

ARKFALL

Players Guide v1.8



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History

Back in 2013 long range sensors around the world detected a vast object entering our solar system on a collision course with Earth. This caused a short panic but then something never before observed was noticed, it was steadily decelerating. A short time later the same sensors tracked the object break apart in to hundreds of individual modules which resolved in to a massive fleet of immense star ships that came to settle in earth's orbit. The question on everyone's lips as they looked up and saw them was "why are they here?" It turned out that a group of advanced alien races, known collectively as Votanis Collective came to Earth seeking a new home after their star system was destroyed in a stellar collision. When they departed from their solar system, over 5,000 years ago their instruments told them that this blue green planet had all the right indicators making it suitable for colonization had no signs of civilization, it appeared to be the perfect candidate. The vast majority of the occupants of the ships resided in a form of suspended animation known as hyper sleep which allow them to survive the long journey. So it came as quite a shock to them to discover a thriving, if less advanced civilization on what they thought was to be their new home.

The Human race initially responded to them with the suspicion that could be expected of a frightened people, however diplomatic efforts began between the two civilizations and after some intense negotiation a limited number of Votans were allowed to start a colony in Brazil, and shortly afterwards three other colonies followed. But still millions of Votans remained in hypersleep aboard the ships in orbit around the Earth and as negotiations dragged on with Earth governments to establish full-scale settlement, relations grew steadily worse. Tensions rose for years, but finally against the odds, the Votan and Human governments were on the verge of negotiating a peaceful settlement. Disaster struck in 2023 when the Votan ambassador to the United Nations was assassinated by a disgruntled human supremacist live on television outside of the United Nations Headquarters in New York City. This sparked the disastrous global conflict between humans and the aliens that became known as the Pale Wars.

The war tore the planet apart for seven years, with both sides fighting furiously as they each felt they were backed in to a corner. This unrelenting conflict continued until in 2030 the apocalyptic "Arkfall" event happened when the Votan fleet's ships in orbit mysteriously exploded. The Votans say the Humans were responsible, while Humans suspect it was an alien weapons experiment gone wrong. Whatever the cause, in one horrific instant a huge proportion the Votan civilization died, and the wreckage of their vessels fell to Earth. During the Arkfall, what was left of the fleet rained down across the Earth causing widespread devastation and accidentally released terraforming technology that was designed to make this new world more hospitable to the Votan races. While they had intended to use this technology in a carefully planned manner, the Arkfall haphazardly unleashed chaotic and radical changes to the biosphere and even the geology of Earth, making the planet dangerous to both humans and the aliens. The Earth was scorched, chasms opened in the ground, new mountain ranges were raised, and the surface of the planet was covered with dust and debris. Animal and plant species from the Votan star system were introduced to Earth, and both native and alien animal species were horribly mutated by the uncontrolled terraforming technology, creating both bizarre dangerous hybrids and entirely new species. Within a few months of the Arkfall the Pale Wars wound down as both sides had fought to the point of mutual exhaustion, and a ceasefire was declared. Few organized governments remained for either the humans or the aliens, and both sides factionalized as their respective members began looking out for themselves. In several areas, local human and Votan militias began to band together when they realized that they had to cooperate if they hoped to survive on this new, almost alien planet.

The debris from the destroyed Ark fleet now forms an artificial "Ark Belt" in Earth orbit, which periodically rains down in small-scale "Arkfalls"; these present a hazard for survivors on the surface, but also provide valuable opportunities to salvage advanced technology. More frequently, most of the debris breaks up on re-entry into shards of metal shrapnel, a dangerous phenomenon known as "razor rain". Electromagnetic distortion created by the terraforming has rendered most long-distance communication and air transit impossible, isolating far-flung regions much as they would have been during the 19th century. Low-flying aircraft such as helicopters are still safe to fly, and will still function, but high-altitude long-distance flights are too dangerous; neither the humans nor the Votans are capable of launching vehicles into Earth's orbit anymore, as it is not only dangerous, but prohibitively expensive for societies that only just managed to pull themselves back from the brink of complete collapse. Short-range radio stations will still function within the localized area of a town, as will personal smartphone-like devices known as hailers, but otherwise, the disruption of long-range telecommunications means that information must be sent between different regions by courier. At best, an unreliable method known as "text relay" can be used, in which local radio-stations rebroadcast a message received from a neighboring station to reach other regions of the continent, but this can take days or weeks.

When the game began it was 2046, fifteen years after the armistice, and both Humans and the Votans struggle to rebuild a civilization on this shattered New Earth.

Setting

Arkfall is a small town in what was once the midlands region of the UK. The town itself is a trading outpost that sits at the confluence of four trade roads connecting the cardinal points of the country. Its central location has made it a hot spot for travelers and traders of all description and it's said that if you really need to get your hands on something Arkfall is the place to find it. The town is a small walled community that is run by a town council, they acknowledge that people from all walks of life will come through its gates and as long as nothing gets excessive they are willing to keep the law keepers on a fairly short leash. The Earth Republic also have a small base about 60 miles away to the south, but they are content to allow the town to run itself as long as good order is maintained and as they have their own problems to deal with so very rarely exert any influence on the town as long as the town doesn't keep running to it for help. For 5 years a state of reasonable equilibrium has existed between the various factions in the area but it could easily swing one way or the other.

An important thing to remember is that the fall of the terraformers changed the UK on a fundamental level; this is because the terrible energies that were released had only a relatively small landmass to sweep across so the changes were even more catastrophic than those recorded on mainland Europe and other continents. The land twisted and roiled, new mountain ranges and vast chasms opened up and creatures and people were warped and twisted in to terrible mutants. With the vast majority of its armed forces away fighting in the Pale Wars, social order utterly collapsed and soon the country was populated only by isolated walled communities fighting back against the chaos.

Even though things have started to calm down by 2046 much of the UK would be unrecognizable to anyone from the last century. The terraforming event tore the country apart and the changed it both socially and geographically. The creatures that stalk the vast forests seem molded from the nightmares of people from the dark ages whilst savage bands of raiders seek to take by force anything they desire.

In the north of the country in what was Scotland there is a large Votan Collective presence and it is considered one of their strong holds, whilst New London in the south is one of the Earth Republics main bases in Europe. However as both factions are so far apart they are content to eye each other warily over the buffer of the midlands, for now.

Arkfall is a place of great opportunity, here the bold can carve themselves a future with their bare hands and the meek get crushed beneath the dreams of others. Which will you be?



What happens at events?

The game itself will be set in the town of Arkfall, a lone walled town on a trade route in the New UK, it is protected by an energy field known as a stasis net that forms a dome of protection over the town, when activated this shield protects the town from the Razor Rain. Arkfall is a hub of activity and is known for its locations of importance and interesting events.

The town has a notorious bar called Need or Greed. Here you can enjoy a few beverages, listen to a mix of music from the old world and the new and seek gainful employment with from travellers and locals who need someone to do something.

A phenomenon in the area known as "Razor Rain" happens periodically. When the remaining Arks finally falling from orbit make landfall near the town a peculiarity in the areas magnetic field shreds the wreckage in to small fragments which come down at near supersonic speeds. An early warning system has been set up which provides a ten minuet warning, during which time you must retreat to a heavily shielded area or risk being shredded alive. This Razor Rain however is a herald of wealth as when the claxon sounds again denoting the all clear people swarm out of town looking for the tell-tale plumes of smoke that denotes the possibility of an item of Arktech has made it to the ground intact enough to be salvaged. This often leads to a mad dash followed by conflict.

Several resource points scatter the immediate area and for those brave enough to go to work riches can be found, this can be a good way to secure trade goods and occasionally you may find pieces of Arktech for salvage.

The towns thriving black market is always on the lookout for unscrupulous types to do less than legal activities for credits. It is rumoured that an agreement exists between them and the Law Keepers which keeps thing ticking along nicely without things getting out of hand. Turnover of these folk is pretty high so there is usually an opportunity for people to rise rapidly through the ranks.

The Law Keepers often deputise folks to help with problems in the area. Groups of deputies head out to capture know criminals or deal with dangerous creature posing a threat to the town and its peoples. And the locals always like having a few deputies around to ensure no one gets any ideas.

The town administration is a democracy and every year an election for the mayor is called, any resident of Arkfall is eligible to stand for the position of Mayor, who once elected usually brings in their closest opponents from the election to act as an advisory council for the coming year. Whilst they technically also have the power to assign the position of the town sheriff known as the Law Keeper, this is also usually done by town ballot. The Law Keeper is offered a position on the town council as they are responsible for the town's protection. Rumour has it that the most senior member of the Black market is asked to join the council, but that could just be hearsay.

Merchants and travellers come through town needing supplies and assistance of various kinds. They usually have tales to tell and credits to spend. A fortune could be made by buying low and selling high and people can become rich and never set foot outside the protection of the stasis net.

The E Rep and The Votanis Collective often send patrols into the area to show their authority, they usually have contract of employment that they need fulfilled for those willing to work with them.

These are just a few of the many ways to make a mark on the town for those who willing to go and get involved.

Character Creation

In order to make a character to play Arkfall you must follow three steps:

- Step1 choose a race, your chosen race will define your characters appearance and mannerisms
- Step 2 choose your skills, the skill you pick will define what abilities your character has in the game
- Step 3 choose a background, this will define where your character has come from and what they have done

Step 1- Choose a race

You must pick one of the following races for your character:

Human

Physiology

The original dominant species of Earth, evolved from simian type mammals into upright bipedal humanoids that range in height mostly around 5 to 6 feet and with a wide range skin colour depending on ancestral lineage. They are an adaptable but sometimes violent race that can quickly adapt the affectations of any culture in the correct circumstances.

Society

When the Ark fleet set out from Votan home worlds 5000 years ago the humans were extremely primitive and they developed their society to its pinnacle in the 20th century just as the Arks arrived

History

The arrival of the Arks and the subsequent assassination of the Votan ambassador lead to the terrible conflict known as the pale wars these only ended when the inhabitants of this new world realised that the only chance anyone had was through cooperation and the fighting slowly stopped. Humans have on the whole had to adapt to the new Earth and whilst most have accepted that this brave new world is now a shared one, some still see the Votan as invaders and usurpers.



Character Info

Costume and make up

No special requirements

Statistics

Humans have 7 Vitality and 1 Hit point.

Castithan

Physiology

Castithans look almost entirely human but have much paler, whiter skin, lighter hair colors and eye colors that range from pale pink to orange and pale blue.

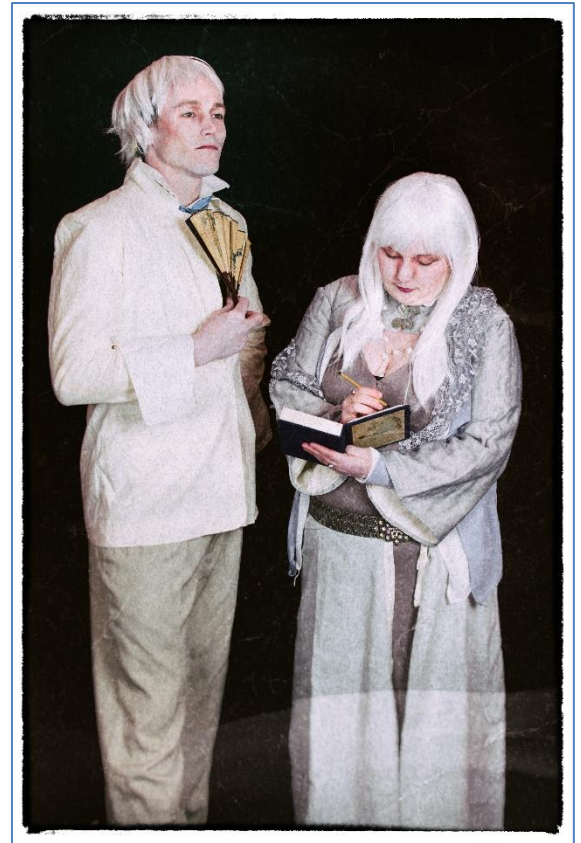
Society

Castithans view themselves as the most important of any species often leading to the others viewing them as arrogant. Traditionally female Castithans are expected to be submissive to the males however this is usually just a show and they are often the real power in their society. Marsha, or one's social worth, is a concept important to the Castithans; it defines their social standing and is influenced by their behavior, accomplishments and how well they perform in their social roles. Castithans will do all they can to ensure that they reclaim it if it is hurt, even resorting to murder whilst making sure that no one knows they did it. Their cultural rules state that each individual is believed to be able to take the honor of all of their Liro if they behave a certain way, leading to them having to undertake a cleansing ceremony to purify themselves, their family and their Liro.

Castithan society was originally separated into a strict system of Liros, or castes and interactions between the various castes were rare; however some higher Liro members married lower Liro members. This social system was fragmented after their arrival on Earth and led to the system being challenged by the newly created Thorn Liro. Nearly all of the Casti in Arkfall are from the Thorn Liro, and as such the traditional ways do not hold as much sway in the town. The Castithans religion, Shirivanawo, is monotheistic following the god Rayetso. Their religion has a strict dogma and violations of these practices are harshly persecuted.

History

The Castithans are an aristocratic and ethereal race from the planet Daribo with a long history and rich culture. They appear very conservative in many aspects of life, including politics and a rigid caste system. They are an aggressive race whose history is littered with conflict. An example of this occurred around 4,000 before the Arks set off for Earth. The Castithans sent raiding parties to Irath, a nearby world populated by three races the Irathient, Liberata and Sensoth. They were to round up Sensoth to be used as slave labour but met stiff resistance from the Irathients who took it upon themselves to fight for the Sensoth. In response the Castithans rounded up many of the Irathients, imprisoned them in caves and flooded them with gas, this mass execution became known as the Great Diaspora. The Castithans are one of the founding members of the Votanis Collective and have held the seat of power among the organization since the beginning. When it was discovered that the Votanis System was going to be destroyed it took the urging of Kumbak Iro, the Skabolo of the Shirivanawo religion to get the Castithans to join in the efforts to save the Votans and put their full support behind building the Arks.



Character Info

Costume and make up

All exposed skin must be very pale verging on white and visible hair must be stark white

Statistics

Castithans have 7 Vitality and 1 Hit point.

They also have an enhanced sense of smell; this can be used to receive additional information from a ref if they feel it is appropriate, if a Castithan believes his sense of smell may have an influence on a situation they must make a ref aware.

Irathient

Physiology

Irathients are humanoid but have broad and flat nasal bridges, reddish skin and often have red hair. Irathients are naturally athletic and have intense combat skills.

Society

The Irathients are the most common of the Votan races living on Earth. They are a proud, tribal people but are often perceived as feral due in part to their love for the natural world and apparent aggression. Irathient society is centered in their spiritual beliefs and they often divide themselves into tribes.

Of all the Votan races to have immigrated to Earth, the Irathients have adapted best, using their affinity with nature and tribal warfare tactics to thrive in the most dangerous frontiers of Earth. Irathients will greet one another by extending out their arms and saying "eseneziri", which translates to "Without concealed weapons or hidden agendas". They prefer to keep to themselves but share a bond with the Liberata and the Sensoth, as they evolved on the same planet. They have poor relations with the Castithans and view Humans as crude and lacking respect for the environment.



The Irathient religion has four main gods whom the Old lore says are always at war with one another:

- Irzu, the god of the circular path
- Idanyu, the god of the flame
- Gyakusa, the god of passion
- Gyamasha the god of intellect

History

Irathients evolved on the planet Irath along with the Liberata and the Sensoth and once were very technologically advanced until they abandoned it and went back to a more nomadic lifestyle. Around 4,000 BCE Castithan raiding parties arrived on Irath to round up Sensoths to be used as slave labor. The Irathients took it upon themselves to defend the Sensoth but their primitive weapons were no match. Many Irathients that fought were put into caves and killed with chlorine gas; this event became known as the Great Diaspora. When the Arks were being finished Irathients engaged in tribal combat and religious trials to determine who would go aboard the ships.

Character Info

Costume and make up

All exposed skin must have a reddish brown hue with tribal markings in a lighter shade over the top. Hair must have a vibrant earthen tone deep reds and browns, preferably with a prosthetic for the prominent nasal bridge and brow.

Statistics

Irathients have 9 Vitality and 1 Hit point.

Indogene

Physiology

Indogene tend to be slender, bald, with hexagonal-patterned skin of a solid color (most often pure white or grey) who augment their bodies with a variety of cybernetic implants specifically designed for their chosen profession. They revere science and knowledge above all, and invented most of the technology used by the other alien races.

Society

Indogene rarely live away from colonies or centers of technology. They value science above everything else and often become doctors or scientists. They tend to work to a point of obsession. They are given a short name at birth and later take a second name dependent on their implant and their profession. Indogene belief in science is so strong that they are typically atheists. After death, Indogene will burn the dead and store the remains in small hexagonal boxes. They are capable of adapting to most situations and as such are quick to get along with other Votan races and they share a unique relationship with Castithans as both feel they are the superior race; however they are uncomfortable around Humans. Many Indogene perished on board the Arks, making them the smallest race of Votans on Earth.



History

The Indogene evolved on the planet Daribo along with the Castithans. Indogene scientists were the first to discover that the Votanis System was going to be destroyed in several hundred years and sometime later began designing the Arks. They decided as a race to choose only the best and brightest of their species would board the Arks and during the long journey many of them would periodically wake up from hibernation to maintain the ships. As they were the custodians of the Arks most of them were awake and on board the ships during the Arkfall event which decimated their numbers.

Character Info

Costume and make up

Indogene have white or grey skin with a hexagonal grey pattern across it. They rarely have hair but if they do it must be in very dark contrast to the skin such as black but preferably a no hair effect should be used.

Statistics

Indogene have 7 Vitality and 1 Hit point.

Due to their engineered biology Indogene recover vitality at twice the normal rate. Even if they do not have the Recuperation Skill they will recover 1 vitality point per hour of rest. As they are also genetically gifted in the logic and mechanics the time requirements with the Salvage is halved, and they may stop a hacking clock for 5 mins .

Sensoth

Physiology

The Sensoth physically resemble apes and giant sloths, being fur covered, and originated in a specific region of Irath. They have many of the Earth's sloth-like characteristics, speaking and acting quite slowly. They have great physical strength and imposing presence, they can be intimidating to many, despite almost always having kind personalities.

Society

The Sensoth are considered less politically-connected than the Castithans, Irathients and the Indogene. Sensoth on Earth get along with all the races fairly well, some even joining with the Raiders. Due to their long life they are always planning out things. They are not without humor, but their practical jokes are always designed to unfold over time.

History

Sensoth evolved on the planet Irath and lived in the Great Tarnalin Forest. Over time they established trade relations with other races which eventually led to Castithan raiding parties invading their land and forcing many Sensoth into slave work or conscripting them into their armies. Many Sensoth journeyed to Earth aboard the Arks, some still in service to their Castithan families.



Character Info

Costume and make up

Must appear large and ape like, with extensive prosthetics or a mask and make up a minimum requirement.

Statistics

Sensoth have 12 Vitality and 2 Hit points.

Step 2- Choose Skills

Now you have 15 development points to spend on skills, you may choose from the ones in the sidebar.

Workshops

Some technical skills require accesses to a workshop in order for them to be used, those skills are Scav Tech, Implanter and Surgery.

Anyone with the relevant skill can set up a workshop at the start of an event, it can be moved however this would require a ref's involvement and take time to do. Workshops come in three levels each associated with the level of skill that can be employed in them. A Trained workshop is free and requires no trade goods to set up; however a Skilled and Expert workshop cost credits and goods to create, see the costs below.

Skill	Trained	Skilled	Expert
SCAV	FREE	1000CR/1 POW, 1 CON	2000CR/ 2 POW, 2 CON
IMPLANT	FREE	1000CR/ 1 MED, 1POW	2000CR/ 2 MED, 2 POW
SURGERY	FREE	1000CR/ 1 MED, 1 POW	2000CR/ 2MED, 2 POW

The credit and resource cost is a one off payment that is made when they the workshop is first set up, at that time a ref will mark on our records the type, level and amount of workstations in the workshop that has been created. Please be aware that workshops can be destroyed, they may not however be stolen.

Every expenditure of the above requirements sets up a workstation within the workshop suitable for one person to use at a time, if the creator wants to expand the workshop to allow multiple people to use it at once they must pay for each extra workstation, this cost is the same as the set up cost above. Please note that workstations have the following minimum physreps and they must be provided by the creator:

- Scav Tech, a work bench with mechanical tools and fine tools
- Implanter, a workbench with fine tools and some sci fi looking gizmos
- Surgery a raised bed and surgical tools

The base time taken for the creation of items within a work shop is 30 minutes per level of the item. Surgery time is dictated by the patients card draw see page 24.

STARTING SKILLS

Ambidex	3
Assassin	6
Botanist	3
Bushcraft	3
Contacts	3
Dodge	3
Fighting	3
First Aid	3
Hacker	3
Implanter	6
Interrogation	3
Investigation	3
Negotiation	3
Pistols	3
Recuperation	3
Research	3
Rifle	3
Salvage	3
Scav Tech	6
Security	3
Spot Hidden	3
Surgery	6
Tactics	3
Toughness	3
Trading	3

Skill Descriptions

Below is a full description of each skill that is used in the game, please note any word written in capital, italic red refers to a call.

Ambidex

This skill grants the ability to use a weapon proficiently in each hand. If you do not have this skill you count as unskilled for any weapon used in your off hand. The levels of the skill grant you the use of different weapons.

- Trained May use a Melee weapon in each hand
- Skilled May use a Melee weapon in one and a pistol in the other
- Expert May use a Pistol in each hand

Assassin

This is the skill used to strike a lethal blow against an unsuspecting or incapacitated opponent; this skill can only be used with a short blade. A successful blow to an unsuspecting or incapacitated opponent allows the "**LETHAL**" combat call to be used. Both a blow from behind against someone who's attention is elsewhere or a surprising strike that kicks things off are examples of times you would be able to use this skill.

- Trained Once per event
- Skilled Once per day
- Expert Once per encounter

Botanist

This skill represents your knowledge regarding the New Earth's flora and fauna. With this skill, you are able to collect and prepare naturally growing herbs to myriad of effect. Each level of this skill allows you collect 3 herbs a day and lets you prepare any number potions you know if you have sufficient ingredients.

Each plant that can be utilised this way is colour coded with the colours being: Black, White, Grey, Brown, Orange, Red, Yellow, Purple, Blue and Green. The first level of this skill will also grant you the knowledge of how to make one perpetration; the rest must be discovered by experimentation in play. Only botanists may safely pick herbs anyone without the skill who attempts this must see a ref immediately. Herbs and potions expire at the end of each event.

- Trained
You can make perpetrations containing 1 herb

Choose one preparation you know:

Restore (+1 vitality)
Purge (remove **Poison** effect)
Clot (+100sec to grace period)
Bleed (-100sec to grace period)
Courage (1 No effect to **Fear**)

- Skilled
You can make preparations combining 2 herbs
- Expert
You can make preparations combining 3 herbs



Bushcraft

This skill covers a character's knowledge of how to survive in the Badlands. Each level of this skill allows you once per event per level of skill to follow tracks and trails, investigate wilderness areas, have knowledge of local natural threats or in dire emergency seek shelter. To do so the character must inform a ref they are using this skill who will let them know the results.

Additionally areas where key events have occurred may have Bushcraft boxes in them. Your level in this skill represents which boxes you can open and read the contents of, to do this does not count as a use of Bushcraft.

- Trained You may open Red Bushcraft boxes
- Skilled You may open White Bushcraft boxes
- Expert You may open Blue Bushcraft boxes

Bushcraft boxes have a small Paw print picture in the top corner.

You may also assess an area for defence or assault and create a report usable by a "Tactician", you must be able to walk around the area to assess it, to do this does not count as a use of Bushcraft.

Contacts

This skill represents a group of contacts that you have built up to whom you can send messages in order to get answers to relevant questions, this group will be appropriate to your characters background archetype choices. Each level of this skill allows you to send one coded message from the bar per event to a contact, for which you may get a response, this will usually be received the following morning. Please note the message is sent in the form of a text relay much like telegrams of old, this is due to the short range nature of communications in the Badlands. The use of this skill is done in the Bar, please complete a contacts slip and hand it to the Bar staff.

Dodge

This is the skill on not being in the way of things. Use of this skill allows you to completely disregard one attack and works against any direct melee or ranged attack you are aware of (you can't dodge area effects or something you were unaware of). When dodging you must make an exaggerated dodging motion and use the call "**DODGE**". You may not use this whilst remaining stationary or to advance upon an opponent. You may use this skill a number of times as detailed below:

- Trained Once per day
- Skilled Once per encounter
- Expert Twice per encounter



Fighting

This skill represents a character's expert fighting ability with weapons. Normally If you are armed with a melee weapon and a blow strikes your weapon it is considered parried and can be disregarded, this skill allows blows that land on your forearm to also be parried (IC the blow to the forearm is considered to have hit the weapon, you may deliberately move your forearm and weapon to parry). To avoid confusion a clear call of "**PARRY**" must be made whenever you use this skill. You may use this skill a number of times as detailed below:

- Trained Once per encounter
- Skilled Three times per encounter
- Expert Permanently in effect

First Aid

This skill allows you to patch up fallen comrades, stopping the worst of the blood-loss and putting most of their innards back inside in order to save their life. It takes 30 seconds of role-played medical care to administer first aid; the phys rep of First Aid is to have a bandage wrapped around the patient which must remain on them for the remainder of the event. Once administered the patient has 1 hour added to their grace period. If that time expires without them seeing a Surgeon and undergoing treatment they will die from their injuries. Once treated with first aid the patient is conscious and capable of slow unaided movement; however they cannot engage in combat or use any skills or items. Someone can only be the recipient of first aid a number of times equal to half their permanent vitality score. Temporary vitality, no matter how it has been acquired, does not increase your this total.

Hacker

This skill allows the user to interface with the complex computers of this century. Due to the integration of Votan and human technology computer Interfaces have now evolved into 3D holographic interactive representations and intuitive commands that would be considered science fiction in previous decades. Most computers are guarded by complex code locks that hackers must disassemble and reassemble in order to grant themselves access to a system, these code locks are represented in game by puzzles that the hacker must take apart and re assemble. All modern operating systems have advanced intrusion counter measures which will fight unauthorised access to the system this serves to set how long a hacker has to break a code lock, deliver commands to the system and how long before it will remove the intruder from its mainframe (This time varies from system to system and is at the refs discretion).

- Trained Hack Red Terminals 1 Code lock
- Skilled Hack White Terminals 2 Code locks
- Expert Hack Blue Terminals 3 Code locks

Implanter

This skill grants you the ability to construct cybernetic implants using credits and salvaged technology from Ark falls. Each level of this skill gives you access to more powerful implants that you can make and allows you to choose one implant from the implant list that you are able to construct. This skill also allows you to install them and charge them with more powerful Ark Cores either at the time or at a later date.

- Trained Create Implants with Red Cores
- Skilled Charge Implants with White Cores
- Expert Charge Implants with Blue Cores

Interrogation

This is the skill to get truthful information out of people through interrogation, torture is considered a poor method as it seldom gives accurate results, and the victim will more often than not just say whatever they think the person wants to hear to get them to stop. The true interrogator would eschew such primitive methods and use psychological manipulation and various drugs and other techniques to get the info they need out of people.

- Trained Every 10 minutes allows you to ask 1 question that must be answered truthfully.
- Skilled Every 5 minutes allows you to ask 1 question that must be answered truthfully.
- Expert Every 2 minutes allows you to ask 1 question that must be answered truthfully.

Each level also allows you to resist answering one question during the whole interrogation truthfully.

Please note that the express permission of everyone involved must be obtained to role play an interrogation and a ref must present at all times to use this skill. If a person is not comfortable to role play an interrogation, the scene will be played out as a simple question and answer session where the person being interrogated must answer all questions asked honestly. Be aware the game team will not tolerate anyone being put in a situation they find OOC uncomfortable.

Investigation

This skill covers a characters ability to look into situations that have occurred, it encompasses the knowledge of local politics, people of note and how things generally run in the Badlands. Each level of this skill allows you to conduct one investigation per event into a relevant topic, to do so you must complete an investigation slip in the Bar explaining what you are investigating and what evidence you have found already, you will receive the results of your investigation usually the following morning.

Additionally areas where key events have occurred may have an investigation box in them. Your level in this skill represents which boxes you can open and read the contents of, to do this does not count as an investigation.

- Trained You may open Red investigation boxes
- Skilled You may open White investigation boxes
- Expert You may open Blue investigation boxes

Investigation boxes have a small looking glass picture in the top corner.

You may also asses an area for defence or assault and create a report usable by a "Tactician", you must be able to walk round the area to asses it; to do this does not count as an investigation.

Negotiation

This skill covers the ability to extract more from a deal, it represents insider knowledge and the ability to judge the perfect amount that the other party is willing to part with for the goods or service that they require. Once per level per event you may, during a discussion over a business deal where someone is willing to pay for goods or services, you may enter in negotiations by saying "*Let's negotiate, I'm an X negotiator*" with X being your level; Trained, Skilled or Expert. The other party should respond with "*I'm an X negotiator*". The negotiation will then be role played and for each level of negotiation you exceed them by you will be paid an extra 10% in credits, or obtain the thing you wish to purchase for 10% less cost in credits.

Pistols

This is the skill to use a pistol proficiently in your main hand, any use of a pistol in your off hand does not benefit from this skill. It also allows you to un-jam any mundane pistol that has been affected by the call “*JAM*” with 30 seconds of role-played action. This skill also denotes your “cool down” time before you can fire again as shown below:

- Trained 7 seconds and use weapons special abilities
- Skilled 5 seconds and use weapons special abilities
- Expert 3 second and use weapons special abilities

Recuperation

The skill represents the rate at which your character regains lost vitality from resting. You can claim to be resting from doing things like relaxing, spending time in the bar or mediating for the spiritual types. These actions can only be undertaken in town and must not involve any form of combat or skill use. It will not allow a character to exceed their maximum vitality score.

- Trained 1 Vitality is restored for every 30 minutes spent resting
- Skilled 1 Vitality is restored for every 20 minutes spent resting
- Expert 1 Vitality is restored for every 10 minutes spent resting

Research

This skill represents your ability to use reference material, records and theory to research subjects. With this skill you can also search reference material to see if you can find answers to questions not directly covered by any other skill, this covers things such as scientific or engineering questions. Each level of this skill allows you to conduct 1 research project per event, to do so you must complete a Research slip in the Bar explaining what you are researching, you will receive the results of your investigation usually the following morning. The quality of your findings will be determined by your skill level, complimentary skills and backgrounds compared to the subject matter.

This skill also can be used in conjunction with Scavtech or Implanter to retro engineer items that you may have found a Ref must confirm if this is possible with a given item. Once the item has been retro engineered if teaches one person, chosen by the researcher, with Scavtech or Implanter how to make a new item, to do this does not count as a research project.

Your level in this skill dictates what can be researched:

- Trained You can retro engineer an item for a Red core blueprint, and research a subject
- Skilled You can retro engineer an item for a White core blueprint, and research a subject
- Expert You can retro engineer an item for a Blue core blueprint, and research a subject

Rifle

This is the skill to use a Longarm proficiently. It also allows you to un-jam any Longarm that has been affected by the call “*JAM*” with 30 seconds of role-played action. This skill also denotes your “cool down” time before you can fire again as shown below:

- Trained 7 seconds and use special abilities
- Skilled 5 seconds and use special abilities
- Expert 3 second and use special abilities

Salvage

This skill allows the user to break down items of Votan technology that occasionally come down from orbit, these events are known as Arkfalls and their tendency to happen in the area is how the town got its name. If you can work on an item of Arkfall for 30 minutes without interruption you can extract technology from it that is useful to traders and crafters. Your level of this skill denotes what type of Arkfall you can work on:

- Trained You may salvage Red Arkfall
- Skilled You may salvage White Arkfall
- Expert You may salvage Blue Arkfall

Scav Tech

This skill grants you the ability to construct basic equipment using credits as well as advanced equipment using credits and salvaged technology from Ark falls. Each level of this skill gives you access to more powerful technology that you can make and allows you to choose 2 items from the Scav Tech list on page 21 that you are able to construct. This skill also allows you to perform repairs on most technological items in game.

- Trained Create Red technology
- Skilled Create White technology
- Expert Create Blue technology



Security

This skill allows you to bypass locks without the correct key or code. A locked item will be represented by having a piece of coloured cord tied around it. You may also relock an item by re-tying the knot, please note that if someone spots that it looks different to how it was left it means the object shows signs of tampering, so in order to go undetected you must re-tie the cord exactly how it was when you found it. Also as it takes your full attention you must be facing the cord in order to untie it. Each level of this skill allows you to untie a cord of a given colour as shown below.

- Trained You may untie Red Cord
- Skilled You may untie White Cord
- Expert You may untie Blue Cord



Spot Hidden

This skill allows you to find things that have been concealed. Anything concealed will be either wrapped in a cloth or placed in a bag of the relevant colour. These bags are only detectable by characters with the appropriate level of spot hidden (don't let us catch you pointing out or opening bags if you do not have this skill)

- Trained You may spot Red cloth
- Skilled You may spot White cloth
- Expert You may spot Blue cloth

Surgery

This skill lets you restore lost hit points to a character, this can only be done in a medical facility; surgery can never be performed in the field. Each surgeon requires a surgery deck which is made by taking whole deck (54) regular playing cards (jokers left in).

At each level of skill you can specify cards to remove from your deck, allowing you to specialize in surgery to specific body areas and increase the odds of your patients surviving surgery, however the chance of death on the surgical table is always present especially for more severe wounds, these are represented by higher value cards. Once the cards have been removed they are permanently removed from that characters surgery deck and they cannot be changed for other cards later. See section 8 for the specific rules regarding surgery.

When discarding cards you may choose which ones to remove but you may never remove more than 9 cards from any given suit, you may also not remove the following cards Jack, Queen, King, Ace or Jokers.

- Trained you may remove 5 cards from your surgery deck
- Skilled you may remove another 5 cards from your surgery deck
- Expert you may remove another 5 cards from your surgery deck

Tactics

This skill will allow a character if provided with a Bushcraft or Investigation report on the area of an upcoming fight to put a tactical plan together. All people who attend the briefing gain 1 free dodge for the encounter in question, (this dodge DOES stack with other abilities and spell effects) thanks to you being able to correctly second guess the enemy's tactics. The briefing should take at about 5 minutes. This can only be applied once per event for every level of the skill you have.

Toughness

This skill permanently increases a characters total vitality.

- Trained increases vitality by 1
- Skilled increases vitality by another 1 (total of 2)
- Expert increases vitality by another 1 (total of 3)

Trading

This skill represents the deals the user has made a profit from using their knowledge of supply and demand. Each level of the skill allows you to choose 1 type of trade resource to have at the beginning of each event.

Step 3- Create a Background

Characters in Arkfall are more than just a collection of skills and equipment, they are people who have had lives up until this point, some with pasts that they would rather they forget and others whose history defines them. In order for this to be represented this in play all characters must pick at least one preferably 2 from the archetypes on the below list (or you can create your own with the game teams approval) and use them to construct a history for themselves. All you need to do then is fill in the fine details to create a story that gives an insight in to who the character is as an individual, this story should be no more than 255 words all we want is the important points.

Please pick from the following list or make up your own and write us a short background:

Criminal – You have been heavily involved with the criminal element in society

Soldier – You have fought for an organised military belonging to one of the last governments during the pale wars

Wanderer – You have travelled extensively across the world and until now haven't settled anywhere for long

Ark Hunter – You made a career of chasing after Arkfall items, either to collect or sell

Academic – You have dedicated a substantial part of your life to learning and approach your subject with vigour

Law Keeper – You have worked either as or for a Law keeper and are familiar with how they work

Bureaucrat – You have worked within the cogs of a large bureaucratic system

Survivalist – You have set yourself up and survived for a time with nothing but your wits and equipment

E Rep – You have had extensive dealings and worked for the Earth Republic

Votanis Collective - You have had extensive dealings and worked for the Votanis Collective

Mercenary – You have worked as a gun for hire selling your services to the highest bidder regardless of the cause

Addict – You have a long running addiction to one of the many recreational substances available in the New Earth

Mechanic – You have been maintaining machines since you were small and are a proper grease monkey

Faithfull – You have an enduring belief in one of the many faiths of the New Earth

Politician – You have been involved in political races and may have had a position of authority

Cultist – You follow one of the darker faiths that exist in the New Earth and keep your worship secret and fanatical

War criminal – You have a terrible stain on your soul from act that you committed during the Pale Wars

Firebrand – You are a rabble-rouser and mal content, if it's not being done your way you get the soap box out

Starting Equipment

All characters in Arkfall may, within reason, start with any mundane equipment they are willing to carry around. You'll need to consult with the ref team if you want anything else, but before you waste your time asking you will never be allowed to start with any item that is crafted. They may also start with 2 basic weapons (they only do *Single*). Each character also starts the game with 50 credits worth of Scrip (the money used in Arkfall).

Combat

Arkfall is a dangerous place and sooner or later you are going to get into a fight. The following section covers how combat is resolved. Combat is broken in to two categories ranged and melee, each with their own peculiarities. We've tried to keep these rules as simple as possible whilst still allowing for the cinematic style of combat that we want to shine through. But before we get fully stuck in to how it all works, it's important to understand a few general conventions that we will be applying to the game which will hopefully make things run more smoothly.

- We define an encounter as beginning when two or more opponents start any kind of offensive action and ends when only one side is still in the fight, the other side all being down or having fled (multiple waves are considered one encounter).
- If an ability states "may be used x times per encounter/per day/per event" that's how many times it can be used by you in each encounter/day/event you are involved in.
- Point Blank range is defined as being within 10 feet of the target.
- Some weapons that have a special call effect calls as well as being able to do normal damage, listen for the full call.
- If you are affected by something the duration of that effect is usually 10 seconds.

Ranged Combat

This is defined as any battle that takes place between two or more individuals using ranged weapons. All guns have a cool down time during which they cannot fire again and all combat calls are considered to have hit their target.

As bows and throwing weapons need to be actually shot and hit their intended target to cause damage they require no additional cool down time.

Unless specifically stated otherwise all weapons cause a "*Single*" hit on their target.

1. Apart from Rifles, bow and throwing weapons every other kind of ranged attack has a maximum range of 30 feet and it is your responsibility to make your target aware of the attack.
2. Rifles can attack at 60 feet but it is still the attacker's responsibility to make the target aware of the attack.
3. Unless specifically stated otherwise all guns cause a "*Single*" hit on their target. For basic bows, thrown weapons and melee hits there is no need to make a damage call if it is just a "*Single*".
4. Bows and throwing weapons don't have a maximum range and can hit any target that they can hit. However this is not an excuse to use them unsafely. Please also remember that for all intents and purposes they are considered a melee hit so Cover cannot be called against a successful hit from one of these weapons.
5. When In ranged combat if you can interpose more than half of your body behind a piece of solid cover (e.g. a wall) you may choose to make the call "*Cover*" up to three times during that whole encounter. Once these 3 calls have been made during an encounter that is it you get no more, it doesn't matter if you move to different cover lady luck has given you all you're going to get. Now let be really clear about this **Rule 7 is especially in effect regarding cover!** The game team will remove your right to use the "*Cover*" call if you are found abusing this rule, and will consider further action depending on your infringement.

6. If for any reason you want to pick someone up you may do so only with a willing, restrained or unconscious character. To do so place your hand on their shoulder and tell them you are picking them up/carrying them, they must then stand up and walk as directed by you. If only one person is doing carrying you may only proceed at a normal walking pace, if there are two of you carrying you may proceed at a jog but the pace will be set by their person being carried. If you are the person doing the carrying, do not physically pick the person up (helping someone up who asks is fine). If you are being carried comply with the request of the carrying person and please note the game team will apply rule 7 if we catch you deliberately dawdling.

Cool down time

This represents the time taken between shots to re steady your aim and hit your target. It is important to note that the cool down is on the character not just their weapon.

It is important to note that the first shot in a combat with a ranged weapon can be taken immediately as it's considered to be cooled down.

Skill Level	Cool Down
No skill	10 seconds
Trained shooting skill	7 seconds
Skilled shooting skill	5 seconds
Expert shooting skill	3 second

Cooldown from Effect Calls made by ranged Weapons

Any Effect call (see Game Calls on next page) made by a ranged weapon triggers a 10 second cool down regardless of the skill level of the character.

Reloading

When using guns a reloading action must be role played after every 10 shots taken and this must last at least 10 seconds. Shot Guns must be reloaded after each shot.

Melee Combat

When things get up close and personal it's considered to be melee combat. This is represented by the use of LRP safe weapons with combatants actually having to land a blow on each other successfully and safely for it to do damage. When engaged in melee combat there are a few things to remember:

- Pull your blows, there's never a need to hit people hard.
- Use the weapons safely, never stab and only use areas designed as striking surfaces.
- Non-realistic fighting styles such as 'drum-rolling', 'feather-dustering' and "tippy taping" will not be accepted. As a rule of thumb a weapon should be drawn back a distance equal to its length between each hit
- You can never hit more than once a second.
- Bows can have a maximum of 30lbs pull and can only use approved LRP safe arrows
- Throwing weapons cannot have solid cores
- Make combat look cool and have fun with it.
- Rule 7 applies to melee combat. Don't be that person who everyone dreads fighting.
- Roleplaying brawling is only permitted in this system with prior consent from both parties to a ref prior to the brawl in question and the ref must be sought out prior to any combat situation. If you attempt to brawl without doing the above you will be immediately removed from the game. We have a mechanic for deciding who will win the brawl and the combat itself is purely a choreographed show.

Hits and your Grace period

Every character in Arkfall has a number of Vitality Points and Hit Points. The starting values for these are listed under your characters race. Hit Points and Vitality Points are defined as follows.

Hit points

This represents the inherent durability of the physical form. This is reduced by damage usually after all the characters vitality is gone and when this value reaches 0 the victim enters their grace period of 300 seconds. Hit points can only be restored by the use of the Surgery skill.

Vitality points

This represents the ability to get out of danger, grit your teeth through the pain and push on. This value is usually reduced by damage first. They are fully restored by overnight rest unless you have the "Recuperating" skill in which case they are recovered during times of rest.

Grace Period

Unless specifically noted otherwise damage is removed from a target's Vitality Points first and the remainder, if any, are then removed from their Hit Points. A character is considered to be dying when their Hit Points reach 0. When at 0 Hit Points you are in trouble, you are badly hurt and cannot engage in combat, use any skills or move any faster than a slow crawl, you may also call out for help. A dying character has 300 seconds to receive help in the form of First Aid or Surgery (this time is known as a grace period) and if this time expires before this has been done the character dies and is on their way to the recycler.

Game Calls

To represent the various nasty things that can be inflicted upon an individual in play the game uses calls. These can have either just a *Damage* component or a *Damage* and an *Effect* component as listed below.

Damage calls

The first component is known as the *Damage Call*. This denotes how much damage the attack inflicts, and these are as follows:

- *Single* does 1 point of damage
- *Double* does 2 points of damage
- *Triple* does 3 points of damage
- *Quad* does 4 points of damage

Effect calls

The second component is known as an *Effect Call*, these are special conditions that are applied to the recipient. All of the *Effect Calls* last for ten seconds, please see the descriptions listed below:

Auto Fire

Some advanced weapons are capable of letting loose a stream of rapid attacks at the expense of accuracy. If the weapon has a full magazine this allows the user to make the call "*AUTOFIRE X*" with X being the weapons base damage call. This will hit everyone in a 45-degree angle out to 30 feet in front of the attacker, everyone in this cone of fire will take the weapons damage. After which the weapon is considered out of ammo and must be reloaded. You must have the level Skilled or better to use auto fire. (All told you may not fire a weapon again for 20 seconds after you auto fire)

Bane

Bane is always associated with a specific creature type, for example 'humans'; in which case the call would be 'human-bane'. If the target is of the specific creature type then its Vitality Points but not Hit Points are immediately reduced to 0.

Boom (or an explosion)

Everyone within 30 feet of an explosion or a call of "*Boom*" takes a "*Stagger*" hit from the direction of the explosive. The amount of damage caused will be stated as a proceeding damage call.

Burn

Target is set on fire and can do nothing except scream and attempt to extinguish the flames for ten seconds. This must be role-played and will involve beating at the flames, dropping and rolling etc. After the duration of the effect (10 seconds) the target will take the stated damage again unless at least one person has spent the ten seconds helping the target put out the flames.

Choke

Target cannot breathe for 10 seconds and is incapacitated. This should be role-played appropriately.

Compel Attack

Target will attack the indicated target for 10 seconds to the best of its ability.

Compel Defend

Target will defend the indicated target for 10 seconds to the best of its ability.

Dodge

Ignore the damage from the last ranged or melee hit. Must step away from attacker in melee, or make an exaggerated dodging motion for ranged combat, no other action may be taken whilst dodging. Area of affect attacks cannot be dodged.

Energy

All Vitality Points and Hit Points are knocked to 0.

Execute

This call kills any character it is used against instantly. This call may only be used against an unconscious or restrained character. The call may be done with any ranged or melee weapon. In order to make this call the user must count to ten slowly and then state the call "*Execute*", at which time the target is considered dead (no grace period).

Fear

Target must run as fast as possible away from the source of the fear for 10 seconds.

Flash

Target is blinded for 10 seconds. Target can still take actions but cannot see and cannot hit someone with a ranged or melee weapon. Please note that unsafe combat will not be tolerated so blind flailing is not acceptable. This is a role-played effect.

Jam

Target Mechanical item will not function until repaired.

Lethal

Damage bypasses Vitality points and is instead removed directly from Hit Points.

Mass

Everyone in a 30 foot radius from the centre of the effect is affected.

No Effect

Target takes no effect from the last hit or effect.

Poison

Target is knocked unconscious and enters their grace period.

Paralyse

Target cannot move in any way for 10 seconds.

Scatter

All targets within 10ft in a 45 degree arc in front of the weapon are hit for the stated damage.

Shielded

Ignore the damage from the last ranged or melee hit. This is done by technological means and has a visual effect of seeing the impact stop against a barely visible field.

Shock

Target suffers from seizures for 10 seconds and is incapacitated; this effect is applied to parried hits as well as damage causing hits. The target should fall to the ground and will shake uncontrollably. This should be role-played as if you had been tased.

Sleep

Target falls asleep for 10 seconds and is incapacitated.

Stagger

Target loses its footing and staggers around uncoordinatedly. The target's is unable to attack or defend itself, but may stagger slowly away from the source. Please note that unsafe combat will not be tolerated so blind flailing is not acceptable. This is a role-played effect.

Subdue

Non-fatal damage, vitality is lost as normal but subdual damage that reduces you to zero hit points does not place you in your grace period. It renders you unconscious for 5 minutes instead after which you come to with zero vitality but otherwise alive.



Surgery

Surgery is the only way that hit points lost to injury can be restored; please note that Surgery does not restore vitality, only lost hit points.

Surgery may only be performed in a surgery workshop with its level dictating the maximum surgery skill that may be used in that facility.

When an injured player reaches the surgery area a ref will draw a card from his deck to determine the nature of the wound, this card indicates how complex treating them will be and where any potential complication may occur. A surgeon can do triage on an injured person prior to undertaking surgery, this takes 30 seconds of role play and allows them to know the area of the injury and if the wound is simple (2-4), moderate (5-10) or complex (Jack-Ace), please note they will not know the exact card drawn.

The severity of the injury also dictates the time the surgery takes.

- Simple 5 Mins
- Moderate 10 mins
- Complex 15 Mins

Once the relevant amount of surgery time has passed the surgeon draws a card or cards from their own deck as directed by a Ref (some injuries only require the surgeon to draw one card, however a ref may rule that the patients has multiple injuries and this requires more than one card to be drawn and that the surgeon must apply the worst result). If the card drawn by the surgeon bears no relationship to the injured party's card the surgery went fine, apart from some pain in the affected area everything is good and your hit point loss is restored.

If the cards are the same suit you have a side effect from the surgery that last for the rest of the event (e.g. a limp or headaches) as relevant for the area of the complication. If the card drawn is the same value as your initial card then you have a permanent side effect from the surgery.

When assigning such injuries the Ref will do their best to work with the injured party to assign an injury that won't ruin their events but that does properly reflect a permanent debilitation from the near death experience they just had, please feel free to express your opinion on this but rule 7 will be in effect. Please note that there are various ways in the game to remove permanent injuries but nothing comes without a price.

If the card drawn is exactly the same as the initial card then the worst has happened and the patient has died on the table. Please note that if you survive surgery, you are on zero vitality and any buffs or bonuses you had are lost.

If the surgeon draws a Joker from their surgery deck the surgery has gone well but the patient has been traumatised by some aspect of the injury and gains a psychological condition. If the colour of the Joker matches the colour of the injury card the condition is permanent, if it does not it lasts for the rest of the event only.

When assigning such conditions the Ref will do their best to work with the patient to assign a condition that won't ruin their events but that does properly reflect a suitable trauma that they have had from the terrifying experience they just survived, please feel free to express your opinion on this but rule 7 will be in effect. Also please note that there are various ways in the game to remove these conditions but nothing comes without a price.

Surgeons working in high quality facilities can work miracles and the following rules apply.

Once per day a surgeon can lower the severity of an injury if they are working in a workstation of the level as shown below:

A Trained Surgeon in a Level 1 workshop

Event only injury reduced to no injury

A Skilled Surgeon in a Level 2 workshop

Permanent injury reduced to an event only injury

An Expert Surgeon in a Level 3 workshop

Death to a permanent injury

Any use of this ability to reduce injury starts a next day cool down for the surgeon (not the facility) so that surgeon cannot under any circumstances do this more than once a day.

Scav Tech

The Terraforming event that created the new world devastated Earth's infrastructure. Centres of manufacture were swallowed whole by the changing surface whilst electromagnetic storms wiped entire century's worth of data from the memories banks of the computers they were stored on. The world regressed in to a strange era where the scavenged items sit alongside gleaming pieces of wondrous technology from the Arks. There are some individuals who have embraced the spirit of the new world and can make amazing things using scavenged parts and Ark Power cores.

Each level of the Scav Tech skill allows you to choose 2 blueprints from the list below, these can be of the level you just attained or any lower level. Additional blueprints maybe retro engineered from items you find, might be available to purchase in play from the various traders that come to town. Blue prints are single use artefacts that teach the recipient how to make an item, they are colour coded in the same way items are, and you may only use a blue print of your level or lower in the Tech skill. Please note for game balance characters with the Scav Tech skill cannot teach each other the blueprints they know. Each item requires an appropriately coloured Ark core which will be affixed to the items Physrep (you must provide this) with double sided tape.

We will provide the Ark core Physrep, which will be a coloured Perspex hexagon approximately 1.5 inch wide. If the Physrep is not big enough to affix the core on to it is not suitable as a Physrep so please bear this in mind (with the exception being grenades which only last the for the event during which they are made).

Item Encoding

Each item powered by an Ark core is encoded to its user as part of the creation process. The item will not function in the hands of anyone else and the core will go inert upon the person's death and be useless from then on, also person may never have more than 4 Ark Cores encoded to them at any one time.

A Tech can uninstall an encoded Ark Core from a user; the process takes 10 minutes and destroys the Ark core completely.



Scav Tech Items

Please find below a list of available items that can be made using the Scavtech skill. Also be aware that this list is not exhaustive and the Event team will be willing to discuss ideas for new items that you may have, however be aware that their decision will be final regarding if it is acceptable.

Red Items (500 Credits + Red Core)

Double Melee

Double Pistol

Double Rifle

Taser Module* (*Shock*)

Stun Stick (*Shock* melee)

Shot Module (*Scatter*)

Torcher Module* (*Burn*, point blank range)

5x Grenade (*Boom*)

5x Grenade (*Choke*)

5x Grenade (*Shock*)

Machine Gun (*Single Auto Fire*)

Flak Armour (+2 vitality)

White Items (1000 credits + White core)

Blast Module (*Double Scatter*)

Triple Melee

Triple Coldfire Pistol

Triple Coldfire Rifle

Thumper *Mass Stagger*

Needle Module* (*Poison*)

Combat Armour (+4 vitality)

Heavy Machinegun (*Double AutoFire*)

Blue Items (2000 credits + Blue core)

Meat Hammer Module (*Triple Scatter*)

Quad Melee

Quad Pistol

Quad Rifle

Bane Module*

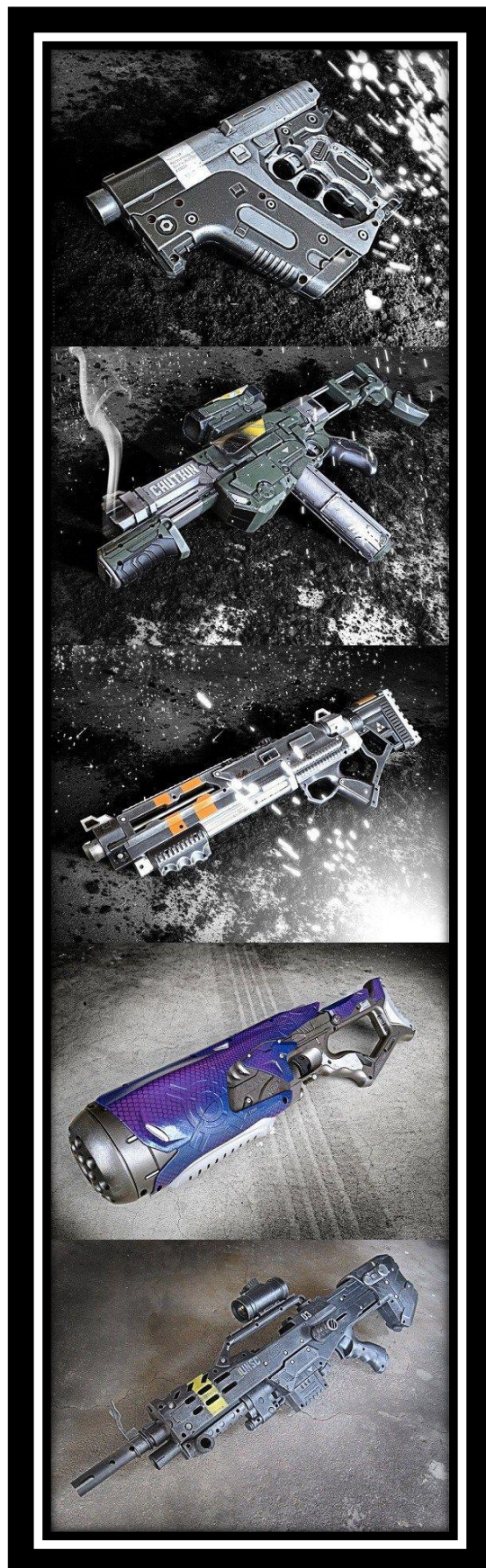
Shield Spike (10 foot range immune to ranged attack, once a day)

Flamer (*Burn*, 30ft range)

Power Armour (+8 vitality, immune to *Bane* and *Lethal* call)

Plasma Caster (*Triple Auto Fire*)

*Modules are attached to other ranged weapon, each weapon may only ever support 1 module



Implanter

The coming of the Arks brought with them advanced technologies and medical innovations that allowed for the melding of a sentient being and technology. These devices augment and enhance the person they are bonded to and are powered by an Ark core.

Each level of the Implanter skill allows you to choose one implant from the list below that you know how to make. Additional blueprints may be retro engineered from items you find or might be available to purchase in play from the various traders that come to town. Blueprints are single use artefacts that teach the recipient how to make an item. Please note for game balance characters with the Implanter skill cannot teach each other the blueprints they know.

Implants appear on the user as lines of circuitry that is visible through the person's skin. This is represented by lines drawn onto the skin using appropriately coloured eye liner type pencil.

Each implant has a different effect based on the level of Ark core installed. Ark Cores must be returned to the game team upon implantation. The colour of the Ark Core will denote the colour of the visible circuitry.

Once an implant is installed it draws power for any core it is bonded with. A Red Core is required for the initial implantation and forms the basic power of the device

More powerful cores can be used to supplement the Red Core at a later date, this can only be done by an implanter and it gives the implant additional functions listed in the implants description. The effect are cumulative so a White core also grants the powers of the Red core, and a Blue core would grant all the effects of the Red, White and Blue core.

Item Encoding

Each Implant is powered by an Ark core is encoded to its user as part of the creation process. The core will go inert upon the person's death and be useless from then on; also person may never have more than 4 Ark Cores encoded to them at any one time. An Implanter can remove an Implant but the process destroys it completely.

Installation and powering up

All implants require an appropriate Ark core and a number of credits to install as follows

- Red Core 500 scrip
- To power up a Red Core implant with a White Core, White core and 1000 scrip
- To power up a Red Core implant with a Blue Core, Blue core and 2000 scrip



Implanter Items

Please find below a list of available items that can be made using the Implanter skill. Also be aware that this list is not exhaustive and the Event team will be willing to discuss ideas for new items that you may have, however be aware that their decision will be final regarding if it is acceptable.

Damage Compensators

This represents a suite of implants designed to make the recipient more resistant to damage. This could include lacing the recipient's bones with inorganic material such as plastic, steel or even titanium. It could represent sub-dermal armour or perhaps redundant organs which take over function if the original organ is damaged.

- Red Core (basic function): +1 Vitality
- White Core +1 Vitality
- Blue Core +1 Vitality

Environmental Immunisers

This represents implants designed to make the recipient immune to various external environmental effects. This could include neural-shunts, thalamus-regulators, tracheal filters, toxin-screens and selective amygdala.

- Red Core (Basic Function): Immune to *Choke* and *Flash*
- White Core: Immune to *Compel*, *Fear*, *Paralyse* and *Sleep*.
- Blue Core: Immune to *Poison*, *Shock*, *Stagger*

Reflex enhancers

These are implants designed to enhance the recipient's reaction-time and speed. These could include enhancing the recipient's nervous-system with super-conducting fibres, or ramping up the recipient's neuro-chemical responses or even installing chemical-pumps to flood the recipient's system with combat-drugs.

- Red Core (Basic Function) +1 *Dodge* per day
- White Core: +1 *Dodge* per day
- Blue Core: +1 *Dodge* per day

Medichines

These are implants designed to help the body to repair damage. These could be nanite regenerators, metabolism enhancers, internal medicomps or even living bioplastic weaves.

- Red Core (Basic Function): adds 100 seconds to Grace Period
- White Core: add 100 seconds to Grace Period
- Blue Core : Automatically applies First Aid if possible (same restrictions as skill for number of times per event)

Dataport

This implant allows direct neural connection with a computer terminal. It may include augmented-reality overlays, mind-impulse-units and sub-dermal neural-nets.

- Red Core (Basic Function): Allows the hack to stop the hacking timer for 2 mins
- White Core used: Allows the hack to stop the hacking timer for 3 mins
- Blue Core used: Allows the hack to stop the hacking timer for 5 mins

Translocator

A strange suite of implants using little-understood, highly-advanced votan-tech. It allows the recipient to travel from one point to another without crossing the intervening space. The vast energies involved require extended recharge between uses.

- Red Core (Basic Function): Teleport up to ten paces. May be used once per day.
- White Core: Teleport up to 30 feet, May be used once an event.
- Blue Core: Teleport to known location at the event however this completely depletes the core.

Muscle Enhancers

These implants increase the recipient's strength. They include muscle-reinforcement with smart-polymers, artificially increasing muscle-density and enhancing bone-strength.

- Red Core (Basic Function): May call *Double* with melee weapons. Character may attempt a feat of strength once per day (role-played only effect with Refs approval).
- White Core: May call *Double Stagger* with a medium or large melee weapon once per encounter.
- Blue Core: May call *Mass Double Stagger* with a large melee weapon by striking the ground once per encounter.

Sensory Array

These implants enhance the sensory abilities of the recipient using smart algorithms to reveal not normally-observable information. These might include optical magnification, increased retinal-resolution, micro-electronic field detectors and low-frequency sound pick-ups.

- Red Core (Basic Function): Spend 10 seconds observing a target person or object to reveal specific information about their composition and vitality, Ref required. Can be used once per encounter
- White Core: Spend 10 seconds observing a target person or object to reveal specific information about their composition, vitality, immunities and equipment, Ref required. Can be used once per encounter
- Blue Core: Spend 10 seconds observing a target person or object to reveal specific information about their composition, vitality, immunities, health, skills and equipment, Ref required. Can be used once per encounter

Volitor Implants

These implants are rarely implanted voluntarily. They are linked to an external control-rod and are used to control the recipient's behaviour; the core resides in the control rod. They involve neural-probes, agonisers and frontal-lobe wetware. All effects can only be called on the recipient as long as they are within 30 feet of the control rod.

- Red Core (Basic Function): The user of the control-rod can call shock or sleep
- White Core: The user of the control-rod can call compel-defend on the recipient once per encounter.
- Blue Core: The user of the control-rod can call compel-compel-attack on the recipient once per encounter. They can also overload the implant and call *Energy* on the recipient but this depletes the core.

Bio-weapon Implants

These highly-illegal implants involve implanting an array of hidden weaponry in the recipient's body. Although most of these weapons are very short range, they more than make up for this since the victim rarely expects to be attacked. These include eye-light flash systems, shock-capacitors and even poison-needle launchers.

- Red Core (Basic Function): May call *Flash* to one target within 10 feet once per encounter.
- White Core: May call *Shock* to one target touched once per encounter (if in combat weapon required)
- Blue Core: May call *Poison* to one target within 10 feet once per encounter.

Trade goods

Trade goods are the life blood of the town of Arkfall and merchants come from far and wide to trade with the various factions that make up the New UK.

For simplicity's sake we have broken down the tradable goods into the following categories:

- Power
- Consumables
- Medical
- Military
- Construction
- Luxuries
- Contraband

Each unit of the trade goods is represented by a trade chit that can be used to access the town's automated bonded warehouses to retrieve the goods themselves. The town has various factions each with its own happiness score (Hscore) which ranges for -100 to +100. This will change from one event to the next depending on if their demands and needs are met and how situations are handled.

As the various factions within the town both create and use these goods, in order for things to run smoothly the town's administration must manage this supply and demand. If a faction has enough of something they want everything continues well enough. If they have a surplus of the things there Hscore may go up and they will work harder. However if they are left wanting their Hscore will drop and this will lead to trouble (HINT: -100 will lead to the utter collapse of the faction). At each event the administration will have a meeting where they decide where things must be allocated and where to spend the town's funds hiring groups to undertake missions which will help the town.

Controlling all of this can be a daunting task as there is seldom enough to go around. The administration will have to work make deals and work every angle if they want to keep everyone happy. Sometimes it will come down to them having to choose which faction losses out this time and face the consequences.

As well as the various factions in the town, some characters may have a skill generates trade goods. There will also be game world locations that can be worked to provide them.

Character Advancement

The longer a character survives in the New Earth the more experienced it becomes. Survival in the Bad Lands comes with a steep learning curve and you learn fast or die trying. This is represented by its acquisition of experience points.

For each event your character attends and survives you will be awarded a number of experience points. These points are awarded to the character and not to the Player and will be noted in our records. When you wish to advance your characters skills or purchase new ones these points are permanently expended. Please note you may only have one character at a time, please note that any accrued unspent exp is lost if your character dies or is retired.

The number of experience you receive each game is governed by your characters level as shown in the table below. Your character gains a level for event that they have attended and the higher its level the less experience points will get you.

No Events	Level	Exp per Event
1-2	1-2	12
3-4	3-4	6
5-6	5-6	3
7-8	7-8	2
9+	9	1

The reason for this is so that characters advance in skills quickly to begin with then slow down as they develop, this not only means that starting character don't feel as far behind experienced one, but that a player has to really consider what they want to become good at as the costs becomes exponentially higher the more they advance.



The table below shows all of the skills and their corresponding development point cost. You must have purchase each level separately and sequentially. Regardless of the number of development points you have you may only advance a skill your character knows by one level between events or purchase new skills at the trained level. Also you may only ever advance 5 skills to the Skilled Level and 3 skills to the Expert level.

Skill	Trained	Skilled	Expert
Ambidex	3	4	5
Assassin*	6	8	10
Botanist	3	4	5
Bushcraft	3	4	5
Contacts	3	4	5
Dodge	3	4	5
Fighting	3	4	5
First Aid	3		
Hacker	3	4	5
Implanter*	6	8	10
Interrogation	3	4	5
Investigation	3	4	5
Negotiation	3	4	5
Pistols	3	4	5
Recuperation	3	4	5
Research	3	4	5
Rifle	3	4	5
Salvage	3	4	5
Scav Tech*	6	8	10
Security	3	4	5
Spot Hidden	3	4	5
Surgery*	6	8	10
Tactics	3	4	5
Toughness	3	4	5
Trading	3	4	5