who left their native lands seeking a new life or escape from the hardships endured back home. The world of the 19th century was one of constant colonial endeavors, bloody wars and great innovations that uprooted people around the globe. Many foreigners would pass through the ports of the Eastern seaboard and, finding no other place to go, end up employed or homesteading in the sparsely populated American West. Foreigners often have trouble understanding American colloquialisms and cultural mores, having their own distinctive ones from their native land. Well-adjusted European immigrants can potentially be represented by Northerner or Southerner Culture instead.

Foreigners can be from any nation of the globe. We ask that costuming, dialect and portrayal of ethnicity be considerate and researched. No player may paint their skin to appear as another ethnicity.

Mother Tongue: Choose one Language, you may speak this, often better than English.

Language: Spanish, French, German, Chinese, Arabic, Russian, Gaelic, Japanese

Choose One National Advantage

Insightful: +2 to base focus.

Tall Folk: +2 to base health.

Exotic Goods: As per the Civil Advance.

Native- Tribes of North America.

Rare- Requires Backstory and Costuming Approval.

The First Nation peoples of North America have endured and thrived in isolation from the rest of the world for thousands of years. Over the past three hundred years the "New World" has faced an invasion, a migration of people from other parts of the world at a scale unheard of in history. Facing displacement, assimilation or annihilation the First Nation tribes have recently had a reprieve as civil wars and territorial disputes halted the rapid expansion of the new settlers. Now the First Nations must find a new path, a new way of surviving alongside or amongst the Continental Powers. For some this means recognition in the states of Sequoyah or Comancheria, for others independence in the Plains Nation.

Old Ways: You may open Frontiersman, Martial or Marksmanship Training at -5 XP cost.

Between Worlds: You start with *Language: Amer-Indian*. You may start with one of the following Advances: *Gathering: Foraging, Gathering: Trapping, Hunter, Language: French, or Language: Spanish*.

Birthright

Gain all listed traits, except where you must Choose One.

Upper Crust

Uncommon- Requires Backstory and Costuming Approval.

The upper crust of humanity is made up of the old and new plutocratic families. Members of the Upper Crust were never wont for anything in their entire lives. Hard work, toil, breaking a sweat in a non-leisure activity are things never experienced by members of the gilded elite of society. Upper Crust individuals come from incredibly wealthy families that maintain their finances through investments, banking and enterprises on a scale almost unfathomable to the lower born. AT the head of every family is a patriarch or matriarch that controls, indirectly, the lives and choices of not just their own family members and dependents but invisible thousands of workers that toil far below their notice. A member of the Upper Crust seeking their fortune in the West is almost always a fringe member of their family whose funds were dependent on a structured path in life that they inevitably chose to break away from. Leaving the grandeur and life of leisure behind adventurous members of this social class often try to strike it rich seeing wealth as a means of independence. Some are just out for a wild oat-sowing ride! Invariably members of the Upper Crust come across as effete or prim to the rough settlers of the west, their civilized manners and scruples make them stand the odd man out.

Family Holdings: At check in each Event you receive \$2.

Soft Handed: All Craftsman Skills, *Gathering*, and Craftsman Tradeskill Schematics cost 1 additional Focus to use or aid in. Note: Chemistry is an Academic Tradeskill.

Well Bred: You may self-teach one *Language: Spanish, French or German* for 5XP at any time.

Background Advance- Choose One:

Starting Capital: \$30 starting cash.

Well Outfitted: Tier 3 non-weapon, non-crafting item.

Natural Born Leader: +1 Focus Recovery for members of this Characters Posse. Req: Leadership.

Political Favors: As per the Civil Advance

Middle Class

The growing Middle Class are independent land-owners, self-made business owners, and academics. Born to a family of moderate means has allowed them to seek an education or invest in land or a business venture of their own when they reached a maturity. Factory and plantation owners, doctors, lawyers, and politicians in the Middle-Class fill positions that orchestrate or tend to the needs of municipal society and town life. The Middle Class often values proper manners of behavior and respects the entrepreneurial spirit of capitalism.

Well Bred: You may self-teach one *Language: Spanish, French or German* for 5XP at any time

Background Advance- Choose One:

Higher Education: as per Academics Advance.

Trade Connections I: as per Civil Advance

Family Holdings- +\$2 Monthly Income

Labor Class

The masses of the Labor Class make up the majority of every industrialized nation of the globe. Hard work, family, and stoicism are the virtues of modern mankind. The past few centuries of the Enlightenment have

allowed unprecedented upward mobility and assigned Inalienable Rights to the peoples that would have once been base-born peasants. The revolutionary spirit still lives in the hearts of the Labor Class and all of civilization is built on their shoulders. Sometimes gruff, sometimes ambitious, the West has sung its siren song of Freedom to the Labor Class most of all.

Land of Opportunity: You may self-teach ONE Language: Russian, Gealic, German, Chinese for 5XP at any time

Background Advance- Choose One:

Grit: +2 to base health.

Labor Shift: All Craftsman Skills, *Gathering*, and Craftsman Tradeskill Schematics cost 1 less Focus to use or aid in, to a minimum of 1. Note: Chemistry is an Academic Tradeskill.

Courage: As per the Frontiersman Advance.

Orphan

The world is a dark and terrible place when you are left on your own, torn from your family by tragedy, violence or misfortune. Orphans are the victims of the brutality of civilization and the precariousness of the human condition. Forced to survive terrible conditions in stinking city alleys, overcrowded workhouses or even lost in the wilds Orphans have learned to be quick of mind and hard in spirit. Against the odds, Orphans can achieve greatness through adversity.

Background Advance- Choose One:

Lucky: As per Criminal Advance

Hale n' Hearty: Resist first Disease or Poisoned Condition inflicted on you each event.

Grim Death: You may stand up and stumble-walk while Mortally Wounded but cannot use skills or attacks. Any further damage ends this ability.

Hunter-Gatherer

Some seek to live a simple life, away from the noisome din of modern civilization. In the wild corners of the world, Hunter-Gatherers eke out a living alongside nature, both a friend and a deadly foe. Whether this archaic lifestyle is by choice or by tradition Hunter-Gatherers often see it as a purer existence than that offered by the squalid towns and soot-darkened cities of so-called civilization. With the implacable march of industrial civilization into all corners of the earth, Hunter-Gatherers are often forced to retreat deeper into the wilderness to maintain their simple, rugged lives.

Background Advance- Choose One:

Hunter: As per the Frontiersman Advance.

Grit: +2 Base Health Point

Guardian Spirit: You may resist one Magickal or Mental skill or ability that affects you during the event. Call "Guardian Spirit."

Child of the Creed

Uncommon- Requires Backstory and Costuming Approval.

The world is a benighted and sinful place. Some folks seek to exclude themselves from the world living in closed off communities or in remote hermitages. Steeped in the belief in a higher power Children of the Creed who leave their seclusion feel a calling. Whether it is God, the gods or spirits they know that they have a higher purpose, a role in the fate of mankind to play. Such righteousness is not always welcomed by the practitioners and leaders of the Faith groups that these zealots encounter, often leading to conflict. But the way is clear to the Children, they cannot resist the Call.

Must start gameplay with one Sacred Vow, requires ST approval and is added to NOTES on Character Sheet.

Background Advance- Choose One:

True Faith: As per Academic Advance

Natural Born Leader: +1 Focus Recovery for members of this Characters Posse. Req: Leadership.

Willpower: As per the Civil Advance.

Vice or Virtue

Vices and Virtues are roleplaying activities that characters may engage in to restore spent Focus. Engaging in Vices or Virtues does not make a character good or evil, moral or immoral, it simply represents an activity that the character finds personally rewarding. Characters may indulge in two Vices at the same time, for example, drinking while gambling.

At character creation choose one Vice or Virtue to be Favored. This Favored activity fulfills a deep-seated desire or offers escape to your character. Then choose a second Vice or Virtue to be Forsworn. This Forsworn activity is one your character will rarely engage in and receives no benefit from if you do. Taking Damage or leaving the scene of your Vice or Virtue Roleplay for longer than five minutes interrupts your Roleplay time. You must restart your activity to receive the benefits.

Favored Vice/Virtue Mechanics: You regain 1 additional Focus when engaging in this activity.

Taking Damage or leaving the scene of your Vice/Virtue Roleplay for longer than five minutes interrupts your Roleplay time, you must restart your count to receive the benefits of your Vice or Virtue.

Vices

Vice: Strong Drink

You have a love of strong drink and the company or solitude it keeps. When you role-play consuming alcohol, you recover Focus. You must consume at least one Alcohol item card to gain this benefit.

Mechanics: Regain 1 Focus for 20 minutes spent roleplaying getting drunk and consuming at least one Alcohol item card.

Favored Roleplay Suggestion: Those Favoring Strong Drink are alcoholics, whether they are in control of it or not is up to you. Dramatic life events will almost certainly send them into the bottle.

Vice: Games of Chance

You love the clatter of the dice, the lay of the cards, and the moment that fortune hangs in the balance. When you role-play gambling, betting and wagering you regain Focus. You must be actively involved in a wager of In-Game currency or goods that involves some game of chance to gain this benefit. Standing bets on long term wagers do not meet the requirement.

Mechanics: Regain 1 Focus for 20 minutes spent roleplaying wagering and gambling where any amount of IG currency is on the line.

Favored Roleplay Suggestion: Those Favoring Games of Chance take winning and losing very seriously, debts unpaid are serious, if not deadly, matters. Winnings are never returned to the defeated.

Vice: Dope Fiend

You have developed a taste for escaping reality in the warm fugue of drugs. Opium, Coca, Laudanum, Yellow Salt, and other stranger substances make your spirit sing. You regain Focus when you role-play enjoying or suffering from the effects of Addictive substances. Since these substances are Addictive making your Focus recovery much more dependent on their use. Without a dose of these substances you will be irritable, irrational and often go to extreme lengths to acquire more. As this is a high RP vice with inherent drawbacks the substances consumed often have secondary benefits. Choose wisely.

Mechanics: Regain 1 Focus for 20 minutes spent roleplaying getting high or being intoxicated after using an item card measure of a drug.

Favored Vice: As a Favored Vice you are at a disadvantage, but you receive a greater benefit, regaining 2 additional Focus when engaging in this activity along with the mechanical effects of the drug.

Favored Roleplay Suggestion: Those Favoring Dope Fiend are full blown addicts that crave an escape from the pain and dullness of this world. When without a dose for too long you may be capable of acts of desperation to acquire one, lying, cheating and committing acts your normal self would never consider. Choose a drug of choice as your regular go to 'medication.'

Vice: Debauchery

You enjoy the company of and indulge in sins of the flesh. You regain Focus from roleplayed sensual encounters; role-play being conducted in private or semi-private conditions.

Mechanics: Regain 1 Focus for 20 minutes spent roleplaying engaging a romantic partner or self-identified prostitute in respectful and mutually agreed upon roleplay: Playing a game, chatting, hollering and giggling, etc.

Favored Roleplay Suggestion: *Those Favoring Debauchery are people of high libido and energy. They may get despondent and withdrawn when not able to engage in the vice when needed.*

Virtues

Virtues cannot be performed in conjunction with other Vices and Virtues

Virtue: Prayer

Communion with the divine relieves the weight of the world for you. You regain Focus when you role-play prayer and worship. You must be uninterrupted or with other worshipers praying together to gain this benefit

Mechanics: Regain 1 Focus for 20 minutes spent roleplaying quietly or loudly invoking or communicating with the divine.

Roleplay Suggestion: Those Favoring Prayer are devoutly pious, at least on the surface. When stressed or worried they often think of Prayer as the first, best remedy. Some may even harbor secret doubts about the divine but are inspired by appearing holy!

Virtue: Study

You escape from it all in your books, manuals, instruments, or at your drafting table. You regain Focus when you role-play intentional study and creativity. You must be uninterrupted or with others seeking to study, discussing educational topics or practicing together to gain this benefit.

Mechanics: Regain 1 Focus for 20 minutes spent roleplaying being in study, reading a book or taking notes. Engaging in *Research* or crafting *Tradeskill Schematics* does not count.

Roleplay Suggestion: Those Favoring Study are often cerebral people who rely on their knowledge to guide them through stress and adverse situations. New problems may provoke a frenzy of debate and overanalysis. When confronted with things outside their expertise they are often completely frazzled by being out of their depth.

Changing your Vice & Virtue

Certain events can cause a Character's outlook on life to shift dramatically. Vice & Virtue may be changed (we encourage this!) after any Death Scene before returning to the land of the living. Your Character returns haunted or driven and seeks out a different purpose or distraction in their free time! Vice & Virtue may also change because of certain IG events, such as being Baptized by an ordained character.

Training Lists

We have split the advances, skills and passives, you can choose into logical groupings called “Training Lists”. The name of the list offers an idea of what the list contains but should not be taken to be a defining feature of the character. For example, having the Academic Training list because you hope to one day be a Dabbler or Surveyor does not mean you went to a university just as having Streetwise Training doesn’t mean your character is a criminal.

PRIMARY TRAININGS are a character first three chosen Training Lists opened for 5XP each and represent the core of your characters background and inclinations.

SECONDARY TRAININGS are any list beyond the first three that a character opens for 10XP each. These represent skills and ability learned later in life.

ARCHETYPE TRAININGS are specialized sets of abilities that must be unlocked through prerequisites and roleplay. A character is limited to two Archetypes. See the Advanced Mechanics Manual for details on Archetypes.

MONSTROSITY TRAININGS are specialized sets of abilities that must be unlocked through terrible events befalling the character. A character is limited to one Monstrosity, if another is reached the character meets its final reward after an hour of roleplay highlighting the conflicting Monstrosity traits and a death scene. Descriptions of Monstrosity’s are restricted to those afflicted and Storytellers.

Academic Training

Knowledge: Choose One **Free/5xp** **Passive**

Your first Knowledge is free with the opening of Academic Training. Knowledge represents learning and study of a specific field of information and is used in Research, accessing IG documents and may be used at Module Sites for more information from a Storyteller.

Chemistry	The study of chemicals, compounds, and formulas.
Engineering	The study of mechanisms, innovations, architecture, and construction.
Geology	The study of minerals, ores, and earth sciences.
History	The study of Earth’s past events and cultures.
Medicine	The study of diseases, injuries, human physiology, and treatments.
Naturalism	The study of plants, animals, and ecosystems.
Occult	The study of superstitions, myths, and spiritualism.
Theology	The study of human religions and beliefs.

Bind Wounds **5xp** **Skill: 1 Focus per uninterrupted session** **Knowledge: Medical**

Reach. You may tend to the wounds of a patient and stave off their death. Once per minute you may restore 1 Health to your target. If you target yourself you may only restore 1 Health every five minutes. If you take Damage or the target moves out of Reach the session ends and must be restarted. No more than 2 Bind Wounds may be on a single target at once. Call “Bind Wounds” to begin and “Heal X” every minute. *Role-play Suggestion: Carry scraps of gauze or cloth to wrap treated limbs, role-play sewing wounds shut, have the patient roleplay drinking something medicinal.*

Cower **5xp** **Skill: 1 Focus**

Mental, Instant. You drop to the ground, begging and pleading for mercy. You are not worth your assailant’s time! As long as you stay knelt or prone and have no obvious weapons, no one may physically attack you. This skill affects everyone who can see you. Incidental damaging strikes that hit a Cowering character deal normal damage but do not break Cower. If the target resists this skill you may not use it against them again for ten minutes. Take a knee and call “Cower.”

Gathering: Foraging **5xp** **Skill: 3 Focus** **Knowledge: Naturalism**

30 minutes. You may pick useful herbs and other plants from the forest and land. After spending time roleplaying the gathering of materials go to the Trading Post to determine your find.

Gathering: Prospecting 5xp Skill: 3 Focus *Knowledge: Geology*

30 minutes. You may mine for ores and minerals hidden within the ground.. After spending time roleplaying the gathering of materials go to the Trading Post to determine your find.

Group Teach 5xp Passive

You may teach an advance to up to three different characters at once taking the same amount of time as you would to normally teach that Advance. All students must spend the Focus cost of their lesson as normal.

Identify Ingredients 5xp Skill: 1 Focus *Knowledge: Chemistry*

Reach, 10 Seconds. You can determine the ingredients used in a consumable item. You may bring some Plot item cards to Story Ops to use Identify Ingredients on them.

Identify Critter 5xp Skill: 1 Focus *Knowledge: Naturalism*

Line of Sight, Instant. You identify one target creature. The target will clarify for you what type of animal or creature they are portraying. If used on a character the answer is Human (unless that is not the case!) Unnatural creatures might reveal what category or type they are. Types may include Undead, Otherworldy, Demon, Mutant, and others. Call "Identify Critter."

Language: Choose One 5xp Passive

You can speak a foreign tongue. All characters start play speaking English and their native tongue if any. The languages available are Arabic, French, Spanish, German, Chinese, Russian, Gaelic, and Amer-Indian. You may purchase this Advance multiple times.

Poisoner 5xp Passive *Knowledge: Chemistry or Naturalism*

They say that poison is a weapon for the weak and cowardly. You know it as a weapon for the clever and living. You may use Poison item cards. Without this skill, a character cannot use poisons without simply wasting every dose.

Tutor 5xp Passive *Higher Education*

You may teach Advances or Training Lists in half the normal time.

Autopsy 10xp Skill: 3 Focus *Knowledge: Medicine, Surgery*

Reach, Five Minutes. You may discover information about the corpse of a dead creature or character. A Storyteller may be able to give answers in the field. This skill can generate Physical Evidence for *Research*.

Dead Language: Choose One 10xp Passive *Knowledge: History or Theology*

You must learn this Advance during play. Long study of antiquated texts and modern archaeological theses has imparted you with the ability to read and write in a historic language long fallen out of common memory. Choose one Dead Language: Aramaic (Ancient Hebrew), Ancient Greek, Hieratic (Ancient Egyptian), Akkadian (Mesopotamian), Latin, Zhou (Ancient Chinese), Old Norse (Scandinavian), and Nahautl (Aztec). You may speak it and write it as well as comprehend text written in it with some small effort. You may purchase this Advance multiple times.

Forbidden Knowledge: Choose One 10xp Passive

You must learn this Advance during play. You may purchase this Advance multiple times. Your minimum Madness is raised based on the number of Forbidden Knowledges that you have. Your minimum Madness is 1 if you have 1 or 2 Forbidden Knowledges. Your minimum Madness is 2 if you have 3 or 4 Forbidden Knowledges. Your minimum Madness is 3 if you have 5 or more Forbidden Knowledges. No effects may reduce your Madness below your minimum.

Artifice *Knowledge: Engineering*

Visions of machinery, mechanisms, unheard-of processes, and materials fill your waking hours. New designs, bigger, better, more lethal, titanic! It all lies just beyond the grasp of your mind, dark science fueled by undiscovered materials. You may gain insight into events, objects and creatures based off your Forbidden knowledge.

Ancient Earth *Knowledge: History or Occult*

The world is far more ancient than modern man can comprehend. Countless civilizations have risen and fallen, perhaps not all of them human! The staggering immensity of time and your own insignificance weighs on your mind. You may gain insight into events, objects and creatures based off your forbidden knowledge. *May not be chosen at character creation.*

Demonology *Knowledge: Occult*

You have discovered dark secrets and insight into the fallen angels and demons of the outer abyss! This forbidden knowledge, best left forgotten, has left you fearful of the vast primordial evil that hangs behind the curtain of the world. You may gain insight into events, objects, and creatures based on your Forbidden knowledge.

Magick *Knowledge: Occult*

You have unlocked the portals within your own mind and have begun to see the workings of the Twisting Aether upon the mortal world. Once this power was wielded by mortals, and now strange dreams haunt your sleep. You may gain insight into events, objects and creatures based off your forbidden knowledge.

Prophecy Knowledge: *Theology*

The illusion of self-determination and free choice has been stripped away from you. You now see the subtle patterns of fate and destiny in hidden signs and portents. You know that the true path of everything is preordained. Your dreams and visions are vivid, you are convinced that they have true meanings that may predict the future. You may gain insight into events, objects and creatures based off your forbidden knowledge.

Outer Worlds Knowledge: *Occult*

There are other worlds than this one, cast across the depthless fathoms of the empyrean deeps by some incomprehensible creator. A shadow's width might separate your world from the next and your mind reels at the possibilities. You may gain insight into events, objects and creatures based off your Forbidden knowledge.

Higher Education 10xp Passive

You may be an assistant during *Research*. You may generate Research Notes, which are assets that may be used to aid in *Research*. Notes must be physically taken and then approved by a Witness or Storyteller as soon as possible. You gain one *Dead Language: Latin, Ancient Greek, or Aramaic* at no XP cost. You may copy Schematics if you have the *Tradeskill* required to use the Schematic..

Ordained: Choose One 10xp Passive Knowledge: *Theology*

You have been accepted into a religious sect as clergy. You may perform rites and rituals of religious importance.. Choose Monodominant or Shamanism. You are expected to observe the guiding principles of your Faith.

Absolution Focus: 0 Function: Restores Focus

Reach, 10 Minutes. Both you and subject regain 3 Focus by roleplaying a deep confessional conversation. This benefit may only be gained by a character once per day. Call "Absolution."

Initiation Focus: 1 Function: Bring Character into the Faith

Reach, 5 Minutes. You may bring another willing Character into your Faith by performing a short welcoming/anointing ceremony of your own devising. Some beneficial abilities and miracles only work on baptized members of a Faith. The baptized Character may elect to change their Favored Vice or Virtue to Virtue: Prayer at this time.

Funeral Rites Focus: 1 Function: Restore the grieving.

Evil Eye, 10 Minutes. You may lead a short ceremony over the grave of a dead Character that has gone on to their Final Reward. All attendees excluding yourself that participate for ten minutes prior to the end of the ceremony regain 2 Focus. Call "Those that have suffered loss, regain 2 Focus."

Last Rites Focus: 1 Function: Relief from sins in death

Reach, 1 Minute. You may do a short ceremony, confession or ritual over a Mortally Wounded, Dying, Dead character. This quick, personal rite might offer some relief from worldly sins in the Afterlife. Call "Last Rites"

Marriage Focus: 1 Function: Bind two Characters spiritually

Reach, 5 Minutes. You may lead two willing Characters in a short ceremony that creates a metaphorical spiritual binding between the two. Married characters have their Dying Count extended by one minute as long as their IG Spouse stays by their side.

Bless Water Focus: 1 Function: Creates Holy Water

Reach, 5 Minutes. You may perform a ritual or say a prayer over a dose of Distilled Water once per period. This creates a single dose of Holy Water which may be used to consecrate objects and can even damage unholy supernatural creatures. Holy Water lasts until the end of the Event.

Surveyor 10xp Skill: 3 Focus Knowledge: *Geology*

Fifteen Minutes. You must mark out a ten foot by ten foot area with stakes or flags to establish your claim. Check in with the Trading Post to determine the details of the claim. *Roleplay Suggestion: You are carrying soil and rock samples back to the assayer located in the Trade Post to have your theories confirmed.*

Tradeskill: Chemist 10xp Passive Knowledge: *Chemistry*

You may craft medicine, tincture, and physick items. See Tradeskill: Chemist in the Crafting rules for common recipes.

Animal Empathy 15xp Skill: 3 Focus Knowledge: *Naturalism*

Line of Sight, Mental, Instant. Knowing the behaviors and inclinations of animals allows you to remain still and quiet and observe animals undisturbed. As long as you stay knelt or prone and are not Bleeding, no Animal type NPC may physically attack you. Incidental damaging strikes that hit a character deal normal damage but do not break Animal Empathy. You

may not use this skill if you have attacked the Animal or its pack. You may not use this skill again for 10 minutes against a target that has resisted it. Take a knee and call “Animal Empathy.”

Dabbler 15xp Passive *At least one Forbidden Knowledge, Requires IG Teach*

You have glimpsed the power of the occult and it has filled you with a deep curiosity. You are not a true sorcerer, however, for that takes a lifetime devoted to study! Be warned, power has its price, seeker! *Characters may not start play knowing Dabbler. A Teacher must be found in active play. There are three Paths to Power: Apprentice, Pactsworn and Venerator.*

Innovate 15xp Skill: Special *Master Tradeskill, Research*

You may attempt to develop a groundbreaking new item prototype devised by your research and within the scope of your trade. Refer to the Innovation Table in the Advanced Mechanics Handbook. You may achieve Mundane effects on the Innovation Table.

Master Chemist 15xp Passive *Tradeskill: Chemistry*

You may craft the Tier 3 Mastercraft items found on *Tradeskill: Chemist* Schematics.

Research 15xp Skill: 3 Focus *Higher Education*

Thirty Minutes. You may conduct research about specific topics. Inform Story Ops of your intention and the subject matter of your research before you begin. At the end of the Research go to Story Ops and make a Fate Draw. Refer to the Research section in the Advanced Mechanics Handbook.

True Faith: Choose One 15xp Passive *Knowledge: Theology, Requires IG Teach*

You must learn this Advance during play. You are protected by your resolute belief in a benevolent higher power and your soul is difficult to tarnish. Choose either Monodominant or Shamanism. You may resist the first Corruption that affects you each event. At Story discretion you may lose the benefits of True Faith if you fail to uphold the tenets of your faith.

Civil Training

Advance Name	XP	Type: Focus	Cost	Requirements
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Investments 1	Free		Passive	
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Your family, business or past career allows you to have a small stipend to get by on. Each event at Check-In you may collect \$1 in In-Game currency.

Civil Specialization	Free/5xp		Passive	
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Choose one of the Civil Styles: Politician, Merchant or Negotiator. Additional styles may be learned for 5XP each.

Allegiance: Choose One	5xp		Passive	
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You gain access to monthly missions, requests, and information from one of the continental Government factions. Report to the Trading Post to access your Allegiance dossier. The factions are the United States, Confederate States, Republic of Texas, British Dominion, Empire of Mexico and Deseret. You may only have one Allegiance at any given time. This advance may be lost, and the XP refunded if you actively work against your Allegiance at Storyteller Discretion.

Appraise Item	5xp	Skill: 1 Focus		
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Using this skill you may determine the craftsmanship, the value, and the expiration of any item. To get the value report to the Trading Post to see the Item Value sheets.

Charisma	5xp	Skill: 1 Focus		
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Evil Eye, Mental, One Minute. After cordial roleplaying the target becomes slightly friendlier towards you for one hour or until you betray their trust. This is a roleplay ability and its interpretation is up to the characters affected. If the target resists this skill you may not use it against them again for ten minutes. Call “Charisma.”

Cower	5xp	Skill: 1 Focus		
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Mental, Instant. You drop to the ground, begging and pleading for mercy. You are not worth your assailant’s time! As long as you stay knelt or prone and have no obvious weapons, no one may physically attack you. This skill affects every person who can see you. Incidental damaging strikes that hit a Cowering character deal normal damage but do not break Cower. If the target resists this skill you may not use it against them again for ten minutes. Take a knee and call “Cower.”

Oratory	5xp		Passive	
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You may now simultaneously affect multiple targets with Mental skills providing that you pay the Focus cost per person affected. Each target may defend independently.

Trade Connections 1	5xp	Skill: 1 Focus		
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Instant. You may go to the Trading Post to purchase common items, goods, and materials. You may access the Trading Post binder. You may purchase items directly from the Trading Post based on game-world availability and plot. You may sell items and materials to the Trading Post at 50% value. May only be used once per period.

Investments 2	10xp	Passive	Investments 1
Your family, business or past career gives you a decent stipend to live off. Each event at Check-In you may collect \$3 in In-Game currency. This replaces <i>Investments I</i> .			
Investments 3	15xp	Passive	Investments 2
Your family, business or past career gives you a sizable stipend to live off. Each event at Check-In you may collect \$6 in In-Game currency. This replaces <i>Investments II</i> .			
Willpower	15xp	Skill: 5 Focus	<i>Any Five Civil Advances</i>
You resist one Mental skill, ability or effect. Call "Resist, Willpower."			
Set in your Ways	15xp	Passive	<i>Willpower, All advances from one Civil Spec.</i>
Permanently reduce the cost to use <i>Willpower</i> by 1 Focus.			
Trade Connections 2	5xp	Passive	<i>Spec: Merchant, Trade Connections 1</i>
You may use <i>Trade Connections</i> twice per Period. You may sell items and materials to the Trading Post at 60% value. More goods may be available.			
Trade Connections 3	10xp	Passive	<i>Spec: Merchant, Trade Connections 2</i>
You may use <i>Trade Connections</i> three times per Period. You may sell items and materials to the Trading Post at 75% value. More goods may be available.			
Exotic Goods	15xp	Passive	<i>Spec: Merchant, Trade Connections 3</i>
When you use <i>Trade Connections</i> you may access the Exotic Goods list to purchase rare items. Goods may not be available at all times. If you don't have <i>Trade Connections</i> you can only use this skill once per event.			
Haggle	10xp	Skill: 1 Focus	<i>Spec: Negotiator</i>
<u>Reach, Mental, 1 minute</u> . After negotiating price and amounts you force an NPC to give you a slightly better deal. You receive 20% more goods or pay 20% less rounding up or making due with barter. Haggle may resist Haggle. If the target resists this skill you may not use it against them again for ten minutes. Call "Haggle."			
Honey-Tongue	5xp	Passive	<i>Spec: Negotiator, Charisma</i>
Your <i>Charisma</i> time is reduced to a minimum of 30 seconds.			
Wheel and Deal	15xp	Passive	<i>Spec: Negotiator</i>
When you gain a Favor from a Faction NPC or for completing an any Dossier task you gain one additional Favor from that Faction. An NPC may ask you to retrieve additional Favors from the Trading Post. You may gain the additional Favor this way twice per event.			
Savvy	5xp	Skill: 1 Focus	<i>Spec: Politician</i>
You've practiced in a hall full of flying invective and deceitful silver-tongued devils. You may resist <i>Charisma</i> . Call "Resist, Savvy."			
Objection!	10xp	Skill: 1 Focus	<i>Spec: Politician</i>
<u>Evil Eye, Instant</u> . You interrupt and resist <i>Charisma, Haggle, Torture</i> or <i>Are You Lying To Me?</i> that is targeting another Character. Call "Objection! Resist (Skill Name)."			
Political Favors	15xp	Passive	<i>Spec: Politician, Allegiance: Any</i>
You gain 1 Favor of your Allegiance at Check-In.			

Counselor Training

Advance Name	XP	Type: Focus Cost	Requirements
Focused Mind	Free	Passive	
You restore 1 additional Focus Points at each period change.			
Counselor Style	Free/5xp	Passive	
You started your career helping people's mental states in one particular role. Choose one of the following Counselor styles: Therapist, Minister, Performer. Additional Counselor Roles may be learned for 5XP each.			
Charisma	5xp	Skill: 1 Focus	
<u>Evil Eye, Mental, One Minute</u> . After cordial roleplaying the target becomes slightly friendlier towards you for one hour or until you betray their trust. This is a roleplay ability and its interpretation is up to the characters affected. If the target resists this skill you may not use it against them again for ten minutes.			
Cold Read	5xp	Skill: 1 Focus	
<u>Evil Eye</u> . You are a good judge of character and are able to size up a person at a glance. You may call this skill to discreetly ask a target character their Birthright, Nationality and three Primary Training Lists. If you are a Magickal Being, you may			

also ask the target if they have a Power Pool. If they answer yes you may ask how many Power Points they have.

Roleplay Suggestion: Take a moment to scrutinize this person, squint at them a bit.

Cower 5xp Skill: 1 Focus

Mental, Instant. You drop to the ground, begging and pleading for mercy. You are not worth your assailant's time! As long as you stay knelt or prone and have no obvious weapons, no one may physically attack you. This skill affects everyone who can see you. Incidental damaging strikes that hit a Cowering character deal normal damage but do not break Cower. If the target resists this skill you may not use it against them again for ten minutes. Take a knee and call "Cower."

Morale Boost 5xp Skill: 1 Focus

Evil Eye, Mental, Instant. Your tone snaps the target to attention and puts some steel in their spine. Remove a Fear or *Intimidate* effect from the target. If the target is not under the effects of Fear or *Intimidate*, the target of this skill gets one free use of *Courage* for the remainder of the period. Call "Morale Boost, remove Fear."

Oratory 5xp Passive

You may now simultaneously affect multiple targets with Mental skills providing that you pay the Focus cost per person affected. Each target may defend independently.

Psychoanalysis 5xp Skill: 0 *Cold Read*

Reach, Two Minutes. During a conversation you may determine the target's mental state. You may ask for the target's current level of Madness, their specific Derangements, and any Curses affecting them. Call "Psychoanalysis."

Soothing Tone 5xp Skill: 1 Focus *Morale Boost*

Reach, Mental, Instant. One target may ignore the effects of Agony, Crippled limbs, or roleplayed pain as long as you keep one hand on them and continue talking to them in a soothing tone. Call "Soothing Tone, resist pain."

Tutor 5xp Passive

You may teach Advances or Training Lists in half the normal time.

Motivate 10xp Skill: 3 Focus

Evil Eye, Mental, Ten Minutes. By engaging in a motivational dialogue or some form of entertainment with another character they restore 4 Focus to the target, up to the targets maximum Focus Pool. Call "Motivate, restore 4 Focus."

Willpower 15xp Skill: 5 Focus *Any Five Counselor Advances*

You resist one Mental skill, ability or effect. Call "Resist, Willpower."

Set in your Ways 15xp Passive *Willpower, All advances from one Counselor Style*

Permanently reduce the cost to use *Willpower* by 1 Focus

Lend Clarity 10xp Skill: 3 Focus *Role Minister, Morale Boost,*

Reach, Mental, Five Minutes. You inspire faith and hope in a willing target. You may suppress the psychological roleplay elements of the target's Madness or Corruption until the end of the Period. *Roleplay Suggestion: Use parables and stories to relate to the person's personal hardship.*

Piety 10xp Passive *Role Minister*

You restore one additional Focus when you engage in the Prayer Virtue.

Exhortation 15xp Passive *Role Minister*

Evil Eye, 10 Minutes. By delivering a religious or spiritual sermon to a group of characters you may use *Motivate*, *Morale Boost* and *Lend Clarity* skills with Oratory on members of the crowd for 1 Focus less per target.

Entertainment 10xp Passive *Role Performer, Motivate*

Your *Motivate* restores +1 Focus to your target.

Focused Performer 10xp Passive *Role Performer, Entertainment*

You restore 2 additional Focus at each period change.

Showman 15xp Passive *Role Performer, Oratory*

You may use any Mental skills with Oratory on members of the crowd for 1 Focus less per target, to a minimum of 1 focus.

Psychotherapy 10xp Skill: 3 Focus *Role Therapist, Psychoanalysis*

Reach, Mental, Twenty Minutes. By engaging in a discussion about the target's mental health you may reduce their Madness by one permanently. This can only effect targets with Madness level 1 or 2. Higher Madness requires much more drastic treatment.

Careful Words 10xp Skill: 5 Focus *Role Therapist, Psychosurgery*

Reach, Instant. You are calm as a mountain lake when you are delving into the recesses of a person's psyche. When performing Psychosurgery you may redraw your Fate card once. The second result stands.

Psychosurgery 15xp Skill: 5 Focus *Role Therapist, Psychotherapy*

Reach, Mental, 20 Minutes. You may pick apart a target's psyche with bizarre procedures that border on torture. You have a chance to reduce a target's Madness by 1 permanently. Refer to the Psychosurgery Table. You may reduce the time to

perform Psychosurgery to 10 minutes If the target is *Tortured* during your Psychosurgery. May only be used on targets with Madness 3 or 4.

Craftsman Training

Advance Name	XP	Type: Focus Cost	Requirements
Tradeskill: Choose one	Free/10	Passive	-
Your first Tradeskill is free with the opening of Craftsman Training. You may learn additional Tradeskills for 10xp each.			
Gunsmith - You craft and enhance Ranged Firearms and Ammunition type items.			
Blacksmith - You shape and work metal, creating usable items, tools, melee weapons, workstations, and components.			
Carpenter - You shape and work wood, creating usable items, containers, structures, and components.			
Machinist - You shape and work detailed metal components and mechanisms.			
Brewer - You brew and distill alcohol and other liquids.			
Outfitter - You craft and enhance clothing, accessories and sundry items.			
Appraise Item	5xp	Passive	
Using this skill you may determine the craftsmanship, the value, and the expiration of any item. To get the value report to the Trading Post to see the Item Value sheets.			
Repair	5xp	Skill: Special	-
<u>Reach, 5 minutes per Item Tier.</u> You may remove the Broken condition from an item. You must possess the <i>Tradeskill</i> and schematic associated with the item you are trying to Repair. You must use the appropriate Trade Tools. Repair costs 1 focus per Tier of the target. You must have a Schematic in hand to Repair a Tier 4 item. Tier 1 items cannot be Repaired.			
Sabotage	5xp	Skill: Special	
<u>Reach, 1 minute.</u> With a little bit of knowhow, you may jam or cut something important, rendering an item inoperative until it can be repaired. Guns jam, weapons rattle, or hinges refuse to open. One item becomes Broken. Requires a Tradeskill Tools item card. The cost is 1 Focus per Tier of the target.			
Scrap	5xp	Skill: 1 Focus	
<u>Reach, 1 minute.</u> You may destroy any non-consumable Tier 1 crafted item to recover one random material used to craft it.			
Bulk Refining	10xp	Passive	
You may Refine materials from your Tradeskill Schematics Refining section in batches of up to 5 at no additional Focus cost. Each additional Refined material increases the Refine time by 2 minutes.			
Careful Hands	10xp	Skill: 5 Focus	<i>Dismantle or Innovate</i>
You have nerves of steel when you attempt to make and break things. When performing a Fate Draw for <i>Dismantle</i> you may redraw your Fate card. When performing a Fate Draw for <i>Innovate</i> you may hold any number of cards and redraw the rest. You may use this skill once per <i>Dismantle</i> or <i>Innovate</i> .			
Dismantle	10xp	Skill: 3 Focus	
<u>Reach, 15 minutes.</u> You may destroy a non-consumable crafted item to make a Dismantle Fate Draw for a chance to recover materials and components. You must destroy the target item at a Workstation that matches the Tradeskill used to craft the item.			
Service: Calibrate	10xp	Skill: 1 Focus	<i>Tradeskill: Machinist</i>
<u>Reach, 5 minutes.</u> You may perform routine cleaning, maintenance, and calibration on crafting tools. Target a Workstation or set of Trade Tools. For the rest of the Period the target reduces the Focus cost of any <i>Tradeskill</i> Schematics made with it by 1, to a minimum of 1.			
Service: Clean and Mend	10xp	Skill: 1 Focus	<i>Tradeskill: Outfitter</i>
<u>Reach, 5 minutes.</u> You patch holes and seams, launder, and press clothing. The target Character restores +1 additional Focus per period for the remainder of the Event. A character may not benefit from Clean and Mend more than once per Event.			
Service: Balance Weapon	10xp	Skill: 1 Focus	<i>Tradeskill: Carpenter</i>
<u>Reach, 5 minutes.</u> You may refit and treat a Blunt weapon to increase its base Damage or Stun by +1 for the next fight it is used in. Any attack delivered by that weapon begins the fight. A fight is the length of a combat scene or 10 minutes, whichever is shorter. After this time the bonus damage is lost. The Balanced bonus does not stack and is lost at the end of the Event. You may not Balance a Tier 1 weapon.			
Service: Sharpen Weapon	10xp	Skill: 1 Focus	<i>Tradeskill: Blacksmith</i>

Reach, 5 minutes. You may sharpen an Edged weapon or Throwing weapon to increase its base Damage by +1 for the next fight it is used in. Any attack delivered by that weapon begins the fight. A fight is the length of a combat scene or 10 minutes, whichever is shorter. After this time the bonus damage is lost. The Sharpened bonus does not stack and is lost at the end of the Event. You may not Sharpen a Tier 1 weapon.

Service: To the Last Drop 10xp Passive *Tradeskill: Brewer*

Whenever you complete production of a *Tradeskill: Brewer* Schematic you may produce one additional unit of the product without consuming materials.

Service: Tune Up 10xp Skill: 1 Focus *Tradeskill: Gunsmith*

Reach, 5 minutes. By cleaning and polishing a Side Arm or Long Arm Weapon you increase its base Damage by +1 for the next fight it is used in. Any shot fired by that weapon begins the fight. A fight is the length of a combat scene or 10 minutes, whichever is shorter. After this time elapses this bonus Damage is lost. A Side Arm or Long Arm can only receive a total of +1 Damage from this Skill. This bonus is lost at the end of the Event. You may not Tune Up a Tier 1 weapon.

Upgrade 10xp Skill: 5 Focus *Mastercraftsman: Tradeskill*

Reach, 30 Minutes. You may convert a target Tier 2 Quality Item to a new Tier 3 Mastercraft Item of the same type and Schematic. You must include the component for the Mastercraft item when you Upgrade. You may only Upgrade an item that you know the Schematic for. See Schematics for specific material cost.

Mastercraftsman: Choose One 15xp Passive *Tradeskill Service*

You may craft the Tier 3 Mastercraft items and the Tier 4 Innovations found on the chosen *Tradeskill* Schematics. You may craft a Tier 4 Innovation if you possess a carded Schematic for it. This Advance may be purchased multiple times.

Refurbish 15xp Skill: Special

Reach, 10 minutes. You may change the Durability of a target non-consumable item to the Durability it would have if it were crafted this Event. You can only Refurbish an item if you have its Schematic and the appropriate Tradeskill. An item can be Refurbished if it has not expired or if it has expired within the past 3 months. Refurbishing an item costs the materials listed under the appropriate Schematic in the Schematics Handbook. Refurbish costs 3 Focus for Tier 2 items and 5 Focus for Tier 3 and Tier 4 items. You must have a Schematic in hand to Refurbish a Tier 4 item. Tier 1 items may not be Refurbished. An item can only be Refurbished once.

Frontiersman Training

Advance Name	XP	Type: Focus Cost	Prerequisite
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Gathering (One Type)	Free/5xp	Skill: 3 Focus	
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30 minutes. Your first Gathering skill is free with the opening of Frontiersman Training, all others are 5xp. After roleplaying the gathering of materials go to the Trading Post to determine your find. Each skill is purchased individually

- Farming** Working the land to produce useful crops for making clothes, medicines, and alcohol.
- Foraging** Picking useful herbs and other plants from the forest and land.
- Logging** Harvesting timber from the forest.
- Prospecting** Mining ores and minerals hidden within the ground.
- Trapping** Set and check traps to acquire animal products.

Courage	5xp	Skill: 3 Focus	-
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Instant. You resist one Fear or *Intimidate* skill called against you. Immune to Fear and *Intimidate* from the same being for 10 minutes. Call "Courage."

Identify Critter	5xp	Skill: 1 Focus	-
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Line of Sight, Instant. You identify one target creature. The target will clarify for you what type of animal or creature they are portraying. If used on a character the answer is Human (unless that is not the case!) Unnatural creatures might reveal what category or type they are. Types may include Undead, Otherworldly, Demon, Mutant, and others. Call "Identify Critter."

Language: Choose One	5xp	Passive	
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You can speak a foreign tongue. All characters start play speaking English and their native tongue if any. The languages available are Arabic, French, Spanish, German, Chinese, Russian, Gaelic, and Amer-Indian. You may purchase this Advance multiple times.

Handle Trap	5xp	Skill: 1	-
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1 minute. You may Set and Disarm traps safely. When Disarming a Trap, you may spend an additional 4 Focus to recover the Trap item card for your own use. Traps without Item Cards cannot be recovered.

Skinning	5xp	Skill: 1 Focus	
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Reach, 1 minute. Using a Small Edged weapon, you may harvest a Pelt from a dead Animal type NPC or prop. The Witness leading the mod or the Trading Post will give you a Pelt card.

Stealth 5xp Skill: 3 Focus -

Instant. By entering an area of cover like forest, or bushes, or relatively full darkness you become Hidden and cannot be seen. Crouch and place one hand on your opposing shoulder, covering your mouth with your arm to show that you are Hidden. Stealth allows you to stay Hidden as long as you remain relatively still and do not take a step. This skill cannot be used in lit areas out in the open. You may not become Hidden if you are being directly observed. If someone attempts to interact with you while you are Hidden, you may call "Hidden" for clarification.

Disengage 10xp Skill: 3 Focus -

Evil Eye, Instant. No one may attack you for five seconds as long as you don't attack them. You must move at least three paces away from any aggressors. *Chase* allows the user to immediately pursue you. Call "Disengage, five seconds."

Exploration 10xp Passive

At Check-in you will interact with a Desk Witness and play a minigame to discover what you have found during your in-between game Explorations. Each narrative Day of Exploration has risks and rewards, some only available or surpassable with the right skills or equipment. Unless a choice or risk ends your Exploration, you may continue deeper into the unknown wilds. Some risks encountered can cause loss of equipment, materials, or in dire circumstances, one's very life.

Exploration: Intent 10xp Passive *Exploration*

Proper planning allows your to focus your efforts on specific tasks during an expedition. At the start of each *Exploration* minigame you may select one Intent that may grant additional materials or items. This Advance may be purchased multiple times.

Hunting Trip Bag a large animal generating a number of Pelts and possibly valuable trophies and meat. Requires Hunter.

Prospecting Trip Find some easily gathered mineral resources or discover a small seam to exploit. Requires Prospecting.

Trap Run Trap animals for pelts. Requires Trapping.

Hunter 10xp Passive -

Many years spent hunting animals for sport and survival have honed your killer instinct and allow you to drop game quickly and cleanly. You deal +1 Damage versus all Animals with Ranged and Melee weapons.

Animal Empathy 15xp Skill: 3 Focus *May not have Big Game Hunter*

Line of Sight, Mental, Instant. Knowing the behaviors and inclinations of animals allows you to remain still and quiet and observe animals undisturbed. As long as you stay knelt or prone and are not Bleeding, no Animal type NPC may physically attack you. Incidental damaging strikes that hit a character deal normal damage but do not break Animal Empathy. This ability cannot be used if you have attacked the Animal or its pack. This skill cannot be used again for 10 minutes against a target that has resisted it. Take a knee and call "Animal Empathy."

Big Game Hunter 15xp Passive *Hunter, May not have Animal Empathy*

You have tracked, hunted and slain countless animals including many of the largest and most dangerous beasts of the wilds. You deal +3 damage versus all Animals with Ranged and Melee weapons. Replaces *Hunter*.

Keen Senses 15xp Skill: 1 Focus *Any Five Frontiersman Advances*

Evil Eye, 10 Seconds. You may reveal a Hidden creature. With ST permission you may also search for Hidden items during scenes. Call "Keen Senses." *Roleplay Suggestion: Stop, listen, tell everyone to be quiet. You feel like you're being watched!*

Stalk 15xp Passive *Stealth*

You can move hunched over at a walking pace while Hidden as long as you remain off-trail in the forest or very tall grass. You become revealed if you move while within three paces of another creature or character or by stepping onto a cleared path, road or open cut-grass clearing.

Investigation Training

Advance Name	XP	Type: Focus Cost	Prerequisite
Legal Connections	Free	Passive	-
You gain access to monthly missions and bounties at the Trading Post.			
Investigation Method	Free/5xp	Passive	-

You focus your initial training on a specific investigative technique. Your first Investigation Method is free with the opening of Investigation Training. Choose one of the Investigation styles: Agent, Inspector, or Lawdog. Additional Investigation Methods may be learned for 5XP each.

Allegiance: Government (Choose One) 5xp Passive

You gain access to monthly missions, requests, and information from one of the continental Government factions. The factions are the United States, Confederate States, Republic of Texas, British Dominion, Empire of Mexico and Deseret. You may only have one Allegiance at any given time. This advance may be lost, and the XP refunded if you actively work against your Allegiance at Director Discretion.

Cold Read 5xp Skill: 1 Focus

Evil Eye. You are a good judge of character and are able to size up a person at a glance. You may call this skill to discreetly ask a target character their Birthright, Nationality and three Primary Training Lists. If you are a Magical Being, you may also ask the target if they have a Power Pool. If they answer yes you may ask how many Power Points they have.

Roleplay Suggestion: Take a moment to scrutinize this person, squint at them a bit.

Intimidate 5xp Skill: 1 Focus -

Evil Eye, Mental, Instant. The target cannot attack you for ten seconds. This skill cannot be used again for 10 minutes against a target that has resisted. Call "Intimidate."

Tie Up 5xp Skill: 1 Focus -

Reach, 1 minute. One Helpless or willing character suffers the Helpless condition and can only worm or shuffle. The target keeps their hands behind their back or in their pockets for 30 minutes. An unrestrained character can free a Tied-Up character by roleplaying freeing them for ten seconds. Tied Up characters cannot use Reach or physical skills. This skill requires an Item Card: Rope or Chains. Call "Tie Up, Helpless 30 minutes."

Are You Lying to Me? 10xp Skill: 1 Focus Cold Read

Evil Eye, Mental. You are a cold interrogator with a will to force the weak-willed to tell the truth. They must answer the question "are you lying to me?" truthfully. They must answer "Yes I am" or "No I'm not" immediately. Everyone present can hear the response. Call "Are You Lying To Me?"

Chase 10xp Skill: 3 Focus -

Instant. You may pursue a target who used *Disengage*. Call "Chase."

Torture 10xp Skill: 3 Focus Are You Lying to Me?, Intimidate

Reach, Mental, 1 minute. By roughing up, inflicting pain or threatening to inflict pain or death on a Helpless character you force them to answer a single "Yes or No" question truthfully. Only *Cold-Blooded* torturers may continue to apply this skill if it is resisted. *Roleplay: most civilized folks consider this skill to be extreme or morally reprehensible. Due to the potentially upsetting roleplay of Torture you must be respectful to the boundaries of your target. Before using Torture you must confer with the target and discuss what manner of torture they are willing to roleplay out. The target must still react to the skill regardless of the roleplay.*

Keen Senses 15xp Skill: 1 Focus Cold Read

Evil Eye, 10 Seconds. Reveals a Hidden creature. With ST permission you may also search for Hidden items during scenes. Call "Keen Senses." *Roleplay Suggestion: Stop, listen, tell everyone to be quiet. You feel like you're being watched!*

Thorough Search 15xp Skill: 3 Focus

1 minute. Search a target to reveal all Hidden items that they carry. *Roleplay Suggestion: Make it seem as though you are searching the pockets, pouches, boots, etc. of the subdued or helpless character. Do not actually touch the other person without first asking "Do you mind if I touch you?"*

Information Leak 10xp Skill: 1 Focus Investigation Method: Agent

You can secretly check the Post mail and Telegraph logs for messages. The Post and Telegraph are available at the Trading Post. Messages will only remain available until the end of the period.

Secret Channels 15xp Skill: 5 Focus Investigation Method: Agent

You may send a telegraph or letter through your contacts at the Trading Post that cannot be revealed by *Information Leak*.

Inspect Item 5xp Skill: 1 Focus Investigation Method: Inspector

1 minute. Taking a minute to look over an item you can learn more detailed information about it. This reveals an item's qualities, material construction, if it is stolen, and if it is a forgery or reproduction.

Analyze Scene 10xp Skill: 3 Focus Investigation Method: Inspector

60 Seconds. You may ask questions about a mod site or corpse to a Witness. These clues will be circumstantial evidence that gives possible insight into the associated mod. If this information is not available depending on Witness and ST OOG knowledge, then the Focus cost of this skill is refunded.

Trussed and Gagged 10xp Passive Investigation Method: Law Dog, Tie Up

The target of your *Tie Up* cannot walk or crawl unless helped by a second unimpaired character. They also cannot speak or call out unless a second character roleplays removing a gag from their mouth. Never actually tie or gag another player. The prisoner is allowed to make muffled noises without opening their mouth.

Hard Case **15xp** Passive *Investigation Method: Law Dog, Torture*

You are forever immune to the effects of *Charisma* and *Intimidate*. You mean bastard. Call "No effect, Hard Case".

Leadership Training

Advance Name	XP	Type:	Focus Cost	Prerequisite
Command Posse	Free	Passive	-	-
You may form a Posse including up to two other willing Player Characters. Each Posse member must be given a Badge or Token unique to the Leader. Posse members restore +1 Focus per Period and may benefit from your Order skills. You may add or remove Posse members by taking five minutes of roleplay with another character to add or remove them. A character may only be part of one Posse at a time. Each Posse must have a Group Name and all Orders are preceded by the name of the Posse.				
Leadership Style	Free	Passive	-	-
You inspire loyalty through love, respect, or fear. Choose one of the Leadership Styles: Commander, Overseer, or Boss. This Advance may only be taken once.				
Courage	5xp	Skill: 3 Focus	-	-
<u>Instant</u> . You resist one Fear or <i>Intimidate</i> skill called against you. You are immune to Fear and <i>Intimidate</i> from the same being for 10 minutes. Call "Courage."				
Increase Posse Size 1	5xp	Passive	-	-
You may include one additional person in your Posse by giving them a Badge or Token. This brings your maximum Posse size to three commanded characters.				
Morale Boost	5xp	Skill: 1 Focus	-	-
<u>Evil Eye, Mental, Instant</u> . Your tone snaps the target to attention and puts some steel in their spine. Remove a Fear or <i>Intimidate</i> effect from the target. If the target is not under the effects of Fear or <i>Intimidate</i> , the target of this skill gets one free use of <i>Courage</i> for the next 30 minutes. Call "Morale Boost, remove Fear."				
Increase Posse Size 2	10xp	Passive	-	<i>Increase Posse Size 1</i>
You may include two additional people in your Posse by giving them a Badge or Token. This brings your maximum Posse size to four commanded characters. Replaces <i>Increase Posse Size 1</i> .				
Order: Withdraw!	10xp	Skill: 3 Focus	-	<i>Disengage</i>
<u>Evil Eye, Instant</u> . Grant one free use of the skill <i>Disengage</i> to all characters under your command. This free skill use must be used within 30 seconds or it is lost. Call "(Group Name), Withdraw!"				
Order: Take Cover!	10xp	Skill: 3 Focus	-	<i>Cover</i>
<u>Evil Eye, Instant</u> . Grant one free use of the skill <i>Cover</i> to all characters under your command. This free skill use must be used within 30 seconds or it is lost. Call "(Group Name), Take Cover!"				
Increase Posse Size 3	15xp	Passive	-	<i>Increase Posse Size 2</i>
You may include three additional people in your Posse by giving them a Badge or Token. This brings your maximum Posse size to five commanded characters. Replaces <i>Increase Posse Size 2</i> .				
Iron Discipline	15xp	Passive	-	<i>Increase Posse Size 2</i>
You and the characters under your command are immune to any effects that would force you to attack members of your Posse. If dominated, controlled, or undead you and the characters under your command will seek out any target other than a member of your posse. You and your Posse members may call "Iron Discipline."				
Human Shield	5xp	Skill: 3 Focus	-	<i>Leadership Style: Boss</i>
<u>Reach, Instant</u> . One melee or ranged attack or packet that hits you from the front instead strikes a Helpless target or a character under your command. The new target can call a defensive ability or skill against the redirected attack as if it hit them. Call "Human Shield."				
Order: You Didn't See Nothing	10xp	Skill: 3 focus	-	<i>Leadership Style: Boss</i>
<u>Reach, Mental</u> . One target character under your command cannot be easily forced to reveal information. The target must respond to <i>Are You Lying to Me?</i> Or <i>Torture</i> with "I didn't see nothing." This effect lasts for the period. Call "You Didn't See Nothing!"				
Lead from the Rear	15xp	Passive	-	<i>Leadership Style: Boss</i>
For each other character in your Posse checked in at that event you gain +1 maximum Focus.				
Order: Stand With Me!	5xp	Skill: 1 Focus	-	<i>Leadership Style: Commander, Courage</i>

Evil Eye, Instant. You remove a Fear or *Intimidate* effect from all characters under your command. Call “(Group Name), Stand With Me!”

Order: Ready! Aim!...Fire! 10xp Skill: 1 Focus Leadership Style: Commander, Take Aim

Evil Eye, Five Seconds. The characters under your command can work together under your direction to fire a barrage of lead. You may increase the Damage of the next ranged attack performed by the characters under your command by +1 if they wait to fire until your signal. The characters under your command may *Take Aim* during this count. Call “(Group Name), Ready! Aim!...Fire!”

Order: Hold the Line! 15xp Skill: 3 Focus Leadership Style: Commander, Morale Boost

Evil Eye, Instant. You grant one temporary use of the skill *Flesh Wound* to all characters under your command. This free skill use must be used within thirty seconds or it is lost. This free skill use does not count towards the once-per-Period limit of *Flesh Wound*. You may only use this Order once per Period. Call “(Group Name), Hold the Line!”

Order: Put Your Backs Into It! 5xp Skill: 3 Focus Leadership Style: Overseer

Evil Eye, Instant. The characters under your command gain +1 Strength for five minutes or until they put down a carried weight. The characters under your command may reduce the time required for one use of a *Gathering*, *Tradeskill* Schematic, or *Craftsman* Skill that they are engaging in by 5 minutes. This time reduction may only be applied once per task and may not reduce the required time below 5 minutes. Call “(Group Name), Put Your Backs Into It!”

Order: Smoke ‘em If You Got ‘em! 10xp Skill: 3 Focus Leadership Style: Overseer

Evil Eye, Instant. You may order your posse to take a well-deserved break. The characters under your command may immediately choose to engage in a *Vice* with the time reduced to 5 minutes. This skill may be used once per hour. Call, “Smoke ‘em If You Got ‘em (Group Name), Vice for 5 Minutes.”

Supervise 15xp Passive Leadership Style: Overseer, Morale Boost

Line of Sight. Your presence increases the efficiency of your Posse. The characters under your command reduce the focus cost of their *Gathering*, *Tradeskill* Schematics, and *Craftsman* Skills by 1 to a minimum of 1 while they are all within Evil Eye range of you for the entire duration of the activity.

Marksmanship Training

Advance Name	XP	Type: Focus Cost	Requirements
Ranged Proficiency	Free/5xp	Passive	-
First purchase free when opening Marksman Training. Choose either <i>Firearm Proficiency</i> or <i>Throwing Proficiency</i> .			
Intimidate	5xp	Skill: 1 Focus	-
Evil Eye, Mental, Instant. The target cannot attack you for ten seconds. This skill cannot be used again for 10 minutes against a target that has resisted. Call “Intimidate.”			
Pistolier	5xp	Passive	
You may wield and fire a Pistol in each hand			
Take Aim	5xp	Passive	
After a five-second count your next ranged attack does +1 damage. This may be combined with Ranged skills. <i>Take Aim</i> is interrupted if you take damage, lower your ranged weapon, or take a step.			
Trick Shot	5xp	Skill: 3 Focus	<i>Critical Shot</i>
A ranged attack that deals base damage which is nearly impossible to avoid. Call: “Unavoidable X Damage”			
Cover	10xp	Skill: 3 Focus	-
Resist a ranged attack, packet, or Blast by touching a large object or piece of terrain within Reach that covers at least one quarter of your body. You must immediately get behind that object or terrain. Other people do not count as cover. Call “Cover.”			
Crippling Shot	10xp	Skill: 3 Focus	<i>Critical Shot</i>
Ranged attack that inflicts base damage and Cripples a specific limb of your choice. Call: “Cripple [Right/ Left Arm/Leg] X Damage”			
Critical Shot	10xp	Skill: 3 Focus	<i>Take Aim</i>
Ranged attack deals an additional +2 damage to the target. Call “Crit X Damage.”			
Disarming Shot	10xp	Skill: 3 Focus	<i>Trick Shot</i>
A ranged attack that deals no damage and forces the target to drop their held weapon. If the target is holding two weapons, choose one and call which hand you want to affect. Call “Disarm ten seconds.”			
Heavy Critical	10xp	Passive	<i>Critical Shot</i>
<i>Critical Shots</i> you shoot with Long Arms deal +2 damage.			
Knockdown Blast	10xp	Skill: 3 Focus	<i>Take Aim</i>

A ranged attack with a Shotgun that inflicts base damage and forces the target to immediately drop and touch their hip and shoulder to the ground. Call "Kockdown X Damage."

Pin **10xp** Skill: 3 Focus *Throwing Proficiency*

Ranged shot with an edged Thrown weapon inflicts base Damage and pins one of the target's limbs (target's choice) to a vertical or raised surface within the targets reach. Thirty uninterrupted seconds with free or helping hand to pull free. Ignore Pain immediately escapes.

Quickdraw **10xp** Skill: 5 Focus

You may point at a target within three paces while drawing your Pistol and call your base Pistol damage. This attack automatically hits but may be resisted by skills as if it were a normal ranged attack. This cannot be combined with other offensive skills. Call "Quickdraw X Damage."

Gut Shot **15xp** Skill: 5 Focus *Critical Shot*

Your ranged attack deals base damage and inflicts Bleed on the target. Call: Gut Shot! X Damage, Bleed!

Ranged Mastery: Type **15xp** Passive 30+ XP spend on Marksmanship Training

You deal +1 base Damage with one Ranged Weapon type. The Ranged Weapon types are Long Arms, Pistols, and Throwing. You may purchase this Advance once for each type.

Martial Training

Advance Name	XP	Type: Focus	Cost	Prerequisite
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Melee Proficiency	Free	Passive	-	
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You are proficient in the use of all melee weapons.

Brawling	Free	Passive	-	
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You may use a second Brawler when fighting unarmed. You may use a Brawler in your off hand when wielding a melee weapon. You may use Knuckle Duster items.

Dual Wield	5xp	Passive	-	
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You may wield Small and 1 Handed melee weapons in each hand.

Challenge	5xp	Skill: 1 Focus	-	
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Evil Eye, Instant, Mental. A hostile target must focus any physical attacks on you for 30 seconds. A non-hostile target will surrender or back down. This skill cannot be used again for 10 minutes against a target that has resisted. Call "Challenge, Fight or Flight, 30 seconds."

Disarming Strike	5xp	Skill: 3 Focus	-	
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Instant. A melee strike to the arm or melee weapon that forces the target to drop their weapon. May only be used with a melee weapon. Call "Disarm, ten seconds."

Grapple	5xp	Skill: 1 Focus	-	
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Instant. A melee strike with both Brawlers. Call your current Strength to attempt to hold the target in place. The target also calls their Strength. If your Strength is higher the target becomes unable to move or attack for 1 minute. A target of equal Strength is unable to move or attack for ten seconds, then you release them. A target with higher Strength immediately breaks free. You break the Grapple if you take damage or choose to end the effect by removing one or both Brawlers from the target. You may safely move the target at a walking pace. *Escape Artist* resists Grapple. Call "Grapple, Strength X"

Intimidate	5xp	Skill: 1 Focus	-	
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Evil Eye, Mental, Instant. The target cannot attack you for ten seconds. This skill cannot be used again for 10 minutes against a target that has resisted. Call "Intimidate."

Bear Hug	10xp	Skill: 0 Focus		<i>Grapple, Strongman 2</i>
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Reach, 5 Seconds. You may injure a target that you are using *Grapple* on for 1 Stun. Call "Bear Hug 1 Stun." *Roleplay suggestion: Ask permission to gently hug the target, count the call quietly.*

Block	10xp	Skill: 3 focus	-	
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Instant. You may resist one melee strike delivered to your front. You must have a Small or 1 Handed weapon in hand. Call "Block!"

Boxer	10xp	Passive		<i>Block</i>
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You may use *Block* while armed only with Brawlers. You may use *Knockout* with your Brawlers by striking the target in their front torso.

Break!	10xp	Skill: 3 Focus		
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Instant. A melee strike with a 2 Handed weapon that inflicts the Broken condition to an item. To break a melee weapon, you must strike the weapon. To break a held firearm, you must strike the target's arm. Call "Break Weapon"

Crippling Blow	10xp	Skill: 3 Focus		
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Instant. A melee strike with a 2 Handed weapon that inflicts base damage. If this strike hits the target's arm or leg that limb is Crippled. Call "Cripple X Damage."

Critical Strike	10xp	Skill: 3 Focus	-
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Instant. A melee strike that deals an additional +2 Damage or Stun to the target. Call "Crit X Damage/Stun."

Fend	10xp	Skill: 1 Focus	-
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Instant. Striking with a Long weapon to create some distance you force your target back three paces. Call "X Damage, Knockback 3 paces."

Heavy Blows	10xp	Passive	<i>Critical Strike, Strongman 1</i>
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Your *Critical Strikes* with 2 Handed melee weapons deal an additional +1 Damage.

Street Fighter	10xp	Passive	<i>Critical Strike, Mastery: Small</i>
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Your *Critical Strikes* with Small weapons and *Backstab* cost 1 less focus, to a minimum of 1. You deal +1 base Damage with Thrown weapons.

Knockdown Strike	10xp	Skill: 3 Focus	<i>Strongman 1</i>
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Instant. A melee strike that inflicts base damage. If this strike hits the target they must immediately drop and touch their hip and shoulder to the ground. Call "Knockdown X Damage."

Knockout	10xp	Skill: 3 Focus	-
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Mental, Two Minutes. A melee strike with a Small or 1-Handed weapon to the target's back torso gives the target the Unconscious condition. Helpless victims can be Knocked Out from any direction. Call "Knockout, Unconscious two minutes."

Riposte	10xp	Passive	<i>Block</i>
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After you use *Block*, the Damage or Stun of your next melee strike with a Small weapon, 1 Handed weapon or Brawler is increased by +1. This bonus is lost after 10 seconds. You may not get more than +1 bonus Damage or Stun this way. This attack cannot be combined with other skills. Call "Riposte X Damage/Stun."

Cold Blooded	15xp	Passive	<i>Intimidate</i>
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You are immune to the Cower skill and Pacify condition. Call "Cold Blooded." Your Killing Blow may be delivered without a 3-Count by calling "Cold Blooded Killing Blow".

Diehard	15xp	Skill: 5 Focus	<i>Challenge, 12+ Health</i>
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Instant. You are down, but not out. During your Mortally Wounded count you may lurch to your feet at 1 Health. This ignores the effects of Poison and Bleed but does not remove these Conditions. Diehard may only be used once per period. Call "Diehard."

Weapon Mastery: Type	15xp	Passive	30+ XP spent on Martial Training
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You have mastered one style of weapon combat. You deal +1 Damage or Stun with one Melee Weapon type. The Melee Weapon types are Short, 1-Handed, 2-Handed, and Long. You may purchase this Advance multiple times, but only once for each type.

Medical Training

Advance Name	XP	Type: Focus Cost	Requirements
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Apply Pressure	Free	Skill: 0 Focus	-
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Reach, Instant. Basic trauma procedure instruction has taught you to keep wounds under pressure in the field to greatly slow down blood loss. You may place your hand on a Mortally Wounded or Dying target. You halt the target's Death Count as long as you keep one hand on the them. If you remove your hand, your target is moved, or you take any Damage or Stun this ability ends and the target's Death Count resumes where it had left off. You may call Mental skills and Medical skills without interrupting Apply Pressure. You cannot use Apply Pressure on yourself. Call "Apply Pressure."

Medical Style	Free	Passive	-
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Choose one medical style: Medic, Physician, or Healer. This represents the foundation of your practice of medicine. Medics practice quick, dirty and effective frontier medicine. Physicians benefit from years of medical study and are often college educated. Healers utilize herbs and natural remedies to soothe ailments. You may only purchase one Medical Style.

Bind Wounds	5xp	Skill: 1 Focus per session	-
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Reach. You may tend to the wounds of a patient and stave off their death. Once per minute you may restore 1 Health to your target. If you target yourself, you may only restore 1 Health every five minutes. If you take Damage or the target moves out of Reach the session ends and must be restarted. No more than 2 Bind Wounds may be on a single target at once. Call "Bind Wounds" to begin and "Heal X" every minute. *Role-play Suggestion: Carry scraps of gauze or cloth to wrap treated limbs, role-play sewing wounds shut, have the patient roleplay drinking something medicinal.*

Diagnosis	5xp	Skill: 0 Focus	-
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Reach, 30 seconds. You check the target's vitals, identify wounds, and quickly examine them. You may call this skill to discreetly ask a willing or Helpless character their current and total Health, as well as the presence of Poison, Bleed, and Unconscious Conditions, Addictions, Diseases, and Corruption levels. The target must not be in combat. Call "Diagnosis."

Quick Diagnosis 10xp Passive *Diagnosis, Knowledge: Medicine*

Hard earned experience or long hours at study have taught you to quickly evaluate your patients. Your *Diagnosis* time is reduced to 5 seconds. Call: "Quick Diagnosis"

Staunch Bleeding 10xp Skill: 3 Focus *Bind Wounds, Diagnosis*

Reach, 2 minutes. By rapidly applying a tourniquet, stitches or copious bandages you may remove the Bleed condition. Call "Staunch Bleeding."

Surgical Assistant 10xp Passive *Bind Wounds*

Reach. You may assist a target that is using *Surgery* by reducing the Focus cost of the *Surgery* by 2 to a minimum of 1. You may only use Surgical Assistant once per *Surgery*. There may be only one Surgical Assistant per patient. You must be within range for the entire duration of the *Surgery*. You may not grant this benefit to your own *Surgery*.

Surgery 15xp Skill: Special *Diagnosis, Bind Wounds*

Reach. You may perform the advanced medical procedures listed under Fate Draws: Surgery. More procedures can be developed with *Research* or discovered during play. Surgery causes Agony to the patient. A Witness must be present for a Surgery Results Fate Draw.

Medical Assistant 10xp Passive *Bind Wounds*

Reach. When you and another character both use *Bind Wounds* on a single target you both restore an additional +1 Health per minute.

Medical Mastery 15xp Passive *30+ XP spent on Medical Training*

The healing per interval of your *Bind Wounds* is increased by +1. You may use Medical skills, except *Surgery*, on two different targets at the same time.

Natural Remedy 5xp Skill: 0 Focus *Medical Style: Healer*

Reach, 10 seconds. You may destroy a Medicinal Herb item to restore 2 Health to a target. Call "Natural Remedy, heal 2 Health." *Roleplay Suggestion: Prepare the herbs in a dish or mortar or by pretending to chew them up.*

Deaden Nerves 10xp Skill: 3 Focus *Medical Style: Healer*

Reach, 2 minutes. You may grant a target one free use of *Ignore Pain* until the end of the Period. Call "Deaden Nerves." *Roleplay Suggestion: Perform some strange procedure on your patient: roleplay acupuncture, mixing of a potion, or pressure point massage.*

Purge Poison 10xp Skill: 3 Focus *Medical Style: Healer*

Reach, 2 minutes. You may remove the Poison condition from a target. Call "Purge Poison." *Roleplay Suggestion: encourage the target to induce vomiting or apply fake leeches.*

Combat Doc 5xp Passive *Medical Style: Medic, Bind Wounds*

Your *Bind Wounds* cannot be interrupted by being attacked or suffering conditions while you remain in contact with the target.

Cauterize 10xp Passive *Medical Style: Medic*

Reach, 30 seconds. By applying distinctly unpleasant burning or caustic medical techniques you can prevent a patient from expiring in the field of combat. Your *Staunch Bleeding* time is reduced to 30 seconds and deals 1 Damage to the target. The Call becomes "Staunch Bleeding, 1 Damage." When you use *Apply Pressure* you may inflict Agony for 30 seconds to pause the target's Death Count for 10 minutes. The call becomes "Apply Pressure, Agony, 30 seconds, then Pause Death Count, 10 Minutes."

Quick Patch Up 10xp Passive *Medical Style: Medic, Bind Wounds*

If the target of your *Bind Wounds* has less than half of their maximum Health when you begin *Bind Wounds* you may restore Health every 30 seconds instead of every minute. You may not reduce the time to *Bind Wounds* on yourself.

Boiled and Disinfected 5xp Skill: 0 Focus *Medical Style: Physician, Higher Education*

1 minute. By cleaning and disinfecting your tools the healing per minute of your next use of *Bind Wounds* is increased by +1. You must *Bind Wounds* use within 5 minutes or the bonus is lost.

Inoculated 10xp Passive *Medical Style: Physician, Knowledge: Medicine*

You have been inoculated against many common diseases. You may resist one Disease each Period. Call "Resist, Inoculated."

Steady Hands 10xp Skill: 5 Focus *Medical Style: Physician, Surgery*

Instant. You have steady nerves when you perform risky medical procedures. You may discard one Fate card and draw one new Fate card when you perform *Surgery*.

Physical Training

Advance Name	XP	Type: Focus Cost	Requirements
Constitution	Free	Passive	-
You are healthier from a life of exercise, toil or healthy living. You gain +1 Base Health.			
Bodyguard	5xp	Skill: 1 Focus	-
<u>Reach, Instant.</u> You may interpose yourself in the way of an attack striking a nearby ally. One attack from a weapon, brawler, packet, or dart hitting a target within Reach instead targets you. You may not use <i>Dodge</i> or <i>Cover</i> to defend against the intercepted attack. Call "Bodyguard." <i>Roleplay Suggestion: Take a moment to roleplay taking the hit or defending against it.</i>			
Strongman 1	5xp	Passive	-
Training or labor has hardened your body. You gain +1 Strength, totaling base Strength 2.			
Toughness	5xp	Passive	-
You are slightly tougher than other folk. You gain +1 Base Health.			
Agility	10xp	Passive	-
Whenever you are affected by a Knockdown effect you may resist it and touch one knee to the ground instead. Call "Agility."			
Chase	10xp	Skill: 3 Focus	-
<u>Instant.</u> You may pursue a target who used <i>Disengage</i> . Call "Chase."			
Disengage	10xp	Skill: 3 Focus	-
<u>Evil Eye, Instant.</u> No one may attack you for five seconds as long as you don't attack them. You must move at least three paces away from them. <i>Chase</i> allows the user to immediately pursue you. Call "Disengage, five seconds."			
Flesh Wound	10xp	Skill: 3 Focus	<i>Toughness</i>
<u>Instant.</u> Gritting your teeth and staggering, you resist any Conditions and reduce damage to 1 for a single melee attack, ranged attack, or packet that hits you. This skill can only be used once a period. Call "Flesh Wound." <i>Roleplay Suggestion: Stagger for a moment and grimace while you call this advance.</i>			
Iron Guts	10xp	Skill: 3 Focus	<i>Toughness</i>
<u>10 seconds.</u> You resist one ingested Poison you just suffered by toughing it out for 1 minute. You may even resist Deadly Poison, but instead suffer Agony for 1 minute. Poisoned weapon swings still deal damage, but you may resist the Poisoned condition. Call "Iron Guts."			
Reflexes	10xp	Skill: 3 Focus	<i>Agility</i>
<u>Instant.</u> At the last second you see danger coming and get out of the way. You may resist all effects, damage, and Conditions applied by a Trap. You may resist all effects, damage, and Conditions applied by a terrain hazard on mods. Call "Reflexes."			
Rescuer	10xp	Passive	<i>Disengage</i>
By grabbing another character you include them in your <i>Disengage</i> . You must lay one free hand on the target's shoulder or torso. Call "Rescue."			
Smash Open	10xp	Skill: 3 Focus	<i>Strongman 1</i>
<u>30 seconds.</u> You may smash open containers, barricades, and reinforced doors. You may Destroy a target lock on a door or container. You may Destroy a target barricade. Any traps or magical effects will trigger and affect you. Smash Open requires Strength equal to twice the Tier of the Target. If you use a melee weapon when you Smash Open you may add the tier of the weapon to your effective Strength when determining success. Requires a Witness. Loudly Call "Smash Open."			
Strength Rush	10xp	Skill: 3 Focus	<i>Strongman 1</i>
<u>Instant.</u> You gain +1 Strength for 10 seconds. After 10 seconds you become Dazed for 5 seconds. Call "Strength Rush." <i>Roleplay Suggestion: Stagger, catch your breath, be winded.</i>			
Strongman 2	10xp	Passive	<i>Strongman 1</i>
You gain Strength +2, totaling base Strength 3. Replaces <i>Strongman 1</i> .			
Dodge	15xp	Skill: 5 Focus	<i>Agility</i>
<u>Instant.</u> You resist one melee attack, ranged attack, or packet that hits you. You cannot Dodge ranged attacks that come from behind you. Call "Dodge."			
Ignore Pain	15xp	Skill: 1 Focus	<i>Flesh Wound</i>
<u>Instant.</u> You may ignore one Crippled limb for 5 minutes. You may resist <i>Torture</i> , or the Pin or Agony conditions. You may resist <i>Knock Out</i> and take a Knockdown effect instead. If you are Unconscious or Mortally Wounded this skill ends. Call "Ignore Pain."			
Mighty	15xp	Passive	<i>Strongman 3</i>

Your Herculean physique allows you to deliver much heavier blows. Your Damage and Stun with all Brawlers, Melee Weapons and Thrown Ranged Weapons is increased by +1.

Strongman 3 **15xp** Passive *Strongman 2*

You gain +3 Strength, totaling base Strength 4. Replaces *Strongman 2*.

Streetwise Training

Advance Name	XP	Type: Focus	Cost	Requirements
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Tricks of the Trade	Free/5xp	Passive		
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Choose one of the Trick of the Trade styles: Gambling, Swindling, Thievery, Hired Killer, or Sneakery. You may purchase this Advance multiple times. Additional Tricks of the Trades may be learned for 5xp each.

Underworld Connections	Free	Passive		
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You have access to monthly Underworld dossier containing information, rumors and jobs at the Trading Post.

Cold Read	5xp	Skill: 1	Focus	
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Evil Eye. You are a good judge of character and are able to size up a person at a glance. You may call this skill to discreetly ask a target character their Birthright, Nationality and three Primary Training Lists. If you are a Magickal Being you may also ask the target if they have a Power Pool. If they answer yes you may ask how many Power Points they have.

Roleplay Suggestion: Take a moment to scrutinize this person, squint at them a bit.

Pick Locks	5xp	Skill: Special		-
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2 minutes per Tier, Reach. You are skilled at jimmying open locks and door jambs. You may unlock the target container or door without a key. It takes the same amount of time to re-lock a container or door without a key. Pick Locks costs 1 focus per Tier of the target. *Roleplay Suggestion: Have some wire or metal bits to represent your lockpicks, roleplay out the frustration of getting a higher-level lock open.*

Stealth	5xp	Skill: 3	Focus	-
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Instant. By entering an area of cover like forest, or bushes, or relatively full darkness you become Hidden and cannot be seen. Crouch and place one hand on your opposing shoulder, covering your mouth with your arm to show that you are Hidden. Stealth allows you to stay Hidden as long as you remain relatively still and do not take a step. This skill cannot be used in lit areas out in the open. You may not become Hidden if you are being directly observed. If someone attempts to interact with you while you are Hidden, you may call "Hidden" for clarification.

Black Market	10xp	Passive		<i>Two Tricks of the Trades</i>
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You must learn this Advance during play. You have access to a Fence to sell stolen items. Take the item to Story Ops to meet your contact.

Dirty Trick	10xp	Skill: 3	Focus	-
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Instant. You may throw a black packet to Daze the target for ten seconds. Call "Dirty Trick, Daze, Ten Seconds." *Roleplay Suggestion: swoop your hand towards the ground as you call this skill to simulate a handful of dirt. Target affected by this skill could cuss and sputter, wiping their eyes.*

Quick Search	10xp	Passive		-
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You may search bodies in 15 seconds. Call "Quick Search."

Fair Game	5xp	Skill: 1	Focus	<i>Trick: Gambler</i>
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Instant, Evil Eye. When playing a game of chance where you are the dealer or the owner of the dice you may prevent any player from using the skills *Up My Sleeve* or *Lucky* during this round. Call "Fair Game" at the start of the round.

Lucky	5xp	Skill: 1	Focus	<i>Trick: Gambler</i>
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Instant, Evil Eye. You may immediately get a redraw of a card just dealt or re-roll one of the dice. You may only use this skill once per round or roll. Call "Lucky." *Roleplay Suggestion: To others, this skill just seems like pure luck!*

Cheat	10xp	Skill: 1	Focus	<i>Trick: Gambler</i>
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Instant, Reach. You may declare that a single played card or rolled dice has a different value than the one showing. You must specify a suit and value for cards. If that same card is showing on the table, is in another player's hand, or something else contradicts your attempt at cheating, your ruse is obvious to all. Can only be used once per round. With any dice, card, or other game using this skill two rounds in a row immediately rouses observer's suspicions that you are cheating. If the game does not allow for changing the roll or card, then the player can change their bet. Call "Cheat."

Poisoner	5xp	Passive		<i>Trick: Hired Killer</i>
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They say that poison is a weapon for the weak and cowardly. You know it as a weapon for the clever and living. You may use Poison item cards. You may apply a Blade poison to a weapon that has a card. You must inform a Witness of your in-

tent to poison something other than a blade ahead of time. You may consume a Poison item card to envenom any ingestible item, food, or drink. If another character ingests poisoned food, liquids, or powder, the Witness will inform them of the effects they will suffer. Without this skill, a character cannot use poisons.

Cold Blooded 15xp Passive *Trick: Hired Killer*

You are immune to *Cower*. Call "Cold Blooded." Your Killing Blow may be delivered without a 3-Count by calling "Cold Blooded Killing Blow."

Kill Shot 15xp Skill: 5 Focus *Trick: Hired Killer, Ranged Weaponry*

A ranged attack that inflicts base Damage. If the target drops to Mortally Wounded, they suffer a Killing Blow. Kill Shot can affect targets who are Mortally Wounded or Dying. Call "Kill Shot, X Damage."

Backstab 10xp Skill: 3 Focus *Trick: Hired Killer*

Instant. You may strike a target's back with a Short-Edged weapon to deal base damage and inflict Bleeding. The attack must originate from behind the target. Call "Backstab X Damage, Bleed."

Escape Artist 5xp Skill: 3 Focus *Trick: Sneakery, Pick Locks*

1 minute per Tier, Reach. By wriggling and twisting, perhaps using your trick shoulder, you are able to slowly and stealthily worm your way free of ropes and chains. You may escape unlocked bindings. To the observer, you still appear to be bound. Call "Escape Artist." You do not need to call this skill until you choose to escape. You may also resist a *Grapple* by calling "Escape Artist." *Roleplay Suggestion: Wriggle and twist when your captors are out of sight.*

Vanish 10xp Skill: 1 Focus *Trick: Sneakery, Stealth*

Instant. Slippery as an eel you can take three paces while Hidden across lit or open ground that would normally end your Hidden status to another area of cover or darkness. You must remain still and crouched for thirty seconds after using this ability. Call "Vanish."

Shadow 15xp Passive *Trick: Sneakery, Stealth*

You can move hunched over at a walking pace and remain Hidden as long as you remain in areas of near total darkness and shadow. Darkened areas are where you do not cast a distinct shadow. You become revealed if you move while within three paces of another creature or character or by stepping out of the darkness. A portable light will not reveal you as long as you stay crouch and still.

Disguise 10xp Skill: 3 Focus *Trick: Swindler*

Five Minutes, Reach. Put on a disguise to change your appearance. While Disguised you answer *Cold Read* with the Nationality and Birthright you are portraying. You may answer with any Primary lists you choose. You can change your apparent gender, but the costume must cover any obvious tells such as beards. Disguise lasts until the end of the Period. You may spend 3 Focus to extend the Disguise for another Period. *Cold Read* reveals your true Character if used while you are Unconscious or Helpless.

Honest Truth 10xp Skill: 1 Focus *Trick: Swindler*

Instant. You may resist the skills *Torture* and *Are You Lying to Me?* by replacing the actual answer with your own version of the truth. You may answer Yes or No questions from these skills with either answer, regardless of your knowledge of the facts. No call.

Underworld Favors 15xp Passive *Trick: Swindler*

You have a friendly face, a rarity in the underworld, and sometimes having a lot of friends is all it takes to get ahead. You gain 1 Criminal Favor at Check-In.

Conceal Object 5xp Skill: 1 Focus *Trick: Thievery*

Ten Seconds, Reach. You may conceal a single item on your person which cannot be found through normal Searching. The object is Hidden until you have it in hand. The Hidden object must be fist-sized or smaller, or a Short melee, throwing, or Pocket Side Arm. Hidden objects must be marked with a yellow band of cloth or tape. Only one object can be Hidden at a time with this skill. This effect lasts until you retrieve the object from its hiding place. Hidden items can't be seen or interacted with by other characters. This item must be Weight 1 or less.

Pickpocket 10xp Skill: Special *Tricks: Thievery, Quick Search*

Instant, Reach. For 1 Focus you may touch a pocket or bag of another character and steal one random IG item or piece of currency from that storage place. For 5 focus you may steal a specific item you know is in that pocket or bag. You must inform a Witness of your intent to use Pickpocket ahead of time. That Witness will quietly observe and retrieve the item and deliver it to you if they deem your attempt successful. Only items that are Weight 1 or less may be stolen with *Pick Pocket*.

Safe Cracker 10xp Passive *Trick: Thievery, Pick Locks*

When using *Pick Locks* you may halve the time required for double the Focus cost.

Character Growth

Experience Points

By paying for a standard event you will receive 4 XP, special events may offer more or less XP depending on the length and location of the event. There are additional ways of acquiring more XP for each your characters such as:

- Buying extra XP available for each character.
- Service Point Conversion for each character.
- Wealth Dump: Applied to the character turning in the money.
- Good Samaritan Cards: Applied to the character of the players choice.
- New player referrals applied to the character of the players choice.

Teaching and Learning New Advances

To be taught a new Advance (either a Skill or Passive ability) a Character must find another Character who possesses that Advance or an IG Source of Knowledge that specifically will teach that Advance. Learning an Advance requires both a Roleplay lesson timed element and the student must be able to spend the Focus required at the time of the lesson. Newly acquired Advances may be used by a Character at the next Period Change.

ALL CHARACTERS MAY TEACH ADVANCES THEY POSSESS.

Roleplay Lesson Time: 2 minutes per XP cost.

Learning Focus Cost: 1 Focus per 5 XP the Advance costs to learn, rounding down.

Example: Charlie wants to learn the Block skill, costing 10XP, around 9 am Saturday morning. He finds a teacher and the lesson takes twenty minutes of RP and he must be able to spend 2 Focus at the time of the lesson. He may use Block at 12 pm Noon when the new period starts.

The exception to the above is Tertiary Lists which require an NPC teacher or Director approval.

Service Points and Conversion

Service Points, known as SP may be awarded to players for going the extra mile for our game; this may include doing extra NPC shifts, buying and bringing in items off of our needs list or any number of other helpful things a player might do for the Game. If a player donates an item from the Needs List they will receive 1 SP per \$1 spent, unless we specifically state otherwise. If a player does extra NPC time they will receive 10 SP for every 1 additional hour past the mandatory 4 hours per weekend. Some highly needed items from the Donation List will have bonus SP awarded on donation. In these instances, it will be clearly noted on our donation list or via an announcement.

SP may be spent for in-game benefits:

SP Cost	Reward
10	\$1 IG Money, limit \$10 per event.
10-100	Basic items, weapons, or materials from a Check-In list. Limit 100sp per event
20	1 XP, max 2 per event.
50	Between Event Training, learn one Advance or a Primary/Secondary Training List without an IG Teacher. During Check-In "Self" in the Teacher column of the character sheet.
50	Forget an Advance or Training. To forget a Training all non-buy-in Advances must be dropped first. You are refunded all spent XP.

Wealth Dump for Bonus XP

Wealth Dump is the ability to turn in In-game money to gain an additional experience point; seen as their character investing in a better lifestyle. To take advantage of the Wealth Dump the player may turn in 50 In-game Money for 1 additional XP at the Trading Post during an event; meaning, +1 XP per \$50 IG turned in. This is Roleplayed as investing, sending money home or saving for retirement. A character can gain this bonus XP twice per event.

Good Samaritan Cards

Each new player is given two Good Samaritan Cards to use as 'awards' and 'Thank You' cards for players that the New Player feels were helpful in some capacity. Players may turn in 5 Good Samaritan Cards to receive 1xp.

New Player Referral

Players can earn 1xp for each New Players they bring out to a Dead Legends event. The New Player should give the check-in staff the player number of the individual that brought them out so that the experience point can be added to the character sheet of the players choice.

Faith, Spiritualism, MAgick

Some characters will get into religion, some will dabble in the arcane. What is presented here is what players need to know upfront, without giving away too much detail. The Magick and Miracle system of Dead Legends Weird West LARP must be discovered in-game and is detailed in the Advanced Mechanics Handbook.

Religion

The major and minor religions of the Dead Legends world are bundled into two Faith groups:

Mono-Dominant: You are a believer in One True God, the Creator and generally a Messiah, angels, prophets and Chosen Ones. You believe in an After-life in which the faithful are rewarded and the wicked punished. A virtuous life will reap eternal rewards. Most Mono-Dominant Faiths forbid any study of "Black Magic" or the worship of other gods (Shamanism). The Mono-Dominant faiths encompass all sects of Christianity as well as Judaism and Islam.

Shamanism: You believe in the existence of many spirits, great and small, that influence the natural world and human beings. You believe that humans can communicate with, bribe or control these spirits with offerings, rituals and altered states of consciousness. You might believe that a spirit watches over you or your family, perhaps an ancestor or animal spirit. Most traditional religions and mysticism of the world fall into the Shamanism faith group.

Fate Draws

A Fate Draw occurs any time plot, or mechanics determines there is a chance of failure. While the results will vary with Plot, with our Advances there is a predetermined method of handling the situation so that any Witness is able to support the activity.

Dismantle

Requires the Dismantle advance. Perform a single Fate Draw. Failures result in all materials and components lost.

Dismantle Results

Black Joker	Failure. Workshop accident: Your Workstation becomes Broken.
Red Ace	Failure. Workshop accident: You suffer a Crippled arm.
Black Ace	Failure. Frustration: Instead of being Destroyed the Item gains the Broken condition.
Two – Seven	Success. Recover 1 material or component of your choice.
Red Eight	Failure. Workshop accident: Suffer ½ Total Health in damage and gain Bleed condition.
Black Eight	Failure.
Nine – Ten	Success. Recover 1 material or component of your choice and one other at random.
Jack	Success. Recover 2 materials or components of your choice.
Queen	Success. Recover 50% of materials or components of your choice, rounded up.
King	Success. Recover 75% of materials or components of your choice, rounded up.
Red Joker	Success. Recover all materials and components.

Note - If the Schematic has multiples of a component, they only get the amount shown. A Quality Pistol has 4 components: 2 Steel, 1 Brass, 1 Heartwood, a fate Draw of a 2-7 would result in 1 Steel or 1 Brass, or 1 Heartwood.

Psychosurgery

Requires Psychosurgery advance. Using a standard 54 card deck draw a single card from the deck.

Psychosurgery Results

Black Joker	Failure. You gain 1 Madness.
Ace or Eight	Failure. You lose 1 Focus.
Two - Ten	Success.
Jack	Success. You restore 1 Focus.
Queen	Success. You restore 2 Focus.
King	Success. You restore 3 Focus.
Red Joker	Success. You restore 3 Focus. The target loses 1 additional Madness.

Research

Requires the Research advance. The researcher must have at least one Applicable Knowledge to even attempt. Higher Education allows a character to take notes of an IG occurrence to use later as Research: First-Hand Experience as well as to assist in Research attempts.

The Researcher must first notify Story Ops of their intention to research a specific subject.

The researcher should form a Hypothesis, a short theory about the subject they are researching, and tell this to the attendant Storyteller. This will help them frame any short answer responses to your Research Attempt.

Source Material	# of Cards Drawn	Research Assets	
Physical Evidence (Item card or prop)	3	Knowledge Book Use (Applicable Knowledge Only)	+1 Card if applicable
First Hand Experience (Seen by researcher)	1	Knowledge Synergy (More than one applicable Knowledge)	+1 Card total
Hearsay/Rumor/Account (Told/described to researcher)	0	Research Assistance (Higher Education and applicable Knowledge's needed)	+1 Card (Max +2)

Research Results – Fate Draw (Deck of 54 Cards)

Ace/Eight	Null, cards offer no benefit.
# Card	A single Yes or No question/answer.
Face Card	A one or two sentence answer.
Pair	Bonus Yes or No question/answer
Three of a Kind	Two bonus Yes or No questions/answers
Four of a Kind	Bonus one or two sentence answer.
Flush	Bonus one or two sentence answer.
Straight	Bonus one or two sentence answer.
Royal Flush	Truthful and detailed answers at length.
Take one Madness level (if using a Forbidden Knowledge) or all involved lose 1 Focus.	

Surgery

Requires Surgery advance. Perform a Fate Draw based on the Danger Level of the surgical procedure being performed. If multiple effects would increase or decrease the Danger Level, apply increases first and then decreases.

Danger Level	Cards Drawn
0	2, take best
1	1
2	2, take worst
3	3, take worst
4	4, take worst
5	5, take worst
6	6, take worst

Restore Crippled Limbs	3 Focus	Special	<i>Danger: 0</i>
You may heal the target's Crippled limbs. Each Crippled limb requires 3 focus and 2 minutes of care to be fixed. After the procedure the patient recovers use of the repaired limb fully after 10 minutes of rest.			
Heal Specific Injury	3 Focus	10 minutes	<i>Danger: 1</i>
You may remove one Specific Injury from the target. Specific Injuries are the result of Plot effects, scenes or Torture. They often have unique penalties and restrictions that last until cured.			
Alleviate Disease	3 Focus	10 Minutes	<i>Danger: 2</i>
You may reduce the severity of one specific Disease that the target is suffering from. Some diseases can be cured entirely in this way, others cannot and will require continued treatment.			
Remove Corruption	5 Focus	20 minutes	<i>Danger: Special</i>
You may reduce the Corruption of the target by 1. This procedure can only be applied once per Period or the strain will kill the patient. The Danger Level is equal to the target's Corruption when you begin the procedure.			

Surgery Results

Black Joker	Operation failed. The Patient dies on the table. Proceed to Death Scene.
Ace	Operation failed. The Patient is Dying and gains the Bleeding Condition.
Eight	Operation failed. The Patient is Dying.
Two	Operation successful. The Patient is Mortally Wounded and gains the Bleeding Condition.
Three-Ten	Operation successful.
Jack	Operation successful. You recover 1 Focus.
Queen	Operation successful. You recover 2 Focus.
King	Operation successful. You recover 3 Focus.
Red Joker	Operation successful. You recover 3 Focus. Patient recovers half of their total Health, rounded up.

FINAL DRAFT