BROKEN EDEN RULEBOOK

*No player left behind*

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AN INTRODUCTION TO BROKEN EDEN

Broken Eden is a Post-Apocalyptic Live-Action Roleplaying (LARP) game based in the North West of England. Not only that, but it’s a LARP specifically SET in England as well – heavily irradiated, toxic, monster-filled, sparsely populated England, as it is 200 years after a great apocalyptic event called ‘The Blast’. No one remembers The Blast, generations have come and gone since the event and there are no records of what happened. The world is different now- dark, dangerous, wild, and entropic – but by god, it’s still England!

## Common LARP terms and actions, for newbies

 **Phys-Rep** = Slang for ‘Physical Representation’, this is any item or weapon that is representing a real one. Some items will look like the things they are representing - a Nerf gun is a phys-rep of a real gun, and foam sword is a phys-rep of a real sword. Sometimes we use common items that have similar properties of the items they are representing - a beanbag is a phys-rep of a grenade, a can of silly-string is a phys-rep of a fuel canister, Nerf Vortex disc is a phys-rep of a an energy beam.

**Fluff** = Stuff that doesn’t have any in-game effect, but enhances gameplay – Trophies of your fallen enemies, a pocket watch with your wife’s picture in it, propaganda pamphlets and things written by NPCs.

**Monster/Monstering** = A Monster is the general term used by crew for simple, non-NPC enemies that players have to fight, and also for the action of playing a Monster. In Broken Eden, players are encouraged to Monster the adventures of other players, to bump up numbers of enemies.

**GOD** = Games Organization Desk, the HQ of Broken Eden during the event. Go to GOD to receive your starting equipment, read the rulebook, exchange items, change characters or ask questions.

**Safe Area** = Usually based near GOD, this is a place to sit or lie-down for anyone who is upset, injured or suffering an anxiety attack. You can stay there as long as you need.

**IC** = In Character. You act in the role of the character you have created. What you do is what your character does, how you look is how your character looks.

**OOC** = Out Of Character. You are you, and are free from all in-game rules. To ‘Go OOC’ is to take a break from playing for a brief period in order to explain something, ask a ref a question or answer a phone call. A common way to show others you are OOC is to put your hands together in a ‘T’ shape, or put ONE finger in the air in noticeable way.

**NPC** = Non-player Character. This is a crew member or referee that puts on the guise of a particular character. Some NPCs will appear again and again, and some will only appear once.

**Time In** = The game has started! Anyone in an IC area should immediately start roleplaying their character.

**Time-ish** = Everyone who wants to stop roleplaying can do so whilst remaining in an IC area. Players who need to continue conversations, finish making deals or complete an action can do so as they wish.

**Time Out** = The Game is over! Everyone can stop roleplaying and have a rest. For many people this the time to talk to referees, and have some OOC food and drink. There is a Time Out every evening and a final Time Out at the end of the event.

**Invisible** = If you are using an item or card that allows you to hide in plain sight, you must put TWO fingers in the air in a noticeable way. Anyone IC must ignore you as if they cannot see you, but if you make a sound or fire a weapon, you can still give away your position. In terms of invisibility, you may make noises or use firearms without people seeing you, but they will know your general position. Touching another person or picking up an item will immediately cancel the illusion.

**Dead** = Lie on the ground completely still for as long as people are paying attention to you – For crew, you may only have to stay for a short period before leaving your loot bag where you fell. For Characters who have died, this may be considerably longer, especially if your friends wish to bury you, or harvest your organs.

**Time Freeze** = Players and Crew must stay in their positions and close their eyes if asked to do so. Do not talk, do not hum. Time has stopped, and when the time freeze is over, a referee will say ‘Time In’. At this point IC, any people or objects that have moved, appeared or disappeared, have done so instantly in front of your eyes.

**Man Down!** = Shout this if someone has been hurt for real, or appears to be unconscious. Ask them if they are pretending, if they say no or do not respond, shout MAN DOWN immediately. All IC action and conversation stops until that person has been moved to a safe area, or they feel they can continue playing.

## Ticket Types

 **Full Weekend Ticket (including Camping Fees) = Varies depending on site, but currently £50.**

Play your character the whole weekend at your leisure! These tickets are our Bread and Water for paying for the site, but it also covers lots of things for your character – lammies, ammo, IC fluff

**Crew Ticket = Free if sleeping indoors (space limited), £5 for camping.**

Help make Broken Eden truly great – A LARP is only as good as it’s crew, and we need committed, passionate and energetic people to monster, Play NPCs and help with furnishing and clearing the site. A great choice for anyone who is curious of the system or LARP in general, and likes early mornings. Also, crew may receive IC items in return for crewing, if they wish to play a character eventually.

Rules for Crew will be explained on the day. Crew playing NPCs will be given a card with their character information on it, but most other monsters will not have backgrounds or names.

**Half-Board Ticket (including Camping Fees) = Always less than half the price of a Full ticket, currently £15**

A novel concept among LARPs - the best of both worlds! Crew AND play – You will be required to help during most of the day, but after the final Adventure is run, you can play a character. Your character will still receive a starting kit and be able to trade, fight and go on missions, and if you decide to return as a half-boarder, or join the game as a full-time player, you can continue playing the same character!

**All the money Broken Eden receives from tickets goes straight back into the game: booking the site, making props and costumes, and supplying the game with food and drink.**

## What’s Different?

Here at Broken Eden, we strive to stand out from other games by providing an alternative view to how LARPs are run. So we might do things a bit differently than other LARPs:

First off, this is a **linear mission based, action heavy** LARP. During the day time your characters (or your team), will be exploring the wastelands and completing adventures. These adventures will take **approx 2 hours** and all teams will receive at least two adventures.

**This is NOT a 24hr system**. Once the day’s missions and adventures are done, feel free to relax IC in the Tavern or other IC areas. You can use this time for chatting, trading and healing, but you may not be safe from plot or combat. This will continue until 1AM, when we will officially timeout**. We would request that players volunteer to crew adventures they are not playing so that we can provide an excellent standard of game for everyone. More monsters = More fun.** Also, we are considering players providing additional monster support will receive a volunteer boon of IC items their character can use. Additionally, if you wish to Crew an event and play a character once your crew duties are over, for a greatly reduced ticket price you can generate a character to play in the IC tavern scenes.

If you have bought a ticket to be a part of the game, **we guarantee that you will actively participate**, either as a player or as part of the crew. This means you will always see combat, have a chance to roleplay and interact with enemies and other players.

**After your first session, you will be allowed to write missions and help direct adventures for other players.** This is why when YOU get to write an adventure, you will have an active role in seeing that it runs smoothly and everyone has fun. We want everyone to have as much fun writing and directing as they do playing**.**

These guidelines are what we think makes our LARP special. At Broken Eden, our motto is ***No player left behind.***

# THE GAME

## The World

The year is 2413, an apocalyptic event of worldwide magnitude has destroyed most of the civilized world, and only a few pockets of mankind remain. Clans of raiders, traders, and mutants roam what was once the British Isles, now a shattered husk of an island. It has been 200 years since ‘The Blast’, but every day is still a struggle for survival. With your companions and your trusted weapon, you must go out into the vast wildlands of the ruined English countryside, raid ancient archives of human existence and fight against impossible odds against the freaks and horrors waiting for you, just to find a little piece of Eden.

**The British Isles**
Here is a map of Britain as it is in the year 2413, 200 years after The Blast. The fallout from The Blast caused sea levels to rise by 50ft, permanently changing the landscape of England and Wales! Named towns and cities on the Map are canon and can be used as places of origin for players. Players will be able to add to this map during the event, by placing pins of their IC homes on a map in the Last Chance Traders tavern! All named locations will be considered canon.

We encourage players to use real towns, cities and landmarks as the basis of post-apocalyptic settlements in Broken Eden - to see if a place is underwater in 2413, go to [floodmap.net](http://floodmap.net/) and raise the water level to 50.



**What happened to Scotland?**Bewilderingly huge walls surround the borders of Scotland, and it’s not sure how long they’re been there. Those who can see beyond the wall from high towers only see an incredibly dense, impassable forest, tens of miles thick in every direction. Terrible howls and inhuman noises come from that forest both day and night; trespassing into it is a terrifying risk no one is willing to make. Edinburgh and Glasgow are assumed lost, vaporised by the Blast like most large cities. If they weren’t, no survivor would be able to traverse through neither the forest into England, nor the journey across the perilous Irish Sea. Anything beyond the wall is a mystery, and the MacPhearsons are not keen to penetrate the barrier, for fear of what it might let loose. Where the wall ends up by Cumbria, is a territory completely inhabited by Tribals – and they are not willing to let anyone cross their borders.

## Restrictions and Clarifications

* **Player Age**: This is a strictly over 16s game, due to adult themes of violence, offensive language and the presence of alcohol on site.
* **Play Nice**: There is no sexism or racism permitted in Broken Eden, though the themes of racism, classism and xenophobia do exist between certain IC factions. Anyone found to be perpetuating sexism or racism will be warned in the first instance, and barred in the second.
* **History**: All world history is considered canon, but we would ask if players would avoid modern themes/dress and branded clothing.
* **Religion**: There is no religion in Broken Eden (Christianity, Islam, Judaism, Hinduism), as many religious texts were burnt for fuel after The Blast. If players wish to make up their own religion, it must be substantially different from any existing religion, including fictional ones such as Jedi and those from Warhammer. Players may still use exclamations and phrases like ‘Jesus Christ!’, ‘Oh My God’, or ‘Damn you to Hell!’, but they will have no idea where they come from or what they refer to.
* **IC Theft**: We take theft very seriously, as we understand how precious and expensive kit can be. If you wish to rob a character IC of a gun or melee weapon, you must take the weapon to GOD and receive only the ammunition from it as your loot. If you take a melee weapon, you must take the weapon to GOD and use your own phys-rep. At some point the weapon will be returned to that robbed character as a ‘found weapon’. This goes hand-in-hand with the idea that in Broken Eden, guns and melee weapons are cheap and numerous, only ammunition is valuable. If you wish to steal a particular melee weapon or prop someone has made, you may borrow it for that event, but it must be returned to its owner at time out, and you must bring your own phys-rep for the next event.

## Starting and Ending an Event

When you first generate a character and pay for your ticket, you will be given a Player Identification Number (PIN). This will never change, even when you change characters – This is useful for keeping track of how many events you have attended and keeping your health and safety information organized. Similarly, when you Crew for the first time, you will be given a Crew Identification Number (CIN). You can have both a PIN and a CIN.

When you play a character for the first time, you will be given your Starting Kit pack, which may contain different items depending on your character generation. If you are a returning character, you will receive all of the items your character had on them at the end of the last event, and information on your current reputation. You may also be told some information or rumor that your character has picked up since last event. The exact IC location of the event and how much time has passed will be explained before Time In.

At the end of the event, players must hand in all items belonging to Broken Eden such as IC items, phys-reps and any cards. They will be placed together in a bag with your PID on them and kept safe. You may also note down anything your character has done or is going to do between events, such as returning home or contacting an informant.

## Food and Drink

There is a small kitchen on site for preparing OOC food, and there is a Fire Pit outside for preparing food IC. There will be OOC food available on buy on site from a tuck shop, and IC food can be bought from Last Chance Traders with IC money. There will also be alcoholic drinks for sale, BUT ONLY FOR IC TRADE. **You may trade Caps or Ammo for our alcoholic drinks, but not real money.**

There is a great tradition among LARPers of homebrewing alcohol for events, such as ale and cider. The referee crew will be providing IC homebrew drinks for players and crew to buy IC and if you wish to brew your own, we will gladly sell it at the event for an IC profit – **we cannot pay you with real money for alcohol.**

## Weapon and Armour Safety

All firearms must be plastic foam-dart throwing guns, such as those made by Nerf. We are sure that all our ammunition works with Nerf guns, but we cannot be sure how it will work with Buzzbee guns or other 3rd party weapons, so please bear that in mind. You may bring modified toy guns to Broken Eden, but they must not exceed a muzzle velocity of 120FPS, which is enough power to cause bruising and cuts at close range. Guns that approach this level of power will only be used at the discretion of Refs. We do not allow the use of BB/pellet guns, airsoft guns, or replica firearms, but you may modify your gun with the use of real sights, lasers and torches.

All melee weapons must be made of foam and latex, making them safe to hit other people with without causing injury. Cores should be made of flexible materials not prone to snapping or shattering. Regardless, we ask that players pull their blows and not attack with full strength.

While rusty and distressed metal armour looks great, it can be very dangerous to people around you. If your costume or armour employs the use of real metal, please make sure all sharp corners are filed or rounded down, and that there are no jagged or sharp rusty edges.

## Item Storage and the Ammo Bank

If you have items/phys-reps that you cannot keep in your tent, car or bunkspace, we will allow you to store them in crew spaces. Additionally, if you wish to loan costumes, weapons or phys-reps to Broken Eden to enhance your roleplaying experience, we will make sure you receive them back at the end of the event. Any equipment we store will be numbered using raffle tickets.

### Ammo-Banking

If you wish to bring extra darts to top-up our own supply, it should be handed to referees at the start of the game, where the exact number and type will be recorded. The same amount of that style of dart will be returned to the player at the end of the event, or can be kept indefinitely until they are wanted back. You will not be handed back broken or shredded ammunition, and that is our promise.

## Adventures and co-operative monstering

A weekend event will be composed of four Adventures, running in areas apart from the tavern. These are long-linear events that will take you away from the tavern/sleeping areas and are the main focus of the weekend event. **Adventures last about 2 hours and involve a quarter to half of the player base**, which should be organized into **four equal groups**. Your characters don’t have to be related, or even like each other – all you have to do is agree to go to the same place at the same time.

For players not going on adventures, there will be time to talk, trade and fight, both inside the safety of the Last Chance Traders or outside in the Wildlands, where there will always be something to get stuck in to (or get stuck into them), short missions, and bounties that can be completed by individuals and small groups. If you’re venturing into the wildlands outside of a mission or adventure, please notify a referee.

We’re also employing a game technique where players are given an opportunity to play as the enemies for other characters’ missions. The player base will be split into four groups and while one group is out, players of the other three groups are encouraged to monster for them if they wish.

## Perk Cards

**Perk Cards** are single-use items that allow you to perform awesome actions or feats that you would not normally be able to achieve, such as forcing others to believe a lie, resisting the action of a poison or living a heavy weight by yourself. You cannot Buy or Trade Perk Cards, as they technically do not exist in the world of Broken Eden – they simply represent the action of performing an amazing feat or being extremely lucky.

They are organized into six Decks: **General**, **Constitution**, **Intelligence**, **Strength**, **Charisma** and **Dexterity**. Any character may choose a Perk Card from the General Deck, but you must have the corresponding **Stat** to choose from any of the other Decks.(see **Character Generation: Step 4**).

**Players receive one Perk Card upon Character Generation**, and one for each **Adventure**, from any Deck they have access to.

 If you choose to take your Perk Card at the **START** of an Adventure, **you must keep that card.**

If you choose to take a Perk Card at the **END** of an Adventure, if you do not like the first card you draw, **you may replace it and draw a different one.**

**Clarification Changes to current Perk Cards:***LISTEN TO ME: This may only be used if you were not the one who started the combat. The effect of this card is ended if you restart combat, or if there is outside interference, such as an explosive going off.*

*BULLSHIT: This card can also be used to convince an NPC of a lie when under duress.*

*IF IT BURNS, WE CAN KILL IT: You may fashion a rudimentary Flamer using a bottle of Flamer Fuel and TWO Junk Cards, which lasts until the end of the Adventure.*

## Groups

While many players may come in alone, it’s more beneficial to play the game in group, or join a group IC. Groups have more power, resources and items to share between the players, meaning if you decide to come in as a low-combat character, you have a higher chance of making it out alive. That being said, the game is set up for even individuals to make a personal impact on the game as well as any team they are in. If you wish to go on a mission/adventure, you must find a group or team to go with. We will not be running full adventures for single players.

Teams should consist of 4-6 players. Once you have decided on a name, tell a referee and they will track your team’s progress in the game, including players, completed adventures and Reputations. Although in the world of Broken Eden one-Faction groups are more common, there is no reason your group can’t be a mixed-bag of factions and alignments. Bear in mind though that factions often have dissimilar ideals or customs that may

## Last Chance Traders and tavern life

In the world of Broken Eden, **The Last Chance Traders** are the IC hub of the game - rest-stops/halfway houses run by small communities and families, just past the outskirts of major towns – haunts frequented by scavengers, raiders and mercenaries. The Traders have stores, inns and taverns set up all over England and Wales.

Last Chance Traders will trade/sell ammunition, drugs, supplies and other miscellaneous items. The tavern will also sell OOC food and drink, freshly prepared on the site. Although Broken Eden will not supply Breakfast /Lunch/Dinner, food will always be available and referees will direct you to the nearest convenience store or supermarket where you can purchase your own.

The tavern is by no means an OOC area, or a safe area. Players are encouraged to roleplay at all times, and this includes fighting, gambling and trading. Playing cards are available from the Tavern staff, but players can bring in their own dice and chips if they like.

### The Bounty Board

Not all roleplay and combat takes places during adventures: as well as purchasing items from the traders, you can also sign up for missions found on the **Bounty Board**. A player or team may select a mission from the bounty board that they wish to complete, and bring it to the attention of the tavern staff.

The staff will note what team has selected what mission and ‘contact’ the poster. After a short while, the tavern staff will notify your team leader that your employer is ready to rendezvous at a certain location. Of course, it’s not just missions that can turn up on the board - get a bad reputation with a certain faction and you might see your own face up there, with bounty in tow.

### The Map

In the tavern there will be an IC map, which will show your current position in the country as well as well-known cities and landmarks. If your character has named a town or area that they come from in their background, they are encouraged to place a marker on the map where they believe it is. After each event, any marked places on the map will be added to IC canon and the map for the next event.

## Trading

Trading is the lifeblood of post-apocalyptic civilization- almost everything can be traded for something else, and almost everything has a value to somebody. Even items that have no in-game use can be sold to collectors, such as Books and Toys from before the Blast.

### Currency

Many people call them Caps, the CSE call them Toppers, Arthurians call them Crowns, Communists call them Hats, Tribals call them useless – But whatever you call them, this is the currency of barter and trade in Broken Eden. Caps are phys-reped by metal washers (metal discs with holes in them, the size of coins). While most traders prefer to trade in ammunition, some factions will only accept caps, and others will not accept caps at all. In addition to this currency, the Scholars have their own electronic currency called Bits, and will sometimes only trade with characters who have a Bit Account.

### Trade Unions

Every Faction has a Trade Union, and they all specialize in different areas – Selling some items very cheaply, and over-charging for others – If you have something to buy or sell, it’s best to wait for a trader that will give you the best price. The better reputation you have with a faction, the more likely it is that they will give you a discount on their items. If you have decided to be a **Faction Trader** (See: **Talents**), it is a good idea to specialize in selling your faction’s primary trade.

*Last Chance Traders:* Will trade anything for anything, but prefer the use of caps. Their special offers will vary from day-to-day, and often sell items related to missions and adventures.

*CSE:* Will trade in caps and ammo, specialize in selling common items like Junk and Medical Supplies. They will usually buy Canned Food for a good price.

*MacPhearsons:* Will trade most items for ammo. They specialize in selling ammo, advanced weaponry, and The Real McKay – But will only sell that to other MacPhearsons. If you have an advanced weapon or a bottle of McKay, they will give you the best price for it.

*Communists:* Will trade anything for anything, but may give discounts to Communists that belong to the same Political Party as them. They will give you the best price on Explosives and Grenades.

*Oxford Scholars:* Prefer to trade in caps and Bits. Scholars are most likely to buy and sell technology, robotic parts, books and information – including ratting out renegade scholars. Players that have Bit Accounts and Credit Cards can only use them when purchasing items from Scholars.

*Arthurians:* Prefer to trade in ammo and while their trade usually varies, they will give you the best price for Poisons, medical supplies and special melee items.

*Tribals:* Do not trade in caps. They usually sell drugs and medical supplies. They will give you the best price for drugs, chemsets, poisons and Flamer Fuel

## Reputation

Reputation or ‘Rep’ is a running score of how factions perceive you. You can have positive and negative rep depending on if you do good or bad things. Outside of adventure, rep you gain is given based on where you are, who you have helped or who you have wronged.

When you complete a mission for a faction, you gain a positive point of rep for that faction. Every time you fail a mission, you get a negative point for that faction. If you complete a mission that causes conflict between two factions, you gain a positive or a negative point for whatever faction you decide to ally with. A positive rep will show you as having a good reputation and negative points will show you as having a bad reputation. Your rep is private and only you and the referees can see it. HOWEVER, other players can find out your rep through rumors.

 There’s no end to the rewards you can get by having a good rep with a faction! Discounts, special items and secret quests abound! Conversely, negative reputation can be very dangerous. Though extremely difficult to obtain, Negative reputations of -10 or more will make you NOTORIOUS and this will earn you a Wanted Poster in the Tavern, bounty and all. You might like to see this as a personal goal, if you can survive long enough to get you reputation so low…

### Team Reputation

Every time an adventure or mission is completed by a team rather than an individual, points will be awarded to the team. Any player have has made a significant contribution to the success (or failure) of an adventure may also get individual rep points. The team rep will reflect the reputation of the entire team.

# PEOPLE AND FACTIONS

The Population of England and Wales in 2413 is rich and diverse, though in general many people, particularly settlers are part of one of several factions. The different factions have their own land, customs, fashion, culture and ideals. There is no outright ‘evil’ or ‘good’ faction, both villains and heroes may thrive in each faction. Although some conflicts between factions are evident in their history, how your character perceives them can be completely up to you.

Additionally, you are also not obligated to be kind or generous to anyone just because you are in the same faction – You won’t be branded as a traitor if you stab a fellow CSE for stealing your lunch – rivalry and backstabbing is just as common as cooperation and teamwork.

You are also not bound to remain in a faction permanently – You may leave your faction and join up with another at any point –or even make the choice to be unaligned. There could be many reasons for this; perhaps you made a deal with an enemy and sold out your brethren, or maybe you were born into a faction and wish to leave your past behind. Maybe you’ve decided to become a double agent for a benefactor, or simply joined because you like their style.

## Faction stereotypes, Truths and Accents

The factions in the following section are basic, generic stereotypes of the factions and the people within them. The population in the factions is as varied and subject to change as any other group of people you might meet. The Faction descriptions here are simply how they are perceived, generally, by other factions and unaligned peoples. Thusly, they may be a little fudged or overexaggerated.

When you generate your character you will receive a manifesto about how your culture actually operates, how you perceive other factions, and the kind of lives lead by your people. This document is called your **Truth**, and only people playing that faction will know what it contains. We will email you this after you first generate your character, so that you may fine-tune your background or skills in accordance with the Truth.

**Accents** and slang are adopted by people when they join factions (notably the Macphearsons and the Communists), to blend in and show allegiance, as you would wear a uniform or a symbol of your country – a Scholar spy hides his true BBC accent in order to hide in plain sight, an Arthurian joining a Raider gang attempts to use more modern grammer. Even though the original Communists had the Russian accents due to the malfunctioning vaults, Communists joining from other areas or factions ‘put on’ the accent in solidarity with their fellow faction members.

If you wish to adopt an accent that is similar to someone who your character respects or admires, perhaps a historical figure or a great musician, that’s fine. For instance, if a group were to come in that consider The Beatles as gods, it would be okay for them all to speak like they came from Liverpool.

Additionally, if your character speaks a non-english language, such as russian (if you are a Communist), welsh,or binary, you may communicate privately with another person who speaks the same language by moving your hand open and closed while you speak – this means that people who do not speak that language cannot eavesdrop and understand what you say.

## General Population

The Blast was coming, the apocalypse was imminent. Humanity had to survive in any way they knew how, but what could they do?

**One way was to find a safe-ish place to ride things out, like a cellar or a remote cabin**, and hope that the foundations survived (they usually didn’t). These people were the first to emerge after the Blast, and many of them died out pretty quickly due to starvation, radiation and disease– only a very few were able to survive, and some of their descendants are even alive today, mostly Tribals.

**A second was to crowd into a community bunker, holding about a hundred people.** In here were water and rations that would last a few years if the residents were careful (many weren’t). These people had a solid base camp from which to build a society, and a larger proportion of them were able to survive in small groups.

**Some were both lucky and unfortunate. Many of Britain’s best and brightest settled down in self-sustaining bunkers, manufactured by Eurovault.** Not that Eurovault weren’t the best they could afford, but they were the only bunker manufacturers in Britain at the time, so we put on a stiff upper lip and told them to get cracking on enough vaults to provide a sustainable population post-blast. Unfortunately, a quite disproportionate amount (more than there should have been?) of bunkers had some complications. Mad AI’s, bizarre experimental farming programs, corrupted educational files, and some simply failed as soon as they were sealed– If you lived in a bunker where everything worked, you had a home, food, water and education for life – If you didn’t, things could get pretty intense. The EuroVault bunkers could stay sealed and working for an indefinite period, some were opened as soon as the surface become safe to inhabit, maybe ten years after the Blast – though now, it’s rarely even that safe – and some remain closed even today. The opening of the EuroVault bunkers was a huge boost for humanity. Suddenly much more advanced technology was available, as was a small amount of fresh food and of course, indestructible living spaces. These bunkers became very sought-after living spaces, even when they could no longer self-sustain – some even becoming the epicentre of towns and villages.

**The population of England and Wales can be described by three types of survivors:**

 **Bunker Citizen**
The Eurovault bunkers did a pretty okay job of protecting the population of Britain- quite a lot of people survived! While some people opened their protective doors as soon as it was safe and left to colonize the shattered landscape, others preferred to stay inside. If it aint broke, don’t fix it, right? They have hydroponic farms that grow old-world vegetables, meat-synthezisers, huge databases full of knowledge to teach with and a pretty big stock of medical supplies. Even so, things break, supplies can run short, and people get restless knowing that there is a whole world out there and eventually the bunker inhabitants may choose to leave for a good reason – or get kicked out for a really bad one. Because not much is known about the surface world form a bunker point of view, a swift push into the desolate wasteland is the perfect way to get rid of an evil-do’er without having to crowd up the prison!

**Settler**
Settlers are from towns or cities that have been colonized by survivors of the blast, ex-bunker citizens and their descendents. Some settlements could be newly built around landmarks or resources and others could be the refurbished ruins of places that existed before the Blast – These are usually bigger cities and towns, Castle and Camelot are two such places. Some settlements have been around since not long after the first bunkers opened, and some have been around even longer- started by initial survivors of the Blast, and routinely abandoned and re-populated as time went on. Settlements of all factions exist across England and Wales, though they tend to stay in like groups.

**Raider (General)**
Raiders live in their own camps and villages separate from the settlements and bunkers. Many are nomads, back-packing across the landscape to rob a new town or plunder another bunker. They have no own source of food, water or money, and take what they need from others.

## Creatures

As well as people, the surface world is also populated with a variety of wonderful and horrifying creatures. These are the animals you will have probably come across, and will be aware of.

**Ghouls**

The living undead, ghouls are corpse-like monsters unheeded by worries of food, water or injury. No one really knows how ghouls came to be, or whether they are actually dead, but they are common in areas where there has been mass homicide or where death rates are high. As such, they are considered terrible omens of plague and death. There are rumors that some ghouls actually have intelligence and live together in a Ghouls’ commune in Blackpool Pleasure Beach.

**Bumblers**Imagine if you will, a large animal that is about the size and shape of a buffalo with feet like an elephant, but has the head of an insect and a long sticky tongue like a butterfly. It has thick fur like a bear, but also wool like a sheep. It produces milk like a cow, its flesh tastes like pork and bacon, its skin can be turned into leather and it lays edible eggs the size of footballs. It eats mostly fruit, is entirely docile and makes a wonderful pet. That is what a Bumbler is. Bumblers are bred for food as much as they are for clothing, but are also used in transporting cargo over long distances. **They are often the companions of traders and farmers, but cannot be rode like horses.**

**Robots**

Once the proud and loyal servents of humans, robots are now considered dangerous to most surface-dwellers. Some robots have turned malevolent, their artificial intelligence is convinced that humans are inferior, and wish to exterminate them. Others are simply still following orders of long-dead programmers; walking invisible patrol routes through forests, and attempting to arrest trespassers crossing barriers long since destroyed. Many robots simply wish to live peacefully, but can turn violent when provoked.

**Radgers**
Basically, gigantic mutant badgers with massive jaws filled with pointy teeth and monsterous front claws. They only emerge at night, and are ravenously carnivorous. Baby radgers, or Radglings, are about the size of regular badgers, but the adults can be the size of BEARS. **Many Radgers also carry the virus that causes Shakespeare’s Disease.**

**Giant Elk**
Giant Elk live in heavily forested areas and are rarely seen alive by anyone who doesn’t spend a huge amount of time in the forest. Fawns start out about six feet at the shoulder, with the adults reaching up to twenty feet. Too large to hunt for meat or fur, many people just prefer to leave them alone. However, the abandoned corpses of Elk are quickly picked clean for useable skin, organ chemicals and bones/antlers.

S**alamanders**
Ranging between 3 and 50 feet long, Salamanders are colourful lizard-like amphibians. They live in marshy areas and are common around Arthurian and Tribal territories. **All salamanders have a venomous bite, but some also breath fire, spit acid and discharge lethal bolts of electricity.**

## The Collective Settlements Of England (C.S.E)

The CSE are the newest, albeit the largest faction of England. As settlers split off to become factions like the Arthurians and the Macphearsons, much of the unaligned settlements of the wastelands were left in a state of limbo, not belonging to any one in particular: simply just happy to live, survive, work, play, grow and die.

The CSE was born out of necessity for these settlements to work together in order to keep the towns alive. They traded with each other, the larger towns traded with the other factions and eventually they became known as the Collective Settlements of England, because that’s just how it came to be.

CSE are very vanilla in that aspect – People from the CSE come in all shapes and sizes, and have a varying range of skills and attributes. Settlements are quite distant from each other, using the remains of roads and rivers to connect themselves – though settlements themselves can be quite small, the sort of place where everyone knows each other. Cities and towns each have their own flavour, even their own customs and traditions – Some places will look and function in a very similar way, but others may be very different. The CSE has no large ruling head that everyone must obey, rather it is simply a symbol of the agreement between these settlements to cooperate and protect each other. Towns are connected via a radio network, with meet ups of CSE town representatives happening each year at a summit in Steel Fields.

The exceptions to this are the large cities of Kingswood, Ashtown, Stokes and Steel Fields. These cities form the backbone of CSE territory and also the core of the CSE main trade- Steel and Iron. Limestone and coke are mined near the southern border or traded with the Southern Tribals to Kingswood. This travels to Ashtown where it joins mined coal deposits. The coal, coke and limestone are used in the smelting of ore and scrap metal in Stokes, and the unrefined Iron travels to Steel Fields, where it is further Smelted to make New Steel - the strongest and finest steel available.

### Last Chance Traders and the CSE Bounty Protocol

The CSE are also home to the Last Chance Traders. Though their taverns sprout up in all faction areas, they were founded by CSE members and their headquarters in is CSE territory. Despite this, they have their own trade union and their trading prices are different to that of official CSE traders.

The LCT are also one of the main lifelines for the CSE Bounty Protocol- a measure put in place to stop the spread of crime and the escape of wanted criminals into other factions. Essentially, if a bounty is put on someone’s head within the CSE or LCT area, that bounty will be honored at any CSE town or LCT. Bounties can travel for miles and across borders, meaning that a wanted felon never has anywhere to hide.

## Macphearsons

The MacPhearsons are Scottish through and through. They love their drink, they love their boxing and they love their family – They hate everyone else. However, not a single one of them has ever set foot in Scotland (for ovvious reasons). Based in **Castle**, on the grounds of a Pre-Blast munitions factory, they have complete control of that area and most of the surrounding lands. They operate throughout the Wildlands, selling weaponry, ammunition and drugs. No one tries to cross the MacPhearsons: the only thing more terrifying than a fully-armed MacPhearson is his reputation, which is fierce, and fiercely maintained. 90% of all newly manufactured ammunition is produced by the Macphearsons. They make sure of that.

The Macpherson’s relations with the other existing factions are strained at best. They resent the mysterious power of the Arthurians and despise their altruistic outlook. However, every attempt to infiltrate their borders has ended in missing persons - the huge amount of weaponry and munitions that secure the power of the Macphearsons seems to be no major threat against the Knights that protect Camelot, and the plebeians that live within their lands will not be persuaded into Macpherson rule. There is an uneasy agreement with the Oxford Scholars, they realize the potential in having the technophiles as allies but fear the superior technology that they have.

**Clan Life**
MacPhearson life is a life that is tough, but rewarding. They raise families and trade like most people, and they take great love and pride in their way of life – something they and Communists often see eye-to-eye on (despite their current territory conflicts between their coastal borders and the Scarlet Burrows). Adults that live in Castle spend much of their time working in their wealth of factories and fabrication facilities – Hot, greasy, violent work. Others living outside of Castle often take up the mantles of blacksmiths, mechanics, salvagers, mercenaries and town defenders - MacPhearsons are raised tough, and go down tougher.

 Though a lot of MacPhearson’s raise families, being a MacPhearson is not something you have to be born into – most clans are welcoming to unaligned people or faction converts, the more the merrier! Clans treat each other like family, and are often very close friends. Status within clans is decided with a combination of proven combat prowess, and having the best brag. MacPhearsons will not suffer cowardice, but will respect fear – there’s nothing tough about pretending you’re something you’re not, and MacPhearsons are inclusive and accepting of all sorts of people, which is why they are a very attractive clan to join if you have been disfigured, outcast by another faction or are on the run (They’re a bit like pirates in that way!).

**The Outlands and The Outlanders**
MacPhearsons that inhabit the land between Castle and the southern borders of Macphearson territory (the Outlands) are called the Outlanders – They are considered separate from the main families, a group in their own right. The outlying villages surrounding Castle were slowly absorbed by the Macphearsons as their influence grew, and were subjugated by **the Thistles**, an extremely powerful clan within MacPhearson territory.

Almost all communication between Castle and South-Bordering factions is done through these areas, thus the reputation of the Thistles as ruthless mobsters has led many other factions to believe all MacPhearsons are as cruel and warmongering at they are. The Outlanders are diverse in their composition of different clans, and different ways of life. They often spend the day roaming the wildlands trading, servicing machinery, or working as paid salvagers, either re-joining a caravan or returning to their villages and towns at night. They trade in ammunition, weaponry, machinery and their own services as hired guns and mechanics.

The only law many Outlander MacPhearsons honour is that of other MacPhearsons, which is enforced by the threat of The Thistles. Outlander mercenaries and raiders are used by The Core Family as messengers, field agents, spies and also as a convenient "buffer zone" between the ‘civilized’ north and the ‘lawless’ south.

Because of the way life in the Outlands is under the thumb of the Thistles, to live as a raider is very attractive to MacPhearsons who wish to have more freedom – But the Thistles’ reach is long and thorny, and even Raider clans can be influenced into working for them.

**The Core Family – NPCs Only**
They perceive themselves much like royalty and as such, they expect and desire all the trappings that go along with it. They are a highly educated group that, unfortunately, also suffer from a lack of morals and run their empire like despots. However, they are not fools and have plans within plans, manipulating situations as they arise and strengthening their position.

**The Thistles – NPCs Only**
They are the remaining descendants of special-forces platoons from the pre-blast era. A long standing agreement between themselves and the Macphearson Core Family dictates that they do their dirty work. They may not like what they do, and some often disagree with it, but will do it all the same. They are the crack shock troops of the Macphearsons and are the only ones that wear the full kilt with the sash.

## Communists

Many of the computer systems of EuroVault bunkers contained educational programs designed to tutor inhabitants about life before the blast- learning from history’s mistakes and all that- but it seemed that **Eurovault**’s knowledge about Russia was a little… skewed.

When there was a fault in some of the bunker education systems which switched the Russian culture files with the default bunker culture files, we ended up with 50000 vodka-swilling, Russian-speaking communists with broken English released into the wilds of England, wondering where the all the snow was. Eventually they realized that there was no snow, this wasn’t Russia, and they weren’t really Russians, but they still loved communism! So it just sort of stuck around. Most people raised in Communist communities can speak a variant of Russian, but they are also all taught English from a young age.

Either by accident or coincidence, a fair few of the malfunctioning bunkers were bound together on a large island, and they quickly formed a strong relationship with each other. Underground tunnels crisscrossing the island to connect bunkers were the foundations of the Scarlet Burrows we see today.

Communists are divided into two political parties. The Sabivat lead by example, happy to share their ideals and way of life with anyone who wishes to join them, but the Serpov believe that the keys to true equality lie in the hands of those with the most influence – they wish to build a secret army and use propaganda to convert others. **However different the two parties are though, they are not strictly enemies of each other – Sabivat and Serpov coexist, cooperate and work together as much as any other faction does.**

Though their methods may be different, all communists know and share a similar ideology – Rebuild the world, create sustainable communities, make a Britain that is a safe place for everyone, not just those with power. They also believe in the blessings of large families – the voices of children and esteemed elders are never far away in a communist town. Unfortunately because of this, their bunkers over-populate quickly and are always looking to expand their territory.

## Sabivat

The Sabivat are Communists born of the political leadership of the bunker education system. **They are represented as a Black flag bearing a red double-ended hammer.** They are content to show the benefits of communism by leading by example – They do not shy from hard labor or getting dirty in the name of procuring a good harvest or building strong defences – If you are not tired at the end of the day, you have not lived fully – Hard work is its own reward! Though the army in the Scarlet Burrows is quite formidable, it is mostly used in the aid of gaining territory and defending their communities from raiders and pirates. Overall they are simply survivors, keen to rebuild a great nation and let communism spread by shows of merit – they also love to keep in touch, and a travelling Sabivat will often be accompanied by letters and recordings from their loved ones. They trade in food, simple melee weapons, scrap metal and home-spun cloth.

### Serpov

These are steely, proud communists that call themselves **The Serpov Movement**. Their flag is **a golden sickle on a red background**. The Serpov are very military-based, born of pre-blast political propaganda buried in their bunkers’ databases. They follow a set of commandment-like rules, known as '**Vogdan's Doctrine'**. Vogdan was a radical politician that wished to overthrow the current establishment – He and his loyal followers buried hidden messages and propaganda in the information Russia gave to EuroVault for the building of their own bunkers – Some of which managed to get out of Russia into Britain’s malfunctioning bunkers. The Serpov crave power and domination, adamant that iron-fisted communist leadership is the wave of the future. Above all Serpov are passionate about their way of life, and they take great joy in their culture. Though they live a disciplined life, it is something that they truly love. While the Sabivat work hard to make the world anew, Serpov are keen to build upon the ruins of what existed before and take by force anything they cannot make or build. They usually live in abandoned buildings and bunkers and trade in ammunition, weapons and canned food.

**The Scarlet Burrows** are the main stronghold for the Communists, of which the majority are Sabivat. Their island home is a perfect strategic position – The impassable North Sea to the East, and a wide sea-flooded basin patrolled by military ships. Ten years ago the Communists were involved in a turf war on the North-East territories of the UK – land controlled by the **MacPhearsons**. In the past two years there has been an armistice and the MacPhearsons ceded some of their costal territory to the Communists in order to preserve peace and open up a mutually beneficial trade between their Factions. An uneasy peace is maintained between them, and often small pockets of unrest will pop up in the contested areas as the factions toe their territorial lines. A long peninsula jutting out from the mainland serves as a very busy trading hub for the Scarlet Burrows and is often the home of small communist outposts.

**Settlements**
Settlements can be solely Sabivat or Serpov, or a mixture of both. Towns and villages outside of the Scarlet Burrows are very agricultural, consisting primarily of blacksmiths, farmers and a general atmosphere of a working community. They have strong communications to other settlements, and heavily armed units from the Scarlet Burrows routinely guard and patrol their borders in order to protect their sister communities from raiders and other threats.

 Strictly Serpov settlements/camps however are heavily defended, preferring to gate their communities and forts with metal walls, towers and barricades – Everyone who comes and goes from Communist spaces does through the front door, and everyone is thoroughly checked – As such, crime rates inside tend to be quite low. The Scarlet Burrows check in with them from time to time, but they prefer to be left to their own devices.

## The Oxford Scholars

'Prosperitatem per Scientiam' / 'Prosperity through Knowledge', Scholars are keen collectors of tomes, data drives and artwork both pre- and post-blast. Those who do not learn from history are doomed to repeat it and that is precisely what the Scholars' aims are: gain knowledge and breed new technology to prevent and prepare for another war and continue the existence of the human race. All Scholars are required to take the B.R.A.I.N (British Residential Aptitude INdicator) at varying stages of their development to determine their intelligence and career. Although Scholars prefer to persist in their own communities, the B.R.A.I.N test is still distributed to any settlement they can reach. Once the testing is finished and the scores totalled, the Scholars will come to claim the children who passed.

Concerned with peaceful living and the accumulation of information, Scholars function entirely out of bunkers, vaults, and two research facilities **Genesis** and **Revelations** known collectively as the Ivory Towers. Genesis researches technology to build homes, seed the earth, clean the water and cure disease. Revelations research advanced weaponry, biological warfare, defensive mechanisms and robotics.

Because Scholars live in self-sustained communities in bunkers, vaults and research facilities, their settlements do not protrude on to the surface, **and thus lay claim to no land of their own** - the surface area surrounding the Ivory Towers is sparsely populated with Tribals, nomads and unaligned settlements – though anyone who lives in close proximity with Scholars is at risk of spontaneous testing on their communities.

Scholars grow their own food and natural materials in hydroponic farms and ‘greenhouse’ bunkers, recycle all of their waste and simulate ‘outdoors’ with painted frescos and large holographic rooms. Indeed, the only thing they cannot make for themselves is knowledge – specially selected scholars are chosen to venture onto the surface to update their records and research lost technology. Food, water, machinery and information is also traded between scholar bunkers over the surface, though they often pay others to do it for them.

Scholars also have their own currency called **Bits**, accessible using a **Bit Account**. All Finders and Loyal Scholars have access to this account, but Renegade Scholars and Mad scientists have had their accounts suspended.

### Finders

Location: Bunkers, the Wildlands, abandoned libraries and museums.

Because Scholars are quite xenophobic and prefer to keep to themselves, most Scholars who wander the Wildlands are '**Finders**', special Scholars that are trained to travel and live in the harsh outer environment collecting new data, updating old data and finding the truth of Myths and Legends. Though they travel the length and breadth of Britain, they return to Scholar vaults periodically to handover information. It is a hard, lonely and dangerous life being a Finder and those who wish to join their ranks must obtain a high score on their **B.R.A.W.N** (British Residential Assessment for Wilderness Navigation), an optional test for young adults.

### Scientists

Location: The Ivory Towers

 Seldom seen by anyone other than Scholar liasons, they hardly leave the towers their entire lives. In the Ivory Towers, inhabitants are raised by the technicians, rather than their parents, at Genesis and Revelations because of their exceptional B.R.A.I.N.S. Scientists are rarely seen in the Wildlands unless accompanied by a group of Finders. Scientists also have a skewed vision of human rights, using their lofty seats and advanced technology as an excuse to experiment on nearby villages – the testing of weapons, genetic modifications and psychological torture techniques on unsuspecting settlements is not uncommon practice for Scientists, who really don’t give a damn about anyone who isn’t a Scholar.

### ‘Mad’ Scientists / Renegade Scholars

Location: The Wildlands, abandoned industrial facilities, bunkers, university sites.

As well as Finders and escorted scientists, the Wildlands are also home to Scientists and Scholars that have disbanded from the Scholar community. Mad Scientists are Scientists from the Ivory Towers that have decided to conduct illegal ‘independent research’ outside of the ivory towers. Renegade Scholars have simply become fed-up with staying inside their bunkers and being subjected to standardized testing, and have decided that their intelligence is not what defines them.

Though the Scholars do not keep constant tabs on the comings and goings of citizens, they keep a watchful eye on Scholars and Scientists who have left their community without expressed permission. Finders, who are still in contact with the Ivory towers, may be contacted by the Scholar community to bring an end to any renegades they meet. As such, renegades and mad scientists are not keen to reveal themselves.

## Arthurians

'Arthurians' is the collective name for the society of people who live under the law of **Arthur**, a patriarchal being who may (or may not) actually exist. The only evidence of his rule as a leader of the Arthurians is the actions of the **Royal Knights of the Round Table**. Arthurians live a vaguely middle-age lifestyle, though it’s more of a cultural choice than a backwards society.

The Royal Knights 'parlay' Arthur's wishes, that they receive at a regular council with Arthur himself (apparently), and these are the laws that the Arthurians must follow and the Rights that they have as citizens of **Camelot.** Arthurians mostly inhabit the UK in settlements in the area surrounding Camelot. Though the way of life of an Arthurian is humble and simple, they still require and use technology in order to keep their settlements and castles safe – Arthurian settlements are modestly defended by guards, but Camelot owns an impressive collection of siege weaponry and a large army.

Because the area surrounding Camelot is swampy and marsh-like, it is hard to grow some crops locally. Therefore, Arthurians depend on trade with the CSE and Tribals for wheat, corn and fruits. Bumblers often get stuck in mud so solid grazing land is highly prized and sought-after – An Arthurian herder may travel many miles for suitable pastures. Many Arthurians also dedicate their lives to being coal-miners and Scrap-Smiths. Scrap-Smiths hire salvage workers to find scrap which then can be melted down and re-forged, to make the copious amounts of armor and weaponry required for outfitting Arthurian fighters. Only the most prized armour and weaponry is made from New Steel.

### Squires

Location: Camelot, Wildlands

Squires are would-be Knights. They revere the Royal Knights and each Squire must pledge allegiance to their chosen Knight in person, which grants them a basic education and combat training. Once a Squire is fully trained, they may either purchase land from a Knight to live on, or they may roam the wildlands and seek adventure and glory. It is the hope of every Squire to become a Knight one day through political influence and feats of prowess in battle. They are keen to collect trophies of the people or animals they slaughter, as proof of their skill.

### Knights and The Royal Knights of the Round Table

Location: Camelot, Wildlands

Knights are men and women of great valor and deed. Either graduates of squire-hood or Arthurian adventurers who have performed great acts in the name of the King, Knights are proud, loyal and great warriors. They are heavily armoured, masters of combat and are revered by Arthurians across the country. They are the eyes and ears of King Arthur outside of Camelot, and are often tasked with finding people/items and defending territories valuable to Arthurians.

The **Royal Knights** are twelve men and women personally chosen by Arthur himself to serve him and spread his word. They each hold a stake of land surrounding Camelot, which they protect with their lives, or the lives of their Squires. They rarely leave Camelot. The Knights are: **Sirs** Lancelot, Galahad, Percival, Gawain, Tristam, Bors and **Ladies** Kay, Lamorak, Bedivere, Gareth, Gaheris and Agravaine

### Wizards

Location: Camelot, Wildlands

Wizards are like Squires, but are instead trained by Merlin the Great’s Borblemish Academy, a great school that teaches magic, alchemy and apothecary! Like other Arthurians, Wizards understand science, technology and medicine, but they like to use a more romantic language to describe their practice – as said before, it’s more of a cultural tradition than a misunderstanding. Wizards respect their combat-focused counterparts, but generally see themselves as being more intelligent – Wizardry requires patience and a steady hand, skills which **Brutes** (combat enthusiasts) rarely have.

## Tribals

Though not a true faction, Tribals are people that have shirked the rigidity of modern settlement life and have instead chosen to live a much more primitive existence. Some tribes have been around for hundreds of years, originating from the small groups of survivors of the Blast. Nowadays, most tribes consist of a mixture of those pre-blast peoples and of the descendants of the odd settlers or two that join the tribal lifestyle of their own will. Though some Tribals descended from pre-blast families have genetic mutations that give them special abilities, not all Tribals are ‘mutants’ in the conventional sense. Tribals tend to pass their days taking drugs, dancing and generally doing whatever the hell they like.

Though **many different tribes exist**, they generally fall into two catagories:

### Northern Tribals

Location: Small tent villages and shanty-towns, open spaces, travelling caravans

Surrounded by powerful factions, there is no escaping technology for the Northern Tribals. Those peoples living in the large expanse of untouched wilderness in the north revere and embrace technology, whilst still keeping their tribal roots. They’ll make use of man-made items such as engines, water-purifiers and robotics in order to improve their communities, but do not actively seek a technology-filled society. They sustain themselves with a combination of small-time agriculture and hunting, and the keeping of bumblers. Often their gods or idols are humanoid or man-made.

### Southern Tribals

Location: Shoreline villages, open spaces, travelling caravans, abandoned cottages and farms.

Surrounded by fertile earth, warm air and rich seas, Southern Tribals are much more self-sufficient. Their lush surroundings mean that their ancestors did not need to so heavily embrace technology to survive. Additionally, their close proximity to Oxford Scholar territories means they generally distrust the Scientists that have used some of their tribal villages to experiment on. Thusly, they have an intense hatred of all scholars. The harshness of the world they now live in has still forced them to use guns to protect themselves (or raid others) though in most other aspects they reject any more advanced technology than electric lighting. The Southern tribal gods are usually based on natural concepts such as the sea and sun, or animals. Tribes nearing the South Wales border have a strong foreboding fear and awe of a mysterious figure called the Wounded Man who lurks in the Welsh woods.

**The history, theology and societal constructs of the Tribals have been left sparse intentionally so that the player base can make up as much of it as possible themselves, in order to get a more varied and interesting cross section of the tribes inhabiting Britain at this time. Feel free to make up your own tribes, sub-cultures, wars, cults, religions, rituals and landmarks – obviously keeping things believable and with low impact on geography and overworld history. Have fun!**

# COSTUME GUIDE

**Nothing New –** No one’s really making new clothing anymore – cotton can’t grow naturally, and synthetic fabrics are so expensive to make that they’re only worn by Bunker Citizens and Scientists. Most clothing is made from Bumbler wool, found, or made up of fabric that has been re-tailored.

**Nothing Bright –** Colours are hard to keep vibrant after 200 years – No sensitive washing detergents left! Yellows, Reds, Blues, Pinks and Greens should be kept to a minimum or be dingy or faded to really fit in with the feel of the world.

**Nothing Modern** – The system of Broken Eden is retro-futuristic, meaning that although technology 200 years ago in 2213, when The Blast happened, was very advanced– The clothing fashions and style of technology of the area was very retro – you can see that trend starting already. Flimsy flat-screen technology and delicate touch mechanisms did not survive The Blast – the only things that could be scavenged and fixed were items that had analogue parts, simple wiring, and basic computer chips. With the help of Bunker and Scientist technology, many of the original functions of these items could be restored in a format that was sturdy and easily fixed. The longer time went on, the more the items had to be rebuilt again and again, leaving the final items looking very bulky and rough, but concealing some very advanced engineering.

**Avoid Military Camo** – To stop the game looking like a military simulation, we ask players to avoid modern camouflage patterns used by the army. If you must wear camouflage kit, make sure that it is mismatched, distressed, or comprises only a portion of your costume. I.e., just your trousers, or just your jacket. If you wish to play a character that is part of the **CSE military**, please wear a British uniform. We like the old styles best – We REALLY like the way Baldric dresses in Blackadder Goes Forth – but the decision is yours. If you wish to play a member of the **Serpov military**, again, we like the older styles of uniform, back when military fashion was really sharp.

The C.S.E – Brown, Black and Green

Though mostly hidden underneath jackets and armour, the style of clothing for the CSE is predominantly 30’s-50’s style, though women are not restricted to dresses and skirts. The main colours considered fashionable and patriotic within the CSE are **Brown**, **Black** and **Green**. A CSE settler is always ready to be on the move and would never wear anything he or she could not move quickly and efficiently in.

MacPhearsons – Tartan/Plaid, Black and White
Plaid and tartan fabrics are seen as very patriotic in MacPhearson fashion, and are used to embellish both standard clothing and raider garb. MacPhearsons also like to look really tough - Lots of belts, spikes and tough-guy clothes, vests, biker jackets and boots. If you are coming in as a MacPhearson group, consider having your tartans match – so that you can all be *cut from the same cloth*.

Most MacPhearsons speak with a Scottish accent or twang, and even the worst, dodgiest accents are encouraged.

Kilts and True Scotsmen

Though most people think that all MacPhearsons wear kilts, the choice is up to you – Only wear what you feel comfortable in, and **PLEASE wear underwear** – The MacPhearsons are from Newcastle, no True Scotsmen here. A point to remember as well is that **only the Thistles are permitted to wear the kind of kilt that has the sash.**

Communists – Red and Black

Communists rarely dress in anything flashy or provocative, preferring long coats and simple armour dedicated to function rather than fashion. Their basic colours are Red and Black, though the two parties have different styles and embellishments.

**Serpov**: Many Serpov, especially those in the army or living at one of their Outposts dress in a WW2/Cold War Russian military style, wearing their outfits and colours like a uniform – often with highlights of **Red** and **Gold**. Long coats, furry hats, sensible boots, black leather and very little skin showing are the norm. The Symbol of the Serpov political party is **a golden sickle on a red background**, to represent their cunning, power and pride. Though they rarely use melee weaponry, they prefer the use of flashy swords.

**Sabivat**: Sabivat also wear Russian WW2/Cold-War fashion, but more akin to that of regular farmers and villagers – Rarely wearing military clothing and preferring functional clothes to keep dry and warm, often in layers. They are hard-working sons and daughters of the land and their clothes are usually dirty and torn, having very little vanity in their dress. The standard tell of a Sabivat worker is a **Red** or **Red and Black** sash or cloth, tied to the arm or leg. The symbol of the Sabivat is **a red double-ended hammer on a Black background**, representing community, solidarity and the honor of hard work and Sabivat may embellish their hats, bags or coats with symbols of the hammer.

The Oxford Scholars – White, Brown, Suits/Blazers and Tweed.

Normal survivor dress is suitable for regular **Scholars** – though they do prefer to dress smartly, to reflect their superior intelligence. As well as the usual inventory of weaponry, supplies and medicine, they’ll also have evidence of their employment with them – scavenged books, rusty hard-rives and interesting items they’ve found raiding archives and museums.

**Mad Scientists** are usually secretive of their identity as Scientists – as they know finders might be after them. In addition to their everyday clothes they might wear protective gloves and goggles, and carry around small toolkits. However, if you’re a Mad Scientsit and proud of it, you are encouraged to dress like a Hammer Horror scientist - wear dirty labcoats and other Personal Protective Equipment.

**Finders** usually over-dress for their outdoor excursions, but they are never without a smart sweater and a nice shirt. They’ll have prepared fully for the wasteland in their survivor training, and while a seasoned Finder is mostly indistinguishable from any other settler or raider despite her collection of books and manuals, a new Finder will have a much more polished look to him, and his clothes will still look rather neat.

Arthurians – Blues and Armour

Arthurians dress in grubby medieval costume mixed with wasteland chic, and the preferred colour for fashions in Arthurian society is **Blue**. **Additional colours and patterns may be worn in heraldry of the twelve Knights of the Round Table – their banners will be included in your Truth document.** Arthurians have their own ‘accept, and adopt an archaic language form making thorough use of *thy* and *thou*, *ye*, *verily*, etc. The more ‘common’ an Arthurian is, the less flowery their language will be.

As with any other costume, armour must be phys-reped – European medieval style armour is most suitable but so is non-descript middle-age armour, whether it is made of metal, thermoplastic, leather or foam. We greatly urge you to have fun making your own armour and making it look as though it was riveted together form street signs and rusty sheet metal, being careful to make sure actual sharp edges and rusty bits are safe.

With Knights and Squires, use of additional items such as Shields or Bucklers is encouraged, as is the use of secondary/offhand Melee Weapons in addition to guns.

Tribals – Ragged cloth, leather and scraps

Tribal dress is often eclectic and mismatched, comprising mostly of ragged cloth and leather. Note that this is still England – it’s COLD! No need to bare flesh to seem Tribal. Northern Tribals make their outfits from pre-made items of clothing, and Southern Tribals prefer to make theirs from scratch, unpicking old clothes and reweaving the fabrics. In addition, Tribals often decorate themselves with tattoos (perhaps all your tribe have similar tattoos?), war paint and jewellery.

Though it’s easy to fall into the trap of preferring a tribal who uses only melee weapons or bows, **most Tribals do use guns**.

# CHARACTER GENERATION

The Broken Eden team has designed this game to be simple to play, and Character creation is very fast and easy: Simply come up with a character concept, name and costume, pick your skills and talents, gather your starting equipment and head to the Tavern for your first mission. You can either come in on your own, or wait for others in order build a team- we do encourage players to form teams. Adventures will only be run for groups and teams. It’s easier to gain reputation with factions as a team rather than as an individual. There is also the bonus of safety in numbers!

**EXPERIENCE AND CHARACTER PROGRESSION**
There is no experience or leveling up in the game. We believe in giving you access to the top level skills and abilities at the start of the game and the option not to take them, so that your character’s journey is fun and fulfilling from the start, but characters don’t end up becoming unbalanced from the rest of the players.

**SKILLS**
Things you can do! The skills you have are Medical, Technical or Armour. Everyone gets the basic level of each skill for free, which allows you to use brute force, stabilize your wounds and get shot a couple of times.

**STATS**
These are to help define your character more. They don’t have any power by themselves, but they control what kind of Perks are available to you in the game. Choose the right stat for your character and a Perk Card goes from being inaccessible to invaluable.

**TALENTS**
These are things you have or are, that allow you to get awesome stuff, bump up your supplies or give you special powers! You only get two though and some are unique to your faction.

## Starting equipment

The basic starting equipment is as follows;

* **2 Caps**
* **Firearms/melee weapons, Excluding Energy Weapons** (As many as you want, but bear in mind ammo cost and weight).
* **18X rounds of new ammunition.**
* **1 Basic Drug** (Your choice from list; Stimpatch, Gruff, Flush, Bulkup, Hyper, Clarity, )
* **1 Filter**
* **1 EDD Strip**
* **1 Charged Power Cell**
* **1 Perk Card**

**Things you CAN have with your character at start:** As many bags, guns and melee weapons as you can carry, or any item that has no value or in-game affect, such as a journal or a board game.

**Things you CANNOT have with your character at start:** Energy Weaponry, Poisons or Grenades (unless you have the appropriate talents), a Flamer, power armour, physical mutations, or any item that can be used to influence in-game events, such as a lie-detector or a book of Scientist secrets.

Additional starting equipment is given depending on your abilities in different skills and if you have selected a talent which changes your starting equipment. **You can also swap out any of these items for an equivalent value of other items.** Regardless, we believe this is a good general starting pack and would recommend this set to any new player.

## Step 1- Choose your Background

**What kind of life did you come from?**

The relative level of education, physical fitness and skillset of every character and almost every NPC in Broken Eden can be defined by one of these backgrounds. A particularly sheltered Oxford Scholar who grew up in the Ivory Towers might be almost indistinguishable from a Bunker-baby, while a tribal villager that spent every day of her life defending a village from Raiders is also likely to have a Raider's survival skills and lack of education

**Settler**
Growing up in the settlements, you have seen the effects of war, starvation and raids. The life of a town dweller is not always a safe place and growing up you idolized the scavengers that brought much-needed trade to your town; now it is your chance to see if you can live up to the legends. You were probably taught what you know from your parents so your skills can vary wildly, from Engineer or Doctor, to ace-shot or chemist. **Any faction can be settlers, but the life most suits CSE, Communists and Arthurians.**

**Bunker-born**
Whether you colonized an abandoned bunker Post-Blast or your vault door has been freshly unsealed, the outside world isn’t something you really know a lot about. Raised with in the relative safety of a bunker your knowledge of the surface was learned through book and informative vid-screen, courtesy of **Eurovault**. You are intelligent, skilled and quite-witted, but your combat knowledge is probably mostly theory and you aren't a strong shot. The naivety of your kind has meant that you are often called ‘**bunker-babies**’ by surface dwellers. **Most Scholars are bunker-born, as are some CSE and unaligned communities.**

**Raider**Bunker-baby or settler, whichever life you used to have was left a long time ago to become part of a raider gang. In your youth, you quickly learned that violence and fear was the path to respect and the man with the bigger stick had all the power. Though you had little formal education (you probably can't even read), you know all the ins-and-outs of weapons and combat, and probably a bit of field Medicine to patch yourself up after a raid. **The raider life tends to suit the ideals of Macphearsons, Tribals and Unaligned folk but you can find a raider group of any faction.**

## Step 2- Choose your Faction

**Who are your allies?**

Your Faction is a reflection of the sort of society that shaped you, and what things you value in life – Community, Knowledge, Power, Freedom etc. You could have been born and raised within that faction, or joined/left when you became older. There are also some sub-factions that describe the different types of roles character may have had in their society.
 **Unalligned**

You don’t play by anybody’s rules but your own, *you crazy person*. You’ll never be betrayed, but you’ve also got no one to cover your ass. You drift from town to town, wherever the breeze takes you. You’ve feasted with the Arthurians, hunted Radgers with the tribals, drank Whisky with the Macphearsons and danced the Mamushka with the Communists. You’ve probably stole something from all of them! Allies? Pfft! Who needs them, right?

**The Collective Settlements of England (CSE)**

The CSE are a bit like Ronseal – does what it says on the tin. They are the name given to the population of settlements throughout England and Wales that aren’t part of any of the other factions. They have a small united military, a trade union and a bounty-hunting protocol – any criminal of one settlement becomes a criminal of ALL settlements, meaning that they have nowhere to run to within the CSE. The Last Chance Traders are part of the CSE and help organize and settle the bounties between settlements.

**MacPhearson Outlander**

As a MacPhearson, you live and breath Guns, Ammo and Whisky. Not so tightly-knit with the main families, you are basically Raiders with Kilts and bad accents. You function independently, but may do underhanded work for the larger of the MacPhearson clans. You rob those altruistic Arthurians. You loot those hippy communists. You steal from everyone, except other Macphearsons… No, wait, them too.

**Communists**

Communists have a strong sense of group responsibility and shared values; instead of going to school you are likely to have been tutored by many people, so your skills can vary. It is likely that you are a jack of all trades, yet a master of none. You are good at working in teams, but tend to falter if left on your own.

Communists are split into two political parties:

**Serpov** (Iron-fisted, extremely proud, great belief in comradery and brother/sisterhood, strong military force)

**Sabivat** (Calm, easy-going, peaceful, community-driven and hard working)

**Arthurian**

Your people are the Citizens of Camelot and its surrounding areas – from the Swampy grasslands of Warribog to the brackish waters of Lake Mersia! King Arthur is your ruler, wise, powerful and immortal. Your culture is vaguely medieval, maybe with better medicine.

You’ve left your family and friends in Camelot to wander the Wildlands, either to explore the world or to make a fortune to bring back to your home, or maybe just find a better life elsewhere. You were educated by your family (ie; not well) and you may not have very much combat training, but you are tough-skinned and used to living frugally! To deny Arthur or his powers angers you greatly, and you will usually buddy up to a Knight or Squire if there is one around. You may choose a Royal Knight to revere if you like.

**Arthurian Wizard**You were a very intelligent child and you had an awful lot of fun growing up playing around with electrical doo-dads or mixing random things together in the kitchen – Indeed, you saved up all of your hard-earned cash and enrolled in Borblemish Academy of Electromagicians and Apothocaries to study the magic of electricity and potion-making.

**Oxford Scholar**

**Scientist**
When you were 5 years old, you had for very first B.R.A.I.N and you scored exceptionally well! Your proud parents very willingly ‘gave you away’ to be raised by the Scientists in the Ivory Towers and were not at all threatened with violence, nor were you kidnapped if they refused to hand you over. Of course not, don’t be ridiculous.

**Finder**
As a Scholar you have been very well educated and raised with values of intelligence, sophistication and logic. However, rather than a life of study, you have chosen a different path: that of a Finder. Having scored well on your B.R.A.W.N, you underwent training to tough it out in the wildlands, collecting data, seeking the truth to myths and bringing back samples and relics - and 'escaped' scientists. You will know how to handle yourself in combat, but nothing advanced. You will be very skilled at keeping yourself alive (Medicine), and repairing any data banks you may find (Technology).

**Mad Scientist / Renegade**As an adult you did not share the same goals as the other scientists; maybe your ideas were too 'radical', or maybe your methods were a little 'extreme'. In any case, you have decided to leave the Ivory Towers and break into independent research, much to the anger of the other Scientists, who might be sending a team of Finders after you... Having been locked away in the Ivory Towers most of your life, you don't really know how to survive in the Wildlands well and you're social skills leave a lot to be desired. You are well trained in technology or medicine, but you're pretty useless in combat.

**Tribal**
Tribals are the descendants of those who survived the Blast; either without bunkers or those who opened their bunkers, by choice or malfunction, early after the blast. Due to their long isolation and extreme hardships these people faced in the early years their belief in science turn to superstition and shamanism. As a tribal, you are energetic, passionate and well trained in combat, but you also probably take a LOT of drugs. If you’re a Northern Tribal, advanced technology is quite awesome and even if you don’t know how it works, you still think it’s great – some even worship it! If you’re a Southern Tribal, advanced technology is EVIL, and you won’t have any part in using it.

## Step 3 - Choose Your Skills

**What kind of skills do you have?**

When you generate your character you will have a choice of **Skills**, which give you certain **Abilities** and supplement your character with items in addition to what you receive in your starting kit. It is a good idea for your skills to compliment your character’s background, or vice versa.

**Skill Cards** such as Treat Wound have an unlimited supply, though you can only replenish them when you are not on an adventure or mission - think of it like your character must rest and relax before they can perform surgery again or fix more armour.

All players start with **Medical Basic**, **Technical Basic** and **Light Armour** for **FREE**.

**You have TWO skill points to spend.** Spend ONE point to upgrade two skills to **Intermediate**, or spend TWO points to upgrade a skill to **Advanced**.

|  |  |  |  |
| --- | --- | --- | --- |
| **SKILLS** | **MEDICAL** | **TECHNICAL** | **ARMOUR** |
| Level | Cost |
| **BASIC** | FREE | **Stabilize Wound***+1 Medical Supply Card* | **Brute Force, Repair Light Armour***+2 Junk Cards* | **Light armour provides protection against the first two hits the character takes.**  |
| **INTERMEDIATE** | +1 Skill Point | **Stabilize Advanced WoundTreat WoundUse Advanced DrugsMix Basic ChemsetsDiagnose Disease/Poison***+4 Medical Supply Cards**+10 Treat Wound cards* | **Pick lock** **Repair ItemReplace Power CellRepair Medium & Heavy Armour.** *+8 Junk Cards**+10 Repair Item Cards* | **Medium armour provides protection against the first four hits the character takes.** |
| **ADVANCED** | +1 Skill Point(2 Total) | **Treat Advanced WoundPerform SurgeryAttach BionicTransplantMix Advanced ChemsetsTreat Disease/Poison***+2 Perform Surgery/Transplant cards**+5 Medical Supply cards**+5 Treat Wound cards* | **Repair Advanced ItemBuild ArtefactUse Explosives*+****5 Repair Item Cards* | **Heavy armour provides protection against the first six hits the character takes** |

## Step 4 – Choose Your Stats

**What makes you great?**

Your Stats are areas in which you are very gifted. **Perk Cards** are organized into these categories - when you receive a Perk Card, you may choose to pick a **General** one, or one that relates to a particular Stat. For example, **Strength**-based Perk Cards will give you actions focused on melee damage, or lifting heavy objects.

 **You can pick TWO stats.** i,e you can have STR and INT.

**Strength (STR) =** You are physically strong. **Perks Cards will allow you to lift more and deal extra damage with melee attacks.**

**Dexterity (DEX) =** You are nimble, agile and fast. **Perk Cards will focus on avoiding attacks, and moving quickly.**

**Charisma (CHA) =** You have got a great personality and you bluff really well. **Perk Cards will allow you to lie, bluff and gain more reputation points.**

**Intelligence (INT) =** You are a smarty-pants. **Perk Cards give you the ability to gain more information on other people and discern weaknesses.**

**Constitution (CON) =** You are really tough and can take a lot of damage. **Perk Cards allow you to reduce your Sickness levels, increase defense and move when injured.**

**Unaligned characters can choose ANY two stats.**

**Macphearsons** automatically get **CON**

**Scholars** automatically get **INT**

**Arthurians** automatically get **STR**

**Tribals** automatically get **DEX**

**Communists** automatically get **CHA**

## Step 5– Choose your Talents

**Please select TWO talents** - This list is not exhaustive: If you have an idea for a new Talent, please suggest one to us!

**General Talents**

**Faction Trader** – Must belong to one of the factions. You receive a loan of goods to trade with at the start of the event, but at the end of the event you must send off a shipment of goods of the same or better value back to your faction. Sending more than you need back to your faction earns you Rep, but sending less means they send Loan Pikes after you…

**Loyal** – Must belong to one of the Factions. You receive extra supplies at the start of each event from your faction. If you leave or betray your faction for another or kill a loyal member of your faction, you become NOTORIOUS. Your rep with that faction drops to -10 and you will be mercilessly hunted down and torn to shreds. Oh, and you no longer get your supply pack.

**Reputable** – You start your character with +5 points of rep for your faction. If you are unaligned, choose a faction you want Rep with. Requires the CHA stat.

**Cook** – You start with one Chemset in addition to your starting equipment and one each event.

**Jack-be-Nimble** – You can perform any technical or medical card-based action in half the stated time ONCE PER DAY. Requires the DEX stat.

**Ham-fisted** – you can use BRUTE FORCE in half the stated time. Requires the STR stat.

**Level-headed**- you can re-draw any openable Action Card ONCE PER DAY. Requires the INT stat.

**Tough Guy** – You can ignore the knock-out effects of an Advanced wound ONCE PER DAY. Requires CON.

**Gun-Fu** – When you duel-wield two pistols and fire shots at the same time and they both hit the same NPC target, you can call CRITICAL. Can only be use ONCE PER DAY

**CSE-only Talents**

Bounty Hunter – You can inquire about the Rep of any Person or Team ONCE PER DAY.

Grenadier – You start with 3 grenades in your starting kit and one extra at the start of each event

Insulated – You do not gain sickness from changing/charging Power Cells.

Poisoner – You get 5 doses of poison with your starting kit and at the start of each event.

**Tribal-only Talents**

Blood Preist – Northern Tribals: Give yourself a basic/advanced wound, and you are able to re-charge a Power Cell/Advanced Power Cell.

 Southern Tribals: Give yourself a basic/advanced wound and gain the ability to heal or cause a basic/advanced wound.

Witch doctor – You get two Chemsets at the start, and one extra at the start of each event.

Radical – Your natural ancestors are Blast survivors, and it has made you really resilient! Your environmental resistance is one level higher than non-radicals, including when filters and Gruff are being used. For example, you may enter a Yellow Zone unprotected with no ill effects.

Cannibal – By eating the flesh of a recently deceased person, your wounds will automatically stabilize for the rest of the scene. If you are caught, you will gain negative rep with any faction that knows, because you are a disgusting cannibal.

**MacPhearson-Only Talents**

Distiller – You get two bottles of The Real McKay at the start of each event.

Lord of War – You can buy New ammo at the price of Pre-blast ammo from MacPhearson traders.

Highlander – You can cause STRIKEDOWN with a two-handed melee weapon ONCE PER DAY.

Tougher Guy – You may ignore the knock-out effect of your first Advanced Wound of that day.

**Arthurian-only Talents**

Armour Smith – 1 junk card repairs 3AP instead of 2, and the time taken to repair armour is halved.

Black Knight – You may ignore the knock-out effect of your first Advanced Wound of that day.

Apothecary - Healer: The ability to heal people with herbs and tincures as if you are using as Stimpatch on a treated wound ONCE PER SCENE.

Poisoner : You get 5 doses of poison with your starting kit and at the start of each event.

Electromagician – You can use a basic power cell to charge an advanced power cell without the use of a PCTD (but you gain one sickness level).

Defender - You may generate a character with a large sheild with which you can deflect any melee attacks, including arrows, providing you bring your own phys-rep.

**Scholar-Only Talents**

Insightful - You can use the INSIGHT skill to determine the identity or value of any unknown item in your possession ONCE PER DAY.

Bookworm - You can use RESEARCH to increase your skill by one level once per day in order to perform a task, but you must read up on the task for 10 minutes beforehand, and once the task is complete, you forget it all.

Insulated – You do not gain a sickness level from changing/charging Power Cells.

Fully Charged – You can generate your character with a small energy weapon (vortex one-shot) and 5 energy discs, but you start without any basic rounds. You get an additional 5 discs at the start of every event.

Backdoor – Renegade/Mad scientist ONLY – you still have access to your Bit Account despite having disbanded from the Scholar community.

**Communist-only Talents**

Party Member – Serpov: Strong-willed and proud, you get +5 Rep with Serpov NPCs

 Sabivat: Hard-working and fair, you get +5 Rep with Sabivat NPCs

Iron Curtain - You may generate a character with a large sheild with which you can deflect any melee attacks, including arrows, providing you bring your own phys-rep.

Red Menace - You can cause STRIKEDOWN with a two-handed melee weapon ONCE PER DAY.

Grenadier – You start with 3 grenades in your starting kit and one extra at the start of each event

Engineer – You may fix any item without a repair item card ONCE PER DAY.

# ABILITIES

These are the things you can do with your skills! The more skilled you are in something, the more abilities you get to use for that skill.

**Medical Abilities are covered in the Medical Procedures section of these rules.**

**Repair Item**
To repair a broken device you should select and open one of your **Repair Item** card and read the enclosed information. If you do not have enough light to read the card then you do not have enough light to repair the device. The information within will tell you how many Junk cards and time will be require to fix the device. If you do not have enough junk cards available you cannot fix the item. Once a card has been open the damage is now set. Another player may attempt to repair the device but they should use the same card. Sometimes an item may be beyond repair and will be impossible to fix.

Backpack items break often due to the lack of new parts, requiring you to open a Repair Item card after each use/Adventure.

**Repair Armour**
Like any other broken object, repairing armour requires Junk cards and time. **You do not need to use a Repair Item card**.
**Light** armour takes one Junk card and one minute to patch up its **two** armour points.
**Medium** armour takes two Junk cards and two minutes to patch up each of its **three** armour points.
**Heavy** armour takes three Junk cards and three minutes to patch up each of its **six** armour points

**Use Explosives**
Explosives can be a very dangerous yet effective tool. Explosives can also be used to open containers; to do so please inform a director of your intent.

 Explosives are represented by brightly-coloured beanbags, accompanied by an **Explosives Card** describing the type of explosive and its use. On the back of the Explosives card will be the maximum blast radius of device, but can be reduced when the explosive if primed.

**Pick Lock**
Most containers can be opened with a bit of skill and time and sometimes luck. Locked containers will have a card attached describing the type of lock and how it can be opened. Details of how long picking the lock will take will be on the reverse of the lock card and are subject to your own skills. Beware though, some locks may be too damaged to open and can only be opened with Brute force or a **Jack Device**.

**Brute Force**
Some containers can be broken open by the use of brute force. This takes the time stated on the lock and a Junk Card. This normally takes more time than you will have on the adventure, however some containers can be moved and opened by brute force after the adventure at your leisure.

**Replace Power Cell**
Unlike regular ammo, an amount of skill is required to replace power cells in powered weaponry. This skill allows a character to replace a dead power cell with one found in the field or purchased. Once a power cell has been drained it is useless and must be replaced for the device to be used again. Replacing a power cell or advanced power cell will cause the character to gain one sickness level.

**Build Artefact**
Artefacts are **extremely powerful** Pre-Blast items. Most Artefacts found will be broken, missing several vital **Components** and require to be rebuilt. If you have **the Advanced Technical** skill, you have the technological expertise to figure out how to build an Artefact, despite not knowing what it does.

 A found **Artefact Hull** is phys-reped as a rip-tab lammie, and on the back of the card will be a list of items required to rebuild it. Once all of these items are collected together, a character with the Advanced Technical skill can open the Artefact Hull to find the Artefact card. On one side will be the Artefact’s name and function, covered by a sticker, which cannot be removed until the item is tested to discern it’s function. All Artefacts will require an Advanced Power Cell that will be drained after each use. Artefacts will also break after each use and will need to be repaired with the use of a Repair Advanced Item Card.

# COMBAT

## Combat Calls

 **'Explosion'** – Used to indicate an explosion has occurred. Has the effects of Mass, Strike down and damage as directed.
**'Grenade'** – Used to indicate a grenade has been used. Has the effects of Mass, Double & Strike Down

**‘Mass’ –** Anyone within a certain area is affected and must take damage as directed, applies to explosions and grenades.
**'Stabilized'** – Used to inform a player that his wounds are now stable, and will not bleed out.
**'Dodge'** – Dodge allows you to move out of the way out of a bullet or melee strike, avoiding the hit or effect.

**‘Double’** – The shot or hit causes two points of damage instead of one.

‘**Through’ –** The shot or hit ignores armour, causing a Basic Wound. All energy weapons ignore armour, but do not break it.
**‘Critical’ –** The shot or hit causes an instant Advanced Wound
**‘Strikedown’ –** Causes your character to fall down, even if protected by armour. You may still use your weapons while on the ground. Roleplay it as you like.

**'Nuke/Obliterate'** – All Characters on the adventure along with all items, Creatures, NPCs etc are obliterated. This may not be countered by a dodge.

## Armour

Armour can protect you from global hits during combat (meaning you are protected over your whole body). If your armour has any hit points left after the adventure/mission is over, the armour only has surface damage. If all these hits are depleted, the armour is broken and must be repaired.

*Bob’s Story
Bob has medium armour, which confers FOUR hit points.*

*Bob is hit FOUR TIMES in various places, depleting all his armour. His armour is now broken.*

*Bob is then hit in the chest and because his armour is broken, he suffers a Basic Wound on his torso.*

*Bob’s friend Michael uses a Stimpatch to stabilize the wound.*

*Michael is able to Treat Bob’s wound and it heals well.*

*Bob finds a safe place to Repair his armour, hopefully his team will wait for him.*

## Damage

**All firearms and melee hits cause ONE point of damage unless otherwise stated.** Once armour is depleted, the first hit will cause a Basic Wound, and the second will cause an Advanced Wound. Exceptions to these rules can be caused by certain actions, special weapons and perk cards*.*

**Firearm hits**
If a firearm hits a character in any place, that is a hit. ALL HITS CAUSE STRIKEDOWN – this means that you must obviously fall to the floor as if you have been hit. If a weapon/prop that is carried or strapped to the body is hit by a shot or attack, it is counted as hitting the character holding the item. Armour applies to both situations.

**Melee hits**
Using a Melee weapon requires a combat safe phys-rep and for you to demonstrate safe combat style. A Melee weapon causes a single hit each time you strike a target with it but does NOT cause Strikedown. Amour applies against melee damage like firearms.

For the purposes of this game, Crossbows and Longbows will be classed as long-range melee weapons and do not cause strikedown.

**Brawling**
There are no rules for brawling and we do not wish to encourage players to do so. While role-playing such a fight is not banned no damage will be done and the first to draw a knife or firearm will normally win.

# ITEMS & WEAPONRY

## Card Types

To make trading and carrying items simple and easy, many items are presented in the form of laminated cards or ‘**lammies**’. Lammies are sealed to protect them from getting wet or torn, and once used, will be recycled back into the game.

Other cards are **Rip-Tab cards**, which are not laminated and can only be used once – Skill Cards and Drugs are Rip-Tab cards.

It is important to keep these cards safe and dry so that you can read the text on them. Rip-Tab cards are folded cards containing information on the outcome of your action. The have been stapled together, and have a perforated edge that allows the staples to be torn away, so that the card can be opened.

### Skill Cards

These cards are not in-game items, rather they represent the number of times you can use certain skills, and the outcomes of those actions.

The information inside skill Cards is double-printed – containing two different effects:

**Treat Wound Card:** contains instructions for both Basic and Advanced Wounds, denoted by a watermark – Follow the instructions for the type of wound you are treating.

**Repair Item:** Contains instructions for repairing regular items and Advanced items, denoted by a watermark – Follow the instructions for the type of item you are repairing. Armour is counted as a regular item.

**Perform Surgery/Transplant :** This card is printed on the outside with Surgery and Transplant – Open the card from the side which depicts what skill you are using, and follow the right-side up instructions.

For information on Drug cards, see the ‘**Drugs**’ section of these rules.

## Items

 **Junk** - Used to repair items and armour, represented by Junk Cards. If you intend to carry and use a lot of junk we advise you to carry a bag or satchel filled with appropriate phys-rep items.

**Medical Supplies** - Required for Medical procedures and Represented by **Medical Supply Cards**. If you intend to carry and use a lot of Medical Supplies we advise you to carry a Doctors bag or Medical Kit filled with appropriate phys-rep items.

**Food (labelled/unlabelled)** - Items that can be found on missions and when scavenging. They can be sold to traders or other players but have no in game effect other than as a trade item. Labelled cans have twice the value of unlabelled cans, regardless of their innards.

**Pre-Trauma Pack** - For the next adventure or scene any wound the character takes will automatically stabilize. This is very useful to individuals wandering the wildlands on their own or without friends with medical skills.

**Power Cell** - Used to power some items and weaponry. Power cells function for one adventure or scene, but can be recharged. Some advanced items require a power cell or advanced power cell for them to work, as well as any Phys-rep which requires batteries (i.e., Nerf Havok/Stampede/Rayven). A weapon, such as the Nerf Havoc, which can fire with or without batteries, only requires a power cell if the electric function is used. At the start of the adventure, a ref will note what items are being activated during the mission brief so that the Power Cell of that weapon can be recorded as EMPTY at the end.

Players will need the skill **Replace Power Cell** and an unused Power Cell in order to replace an empty one.

**Pre-Blast Book** – As well as being inherently valuable as trade items, books can give an insight in to the pre blast world.

**The Real McKay** – A special Whisky! Only Macphearsons sell it and they only sell it to other Macphearsons. They don’t like it when other people drink their whisky. Due to the special tough-glass bottles, they can also be used as Melee Items (appropriately phys-reped).

### Protective Equipment

**Filter** – Phys-Reped by the use of a **Face/Gas Mask**. Lasts for one adventure and can also be consumed during side missions, mini-games and tavern sessions. A Filter will protect you from gaining sickness levels in **YELLOW** zones.

**Environmental Protection Suit (EPS)** – A rubbery full-body hazard suit. An EPS will protect you from gaining Environmental sickness levels in **ORANGE** zones when combined with a **Filter**. Ripped or damaged suits will not protect you.

**Environmental Danger Detection (EDD) Strip** – When exposed to the environment for 5 seconds or pressed against the player’s skin, reveals either ZONE TYPE of the current adventure or the character’s current Environmental Damage Level. Single use only.

### Bags

For effective roleplaying, we have limited the amount of card-type items you can carry in any one bag, eliminating the ‘Bag Of Holding’ or ‘Mary Poppins’ effect of bags attempting to warp the physical boundaries of our universe. This includes medical supplies, junk, and drugs. You may carry as many bags are you like, but only one backpack.

With a **small** bag or satchel you can carry up to **twenty** item cards.

If you have a **medium** satchel or backpack you may carry up to **fifty** item cards.

If you have a **large** backpack/burgan you may **carry as many item cards as you want to**. If you are wearing backpack, you may not carry a **Backpack Item** at the same time.

### Advanced Items

**Pre-Blast Technology** – Working items from the Pre-Blast era such as Televisions, Cassette players and even Toys. They are breakable items that cannot be made new, and are very valuable.

**Artefacts –** Technologically advanced items from the Pre-Blast world. They are each unique in themselves and EXTREMELY valuable. They are never found in working order and do not come with instructions. **Artefacts Hulls** will need to be repaired with **Components**. Artefacts also break after each use, requiring new components to be found so that it can be rebuilt.

**Auto-Injector** – Automatically injects the wearer as soon as they are injured with whatever is loaded in to the device. More advanced versions of the auto injector may be possible to acquire.

**Advanced Power Cell** – Used to power Advanced items and Artefacts.

**Chemset** – A selection of pharmacologically-active compounds, used in the creation of drugs. If you have **Intermediate Medical**, you can combine chemsets of different types to make large amounts of different drugs, but you have to find out their combinations yourself. You can make basic drugs with sets A, B, C, D and E, and Advanced drugs with sets X, Y and Z.

**Robotic Body Part** – Parts from broken robots, can be modified to be used as a bionic body part.

**Nerve Signal Adaption Unit (NSAU)** – Can be fitted to a robotic limb adapting it to be used as a bionic body part.

### Backpack Items

 Backpack Items are large, bulky devices that are carried like a rucksack. They can be incredibly useful in the right circumstances, but most will require power and maintenance in order to function – You cannot carry a Backpack Item if you are already wearing a backpack, or another Backpack Item.

All backpack items require either a Power Cell or an Advanced Power Cell. When the power cell is drained, it will then have to be replaced. These items can also be used if plugged into a hard point (electrical outlet). If you put an Advanced Power Cell into an item that requires a basic Power Cell, it overcharges it and the item breaks after one use. Conversely, you can use 3 basic Power Cells to power something that requires and Advanced Power Cell, but the cells melt together and become unusable, and the backpack item breaks after its next use.

Backpack items can be damaged by stray shots, melee attacks or deliberate sabotage. Depending on the amount of hits taken or the amount of time spent on the sabotage, the item will require Repair, Advanced Repair, or become Irreparable.

**Power Cell Transference Device/PCTD** - Used to charge empty power cell can be used to convert 2 power cells in to an advanced power cell or an advanced power cell to 2 power cells. Does **not** require a Power Cell to function. Character gains one sickness level per use. INSTEAD, it requires a hard point (electrical outlet) to plug in to.

**Environmental Damage Detection Kit/EDD Kit -** Functions much like an EDD strip, but has infinite uses. Requires a Power Cell to function.

**Emergency Medical Resuscitation Device/EMRD Kit -** Can be used on a character that has recently died due to failed surgery or sickness to resuscitate them. After use, the patient will still require Surgery in order to recover. An EMRD cannot be used to bring back a character that has been obliterated or devoured. Requires a Power Cell to function.

**Jack Device** - Opens boxes. When placed in front of any locked container, the jack device can be activated to cut it open in 3 minutes. Requires a Power Cell to function.

**Environmental Breathing Unit /EBU** - Wearing an EBU prevents you from gaining Environmental sickness levels in ORANGE zones, and also changing Power Cells and being hit by Radioactive Ammunition. Requires a Power Cell to function.

**Advanced Respiratory Repair System/ARR-System** – Like an EBU, the ARR-system also prevents you from gaining environmental sickness levels in an ORANGE zone. However, an ARR-system will also reduce ANY sickness level you already have by one temporarily whilst worn. If you wear an ARR-Device for an entire Adventure, your Environmental Sickness level drops by one **permanently**.

**Auto-Med (Basic/Advanced) -** When activated for an injured character, an Auto-Med can stabilize or treat a basic wound. An Advanced Auto-Med can stabilize wounds, treat Advanced Wounds and perform Surgery. Requires a Power Cell/Advanced Power Cell to function. If a character finds an **Upgrade Unit**, they can turn a basic Auto-Med to an Advanced Auto-Med so long as they have an Advanced Power Cell.

**Sen Gun** - Extremely rare, very valuable. Sen Guns are large, fully automatic tripod-mounted weapons, carried in a convenient backpack unit. Sen Guns have several automatic firing options, but they cannot identify friend from foe without a linked ID card. A Sen Gun cannot reload by itself. Requires an advanced power cell to function, and Advanced Repair to maintain. *(Until we have a working nerf phyrep, a ref will stand with the weapon and blast at anything that fits the Sen gun’s programming.)*

## Firearms

In the game firearms are to be represented by foam dart throwing guns. A Character may have as many firearms as they can bring to the game. Using a firearm requires you to hit you target with the foam dart. Each hit either causes a wound or reduces targets armour by one point. To be a hit a round must fly directly from the gun to the target (also known as shooting) and not hit a proceeding objects/cover. Any round that hits after rebounding off any object should be ignored.

## Ammunition

Ammunition for all weapons is hard to find and costs caps. **Ammunition which is live must not be stored or carried loose**. It should be stored in weapons, clips, belts, etc. This is to ensure that spent ammo does not accidently come back in to play once it has been spent. Any ammunition scavenged from enemies or containers will be in clips, boxes or baggies.

A major problem in many Nerf-based LARP is not ammunition shortages, but the shortage of clips for loading weapons – therefore we ask that players bring as many ammo clips as they believe they will need, both for loading their weapons and carrying extra ammunition. If you wish to donate clips for the event, please hand them into GOD at the start of the event.

Regular Nerf rounds may be bought and sold in multiples of **SIX**, which is the smallest clip size, and only as stored in clips, boxes or baggies. This means you may also buy and sell ammunition that come in sets of **eighteen, twenty-six and thirty-four.**

Please hand any expended rounds to a ref at the next possible moment. All Firearm hits cause the target to fall over with the effect of ‘strikedown’. **If you are unsure of your actions after being hit, always assume strikedown.**

### Ammo Types

**New Ammunition** – Ammunition crafted before the event or by factions with higher technology, works in all guns. New Ammunition is represented by the **Blue coloured Elite Nerf rounds.**

**Pre-Blast Ammunition** – Old ammo from before the blast. Mostly works in older guns, but there’s no telling if it’ll jam or backfire. If you gun jams because you’ve loaded it with ammo that doesn’t work, too bad. Pre-blast ammo isn’t exactly abundant, but it is far cheaper than regular ammunition! These are represented by any Nerf ammunition that is not Blue or Green

**Energy Round** – Standard ammunition for Energy Weapons. Energy rounds are rare and difficult to acquire. Energy rounds ignore armour. This does NOT break armour that the player is wearing or reduce its protection level.

**Radioactive Ammunition** – Some ammunition rounds, like other metals from before the war, have become a conduit for deadly radiation and can cause **Sickness**. Radioactive Ammunition is represented by the **Green/Glowing Nerf rounds**. Though Basic Wounds are treated as normal, Advanced Wounds cause by radioactive ammunition will cause the character to **gain one Environmental Sickness level**.

**Anti-Tank Ammunition –** Designed to pierce through armour and thick metal, these rounds cause an Automatic Advanced Wound, breaking any armour in the process. They can only be used in very specific weaponry and are represented by **Red Mega Nerf rounds**

## Melee Weapons

Melee weapons can be a great supplement to firearms, especially when trying to conserve ammunition, but we do not suggest that you play a character that is ‘melee only’, as it will probably not end very well for you. A common weapon set for a Medic would be a small pistol and a knife, but a combat-focused character may prefer the use of a rifle and supplement it with a larger weapon like an axe.

A lot of melee items used in a post-apocalyptic world are modern things: wrenches, fire axes, pipes, shovels and cricket bats – We would prefer if character use these sorts of items if they are not playing **Arthurians**, who obviously prefer the use of middle-age weaponry.

Saying that, there’s no reason you couldn’t of raided a museum and grabbed some decent-looking maces! And of course, there are always private collections of weapons to be scavenged.

### Shields

If you are able to provide a phys-rep for a bulletproof riot shield, you may protect yourself from damage from firearm attacks and explosions (though all explosives will still cause STRIKEDOWN.). You may run and walk with a riot shield, but you may only use it for cover if you are standing still. You may not move while using the shield as cover.

Only Arthurians with the **Defender** Talent may use metal or wooden shields, as they are the only ones who have had the appropriate training. These shields will protect you from melee attacks, including arrows, but not firearms, or explosives.

## Advanced weaponry

**Energy Weapons**In the game energy weapons are represented by foam disc throwing guns (i.e. Nerf Vortex). They are rare and you may **not** start the game with them. Energy weapons ignore armour and will always cause a wound if they hit. However they are incapable of causing an advanced wound. If you are already suffering from a wound when hit then you will still not suffer an advanced wound. Robots however will be immobilized by energy weaponry.

Energy Weapons are experimental, unpredictable and **VERY RARE**. No player may generate a character with an Energy Weapon as a standard firearm. If a player brings a foam disc-throwing gun to the game, they may keep it in their tent or in an OOC area, but may not bring it with them during gameplay. Any Energy Weapons in IC areas will be lammied as unique items. Unlammied Energy Weapons are **Broken and Irreparable**.

**Unique/Named Weapons** – A unique or named weapons often has special abilities attached to it (aswell as a suggested cap Value). These abilities will be on the lammie attached to the weapon and may be clarified by a referee upon discovery. To use the special abilities, the gun must be loaded with New Ammunition (Blue darts see ‘**ammunition**’). The lammie will have the name and model of the appropriate phys-rep required to use the gun during gameplay. This lammie can be removed from the weapon phys rep to be used on the players personal Phys-rep to keep with their kit.

**Flamers**
Flamers are represented by ‘Silly String’ canisters held in special Phys-reps. Ammunition for these is the Silly String in the can attached to the Phys-rep. Flamers are non-refillable, so when the can is empty, the Flamer is empty and cannot be refilled. In order to cause a hit to an enemy, the silly string must be sprayed on the enemy for at least 1 second. If you are hit by a flamer you immediately suffer an **advanced wound**, ignoring any armour you may be wearing. If a flamer (or any bag or non-metal container containing a flamer) is hit by any firearm, energy weapon or other flamer, it immediately explodes, causing an advanced wound to any person carrying it and a 5-foot blast radius causing Strikedown and 1 hit.

## Explosives

Explosives are represented by appropriate phys-reps, accompanied by an **Explosives Card** describing the type of explosive and its use. On the back of the Explosives Card will be the maximum blast radius of device, but this can be reduced when the explosive is primed. Any character can use Grenades, but only characters with **Advanced Technical** know how to use other explosives.

As a general rule **all Explosives cause DOUBLE and STRIKEDOWN**, causing two hits and the target to fall over. Disarming an explosive comes under Technical or Advanced Technical, depending on the device.

**Grenades**
Grenades explode 5 seconds after being thrown, at the location they stop. The blast affects anybody within 6 feet. and damage is sustained to the torso.

**Grenade Phys-Reps**
The Grenade phys-reps provided by Broken-Eden will be **coloured beanbags**, in order to simulate the heft and slog of real grenades. Players who choose to bring their own phys-reps may use whatever they like as long as it is safe, and they do so at their own discretion – GRENADES WILL EXPLODE WHERE THEY **STOP**, which may not be the same place as where they are thrown to, or land in the first instance.

**Detonated Explosives** like C4 and Dynamite are placed and will explode in that location via Detonation, Timed Detonation or Remote Detonation.

**Detonation** is done manually via det-cord. The length of det-cord used is up to the player, but it should be more than the blast radius of the explosive to avoid injury.

**Timed Detonation** is set as the explosive is primed. The length of time is up to the player and can be up **to 1 hour**.

**Remote Detonation** is only possible if the player has a Radio Detonator.

# SICKNESS AND ENVIRONMENTAL ZONES

## Sickness

The world outside is toxic. No one is quite sure what is in the air that makes it so toxic, but it’s bad for you. And that’s reason enough to wear a mask. Some places are more toxic than others and can cause damage to your character.

**Environmental Sickness** is gained from exposure to dangerous environments, and being wounded by radioactive ammunition. See ‘**Environmental Zones**’ for more information.

**Addiction Sickness** is gained from using a drug and becoming addicted (see ‘**Drugs**’). Each addiction incident adds one sickness level.

**Poison Sickness** is gained from ingesting poisoned food/drink, or being wounded with poisoned weapons. Poisoned characters gain sickness levels over time.

**Disease Sickness** is gained from catching a disease and leaving it untreated. Diseased characters gain sickness levels over time.

**All sicknesses progress in same way and are measured in six levels.**

Level 0 - You are healthy and all skills function normally.

Level 1 – You are uneasy and irritable. All skills function normally. No other visible effects.

Level 2 - You are unable to utilize any advanced level skills or abilities. You are also unable to use heavy armour.

Level 3 - You are unable to utilize any skills or abilities other than those of a basic level and you start to slur your words. You are also unable to use medium or heavy armour.

Level 4 - You are unable to perform even the most basic tasks or wear any armour at all. You shake uncontrollably and have trouble talking and walking.

Level 5/Death - You suffer a horrible death. It’s extremely hard to get to this level of sickness before being treated: anybody who gets this messed up *deserves* to die.

If you are suffering from more than one sickness type, you will always suffer at your highest sickness level (different sickness drugs only count as one sickness type). Sickness levels **do not stack**.

### Poison

Poison can be used in a variety of ways. It is most commonly applied to weapons or added to food or drink. Entering an area containing poisonous gas or encountering a gas bomb without a filter causes you to become poisoned.

Players suffer one sickness level per DOSE/Hour until FLUSH is administered by a character with Advanced Medicine.

### Disease

If you catch a Disease you gain sickness levels over time until FREEDOM is administered by a character with Advanced Medicine. This will never be more than 1 level per hour.

Unlike other sicknesses, the symptoms you may suffer as the disease progresses may differ from those of addiction, radiation or poison, but they will still cause the same IC sickness effects. When you catch a disease, you will be given a card with symptoms relative to your disease. Any character with Medical Intermediate can diagnose you. Without Flush or Freedom to slow the effects, most diseases will kill you in two days

## Environmental Zones

The risk of environmental sickness varies for each adventure, depending on if you go into an environmentally dangerous area during the adventure. This is denoted by the **type of Zone** each Adventure or mission takes place in. There are five different Zones of escalating danger. These are as follows:

**Blue**: Zero background environmental damage. No need for protective equipment.

**Green**: Negligible environmental damage. No need for protective equipment. Example: taverns, populated areas.

**Yellow**: Unsafe level of environmental damage. Uprotected characters will gain gain **one sickness level**. Example: Background radiation, toxic sewage, airborne spores.

**Orange**: Hazardous level of environmental damage. Unprotected characters will gain **two sickness levels**. Example: Radioactive waste, highly infectious areas, poisonous swamp.

**Red:** Lethal level of environmental damage. Unprotected characters will gain **three sickness levels**. Open nuclear core, acidic atmosphere, Bunker 3, sulfuric rain.

*Sam’s Story
Sam is going on an Adventure into an Orange zone.*

*Sam wears a Filter in his gasmask and an EPS. He does not gain any sickness levels.
Sam’s EPS gets ripped, and is no longer protected by it.*

*Sam gains ONE Environmental Sickness level, as he is still partially protected by his Filter.*

*If Sam removes his gasmask while still in an Orange zone, he will gain one additional Environmental Sickness Level.*

You can also gain additional sickness levels on top of those from the by performing certain actions;

* Changing a **Power Cell** (if you have the ability) is a Yellow Zone activity. This cause the character to gain one Environmental sickness level if unprotected.
* Gaining an Advanced wound from Radioactive Ammunition will result in gaining one environmental sickness level. **Sickness levels received from wounds do NOT stack.**

### Protective Equipment and Drugs

**Filter:** Protects you from gaining Environmental Sickness levels in a YELLOW zones.

**Environmental Protection Suit (EPS) + Filter:** Protects you from gaining Environmental Sickness levels in an ORANGE zone. Ripped or damaged suits will not protect you.

**Environmental Breathing Unit (EBU):** Prevent you from gaining Environmental Sickness levels in an ORANGE zone, changing Power Cells and being hit with Radioactive ammunition. Requires a Power Cell to function.

**EBU + EPS:** Protects you from gaining environmental sickness levels in a RED zone, changing Power Cells and being hit by Radioactive Ammunition. Requires a Power Cell to function.

**Gloves**: Protection against gaining Sickness Levels while changing Power Cells, and certain diseases gained through contact with the environment.

**Gruff:** Protects you from gaining a sickness level in a YELLOW zone. Combined with a Filter it will protect you in an orange zone. Combined with an EPS and a filter will protect you in a RED zone

**Super Gruff:** Protects you from Gaining a sickness level in an ORANGE zone. Combined with a filter it will protect you in a RED zone

# INJURY AND DEATH

## Wounds & Advanced Wounds

If you are hit by a weapon **and have no armour points left**, you are wounded. The nature of the injury depends on the location you are hit:

-If you are hit in the **torso** or on a **limb** you will receive a **Basic Wound** to that location.

-If you **already have a Basic Wound and are hit in the same area**, you will then receive an **Advanced Wound** to that location.

-If you are hit in the **head** you will immediately suffer an **Advanced Wound**.

Basic wounds will progress to advanced wounds if not stabilized within **twenty minutes**.

Advanced wounds will result in **death** if not stabilized within **twenty minutes**.

If you receive a **wound**, you are **INCAPACITATED – The act of being shot has stunned your body.** You are unable to **walk** unassisted, but you are not unconscious. You may crawl slowly and shout/cry/scream, but you may not use any skills – meaning you cannot Stabilize or Treat your own wounds. You are still able to use firearms but you cannot reload them. **You are still able to use drugs.** Use of other items is at ref discretion.

 Once a wound is treated, you are no longer INCAPACITATED.

If you receive an **Advanced wound** or your wound progresses to an advanced wound, you are **UNCONCIOUS**. You cannot move, talk, use drugs or resist any actions against you such as Surgery, Execute or Devour.

**'Death shield'**
Once you are suffering an advanced wound, you are unconscious immune to any further damage from regular combat. This does not protect you from being devoured, executed, dismembered, or other deliberate damage. When in this state, any non-advanced wounds you may be suffering will not progress to advanced wound.

*Susan’s Story*

*Susan has a Basic Wound on her arm.*

*Susan is INCAPACITATED, and cannot stand. She shouts for a Medic to come aid her.*

*Susan’s arm is crippled – she uses her other arm to fire her pistol, but can’t reload it.*

*Susan is able to crawl out of the line of fire, and hides in cover until the Medic arrives.*

*The Medic arrives and helps Susan to safety, where he stabilizes and treats her wound. Susan is now able to stand unaided.*

*The Medic places a Stimpatch on Susan’s treated wound, and it will be healed in two minutes.*

*Susan returns to combat before her treated wound is fully healed.*

*She is hit again in the same arm. Her stiches break and her treated wound becomes an Advanced Wound.*

*Susan falls UNCONSCIOUS and begins to bleed out; she will die in twenty minutes if her wound cannot be stabilized.*

***Susan should have waited until her wound was healed before returning to combat.***

## Injury Flowchart

Basic Wound

Advanced Wound

**Heal Wound**
**Basic**
2 min with Stimpatch

**Advanced**
 10 min with 2 Stimpatches
**OR**
 5 min with Advanced Stimpatch

**DEATH**

20 Minutes/Hit Again

**Treat Wound**Open a Treat Wound Card and follow instructions within 20 mins

INCAPACITATED

UNCONCIOUS

20 Minutes

Regain Consciousness

No Longer Incapacitated

**Stabilize Wound**

Stimpatch + 1 Medical Supply Card**Basic**1 min **Advanced**2 min

If Hit Again

## Crippled and lost limbs

If a limb is crippled is has been damaged and cannot perform complex actions. With a crippled hand or arm you are able to cock a nerf weapon, but only if you can do it one-handed. If you are suffering a crippled leg you cannot run and can only limp at a walking pace. If a limb is lost this should be roleplayed. If you are suffering from a lost limb then you are unable to perform any action with the affected limb.

If you receive and crippled or lost limb result from a Treat Wound/Surgery card for a **Torso** hit, you have damaged an **internal organ**. For a **crippled** organ, you must administer Restore or have the organ repaired or have a transplant within 2 events. For a **lost** organ, a transplant must occur by the end of the event or else the character will die.

For a crippled or lost result from a head wound, an eye is lost. This is non-fatal.

 **Bionic limbs** are injured and crippled the same way as normal, however **there is no need to stabilize the injury**.

## Death

When your character is suffering from an advanced wound, is not treated in time, surgery fails, succumbs to Sickness Level 5, is executed, devoured or an obliterate call has been issued, then your Character is dead. Dramatic death scenes are not compulsory, but they are encouraged. You may lay still and silent for as long as is appropriate, such as waiting until all the other players have left the scene, or you have been taken away to be buried/destroyed. Once you've had your fun, simply go back to an OOC area, where you can generate another character. As soon as your new character is approved (and you have changed costume appropriately), you may go back into the game at your leisure by returning to the Tavern.

**Execution and being devoured**

Any character may kill an un-resisting target within 6 feet of them using a firearm or flamer and execution with a melee weapon must make physical contact. To use, call out “Execute…1…2…3…4…5…Dead”. You must make the full count or you cannot execute. Execute ignores armour /wounds and causes instant death.

Animals or cannibals can devour unresisting or restrained characters. Devouring takes 10 seconds and causes a hit and further devouring takes another 20 seconds. This continues until death. Some creature will attempt to devour unresisting characters. Devouring takes twenty second and causes a wound or an advanced wound if already wounded or death if already suffering an advanced wound, further devouring takes another twenty seconds continues the process until death.

# MEDICAL PROCEDURES

All Medical Procedures require the use of the Medical Skill. You can stabilize a Basic Wound at Basic level, but all other Abilities require the Intermediate or Advanced Medical Skill

## Stabilizing the Wound

Both basic and advanced wounds require to be stabilized before treatment. You should note the time of when you were injured; if you have not been stabilized **within twenty minutes** your character’s wound will become an advanced wound. An advanced wound causes the person who suffers it to fall unconscious. If an **advanced wound** is not stabilized **within twenty minutes** the character will **die**. You cannot use any skills while INCAPACITATED, and therefore **may not stabilize your own wounds.**

Wounds can be stabilized with the skill ‘Stabilize Wound’. Advanced wounds require ‘Stabilize Advanced Wound’. Both require the use of one Medical Supply Card representing bandages, swabs and other medical items used. This card should be handed to a ref at the next possible moment.

Stabilizing a wound takes **one minute**, Stabilizing an Advanced Wound takes **two minutes** and are not stabilized until the end of this time period. The stabilization procedure applies to all wounds the character has at the time. Therefore, stabilizing both an advanced wound and a normal wound would still only take two minutes. The stabilizing procedure must be unbroken by fighting or other distractions, otherwise the medic will have to start again.

## Treating the Wound

To treat a wound or advanced wound you should select and open one of your Treat Wound or Treat Advanced Wound card and read the enclosed information. If you do not have enough light to read the card then you do not have enough light to provide treatment. The information within will tell you how many medial supply cards and time will be require to treat the wound. If you do not have enough Medical Supply Cards available you cannot provide treatment.

Once a Treat Wound or Treat Advanced Wound card has been opened, treatment must be finished within twenty minutes or it will either progress to an advanced wound, or die if the wound was already advanced. The information within the card will also tell you if the character will require surgery. Some wound cards will inform you that the wound is worse or better than first thought. If the wound is better than expected, surgery does not need to be performed. If it is worse than expected, a secondary Treat Wounds/Advanced Wounds card must be opened and applied.

**Once a Wound has been treated, the injured character is no longer INCAPACITATED.**

## Healing the Wound

Once a wound has been treated it will begin to recover. Normally a wound will not heal until the end of the adventure or scene. This process can be greatly speeded up by the use of stimpatches, which will heal a basic wound in two minutes, and two stimpatches will heal an advanced wound in five minutes.

**Once an Advanced Wound has healed, the injured character is no longer UNCONCIOUS**.

## Performing Surgery

Should a character require surgery, they will not recover until they have received it. To perform surgery you should select and open one of your Surgery cards read the enclosed information. As before, if you do not have enough light to read the card then you do not have enough light to provide treatment.

The information within will tell you how many medial supply cards and time will be require to perform the required surgery. If you do not have enough Medical Supply Cards available, you cannot complete to need procedure. Once a Surgery card has been opened, it must be started within **thirty minutes** or the patient will die. The information within the card will also tell you any permanent effects to the character. As in the pre-surgery procedure, some cards will inform you that the wound is worse or better than first thought. **WARNING – Surgery is highly dangerous and can often result in character death.**

**For longer surgeries such as transplants or bionic attachment, any player with the Perform Surgery ability can opt in to help with the surgery, which will halve the time required for that surgery.**

## Transplant

A character capable of transplants can remove a body part or organ from a person carefully. If this is done then the body part can, in theory, be attached to a character that is missing that item. Doing either task is a highly complex affair and requires a surgery card to be opened in each case. WARNING – for this operation to work the removed body part must be fresh. If the donor has been dead for more than 30 minutes, or the organ/limb has been removed from the body for more than a 5 minutes (an hour if on ice), the transplant will fail.

As well as freshly-dead donors, it is possible to remove any body part from a living donor that is restrained or unconscious. Doing so takes **ten seconds** and will result in an advanced wound and the loss of that organ, or death if it is a vital organ (Heart, Liver, Stomach etc.). It is perfectly possible for a character to willfully donate a kidney or lung to another character that requires a transplant, and have both survive the procedure, though this is a very dangerous risk to take.

## Attach Bionic

If a limb has been lost and the wound treated, it does not simply grow back. Bionic limbs crafted before the blast and robotic parts can modify and fitted to a character that has lost a limb or an eye. Robotic parts must be in working order and have a Nerve Signal Adaption Unit (NSAU) fitted that will convert it in to a bionic part. Bionic parts can be attached by opening a Transplant card. If the limb is suffered a hit it will need to be repaired with a repair item card, if it is hit again before it is repaired it will need to be repaired with a repair advanced item card. Until a bionic is repaired it is useless and the limb crippled.

# DRUGS

Drugs have a range of effects that can mean the difference between life and death. Some drugs can only be administered by a character with the "Use Advanced Drug" ability and administering any of these drugs **always takes one minute**.

Most drugs, excluding Stimpatches, are represented by Rip-Tab cards. Open the card via the perforated edge and inside will be a description of the drug’s effects, and whether you have become addicted to that drug. **For every drug you use that says that you are Addicted, you gain one Addiction Sickness level.**

When addicted, you will suffer sickness equal to your highest addiction level, as levels **do not stack** (i.e., if you have a Level One addition to Bulkup and a Level Two addition to Gruff, you will suffer at Sickness Level Two).

**Managing an Addiction**
Flush can be used to detox your system by one level temporarily, and Freedom can be used to get rid of one addiction level permanently – But both of these drugs are addictive.

The only risk-free way to reduce your Addiction Sickness level is by going cold-turkey – you can permanently reduce your Addiction to a drug by not taking any of it for an entire Adventure.

**Chemsets**

In the wilds you may come across any number of Chemsets. These are a collection of chemicals that can be used to create useful drugs and medical supplies. To combine two Chemsets you must have the ability to do so from Medical Intermediate. Simply bring the two Chemsets you want to combine to a ref and you will receive the items created. All combination involving two Chemsets will provide useful results you should experiment to discover what items can be made. If you know what Chemsets are used to make certain drugs, you can reverse the process and use an amount of a certain drug to create a specific chemset. You will only get one type of chemset from this process.

**Advanced Chemsets**

Should you have Medical Advanced you are able to mix Chemsets X,Y and Z, which are mixed from Basic Chemsets. These work like normal Chemsets, however they cannot be combined with either of the basic Chemsets which are used in their creation. You can also reverse-engineer these Chemsets.

## Common Drugs And Their Uses

Drug Effects last until used up or until the end of the adventure and scene.

**\* = Advanced Drug**. Advanced drugs can only be made using Advanced Chemsets.

### Stimpatches

These are adrenaline-soaked adhesive gauze patches that can be applied directly to wounds**.** They can be used either to **stabilize** wounds or to **heal wounds after treatment**. All characters are able to use Stimpatchs, but they cannot be used to treat wounds.

### Basic Drugs

**Stimpatch** - Heals a treated wound in two minutes. Using TWO Stimpatches heals an advanced treated wound in ten minutes.

Super Stimpatch – Heals an advanced wound in five minutes.

Restore - When injected into a crippled limb it will permanently restore the use of that limb. Restore takes two minutes to take effect.

Buff - Allows the user to ignore incapacitation from a basic wound. The time to stabilize the wound before it develops into an Advanced wound is reduced to 10 minutes.

Bulkup - Allows user to ignore the first hit taken, as if wearing armour. Only effective if current armour is broken or the player has zero armour.

Hyper - Allows user to call a “Hyper dodge” against any one hit in the next adventure or scene.

Gruff – Raises your Environmental Protection level by one. Protects you from gaining a sickness level in a yellow zone.

### Advanced Drugs

**These drugs can** by used by anybody, but must be Administered by a character with the **Use Advanced Drug** skill.

Ultra Bulkup\* - Allows user to ignore the next two hits taken.

Super-Buff\* - Allows the user to stay conscious with an advanced wound. Time until death is reduced to 10 minutes.

Flush\* – Reduces the level of any Sickness by one for ONE DAY.

Freedom\* - Reduces all sickness levels user has by one level permanently.

Clarity\* - Character may ignore the results of the next one card they draw, and the player may draw again.

Anaesthetic\* - Causes a character to fall unconscious. They will remain unconscious for at least two hours or until the end of the scene.

Super Hyper\* - Allows user to call a “Hyper dodge” against any two hits in the current adventure or scene.

Pre-trauma Inject\* - For the next adventure or scene any wound the character takes will automatically stabilize any wound they take.

Super Gruff\* – Raises your Environmental Protection level by two. Protects you from gaining a sickness level in a orange zone.