**Diaspora Rules 4.0**

**Table of Contents**

|  |  |
| --- | --- |
|  |  |
| Character Creation Guide | 2 |
| Skills List | 4 |
| *Combat Skills* | 5 |
| *Medical Skills* | 8 |
| *Science! Skills* | 11 |
| *Social Skills* | 18 |
| Flaws | 24 |
| Pick up and Play Rules | 26 |
| Death and Dying | 29 |
| Surgery Flowchart | 31 |
| Pharmaceuticals | 32 |
| Herbalism Recipies | 37 |
|  |  |

**Character Creation Guide**

**Nation**

Pick a nation from which your character originates. The nations available are:

* Astreus
* Radovich
* Massara

**Guild (optional)**

You may choose at character creation to be a member of one of the original six guilds. These are:

* The Grubb Street Press
* The Guild of Shipwrights and Navigators
* The Guild of Rose and Ivory
* Aegis Associates
* The Radovich Imperial Institute
* The Van Maanen family

You may choose not to be part of a guild at all.

You may choose to be a member of more than one guild, but each subsequent guild membership after the first will cost you one of your skill points (see below).

The only exception to this is that any character may choose to be part of the newly created Guild of Explorers without having to spend any skill points on it.

**Starting Stats**

You start with 3 global hit points

You start with a bleed count of 3 minutes (180 seconds)

**Starting skills**

You have 5 points to spend on skills, plus one point per previous event in the system (for a character starting at E5 this would be 9 starting points)

You may pick up to 2 flaws from the list. These will give you back further skill points to spend.

**Starting Items**

Unless you have modified this with the skill “Assets”, starting characters may pick

* + 3 common items
  + 2 standard items
  + 1 uncommon item

You may combine item picks for the next level up at a ratio of 2:1, so instead of 2 common items you could pick 1 standard, 2 standard items = 1 uncommon and 2 uncommon items = a rare.

What is considered common etc in your faction of origin is detailed in the Starting Items Table (See section: Social Skills). If you belong to more than one faction, you can use the rarity value from either faction.

**Finishing Touches**

Pick a name for your character (please read the Note on Languages for ideas regarding the naming conventions of different nations).

Please send us a character background, of no more than 1 side of A4, single spaced, 12 point font.

**Skills list**

Characters starting at E5 have 9 points to spend on skills from the following list. Each level in a skill costs 1 point unless otherwise stated, and you must purchase levels in order. Some skills may branch, with multiple level 2s which are marked a, b, etc. There is no requirement to purchase all available level 2s before purchasing a level 3, merely the one with the same letter.

Where a skill has multiple options but is not divided into levels, a points cost for each option will be specified.

Skills are broken down into 4 categories. While there are no restrictions at character generation as to what type you may spend your points on, it is worth bearing these in mind for future character advancement.

Static skills – can only be bought at character generation. They cannot be improved in game.

Semi Static skills – can be bought at character generation or acquired/ improved through in game actions. You may not buy them with XP.

Flexible skills – can be bought and improved at character generation or in game with XP.

Tweaks - these are new skills that have been added since game start, and are now in the public domain. You may buy these with XP as normal. They are often more specialist versions of existing skills.

For convenience, the skills list is divided into 4 sections, Combat, Medical, Science and Social, plus flaws. You may purchase skills from any (or indeed all) sections.

Flaws do not cost points to buy – instead they give you back the listed number of points to spend elsewhere.

**Combat Skills**

**Hand to hand – Flexible**

While we would prefer this to be phys-repped by suitably telegraphed punches which DO NOT CONNECT, if you feel that would be unsafe to do so (eg during combat in the dark or in situations with limited space or visibility) please represent this with a light, open-handed tap to the arm between shoulder and elbow.

|  |  |
| --- | --- |
| 1 | You may call “strike” with a suitably telegraphed punch for 1 point of damage. |
| 2 | You may call “stun” with a suitably telegraphed punch, once per combat. |
| 3a | You may call “stun” with a suitably telegraphed punch, 3 times per combat |
| 3b | You may call “shatter” to break a target’s limb, rendering it unusable, once per combat.  You may use this skill at will outside of combat. |

**Archaic Weapons – Flexible**

|  |  |
| --- | --- |
| 1 | You may call “strike” with a sword or other non-technological melee weapon for 1 point of damage. |
| 2 | You may call “Strike 2” with a sword or other non-technological melee weapon, for 2 points of damage |
| 3a | You may call “Strike 3” with a sword or other non-technological melee weapon for 3 points of damage |
| 3b | You may call “shatter” with a sword or other non-technological melee weapon once per combat |
| 3c Tweak! | “Cosh”  Once per combat you may call “Stun” with a blunt instrument |
| 4b | You may call “shatter” with a sword or other non-technological melee weapon 3 times per combat |

**Firearms**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Clip | Range | Re-load Time | Rate of Fire |
| Pistols | 6 rounds | 8 paces | 1 minute | One call may be made every 3 seconds. The bonus for dual wielding is number of rounds before reload, not rate of fire. |
| Rifles | 1 round | 20 paces | 5 seconds |
| Shotguns | 2 rounds | 5 paces | 10 seconds |

**Firearms (Pistols) - Flexible**

|  |  |
| --- | --- |
| Skills 1-4a | A standard pistol holds 6 rounds. In each clip of 6, you may use the following calls, depending on your skill level. They may be used in any order. |
| 1 | 6x “Bang 1” |
| 2a | 3x “Bang 1”, 3x “Bang 2” |
| 3a | 2x “Bang 1”, 2x “Bang 2”, 2x “Bang 3” |
| 4a | 3x “Bang 2”, 3x “Bang 3” |
| 2b | Your re-load times are reduced to 45 seconds per pistol |
| 3b | Your re-load times are reduced to 30 seconds per pistol |

**Firearms (Rifles and Shotguns) - Flexible**

|  |  |
| --- | --- |
| 1 | You may call “bang” with a shotgun or rifle for 1 point of damage. You may reload a firearm with appropriate role play. |
| 2 | You may call “bang 2” with ashotgun or riflefor 2 points of damage |
| 3 | You may call “bang 3” with a shotgun or rifle for 3 points of damage |
| 4a | You may call “shatter” with a rifle to break a target item or limb once per combat.  You must identify the item or person you are targeting when you make this call |
| 4b | You may call “stun” with a shotgun twice per combat. |
| 4b (i) Tweak! | “Both barrels”  You may call “Mass Stun” in an arc in front of you with a shotgun once per combat. The shotgun must be fully loaded before you make the call, and will require re-loading before you can make another call. |

**Agile - Flexible**

|  |  |
| --- | --- |
| 1 | Once per combat you may call “missed me!” and take no damage from a call of “Strike” or “Bang”  You must still take the effect of a call of “Stun”, “Shatter”, “Tox” or “Zap”  If the “Strike” or “Bang” call does more than one point of damage, you may use a “missed me” call to receive a glancing blow, and only take one point of damage. |
| 2a | 3 times per combat you may call “missed me!” and take no damage from a call of “Strike” or “Bang”.  You must still take the effect of a call of “Stun”, “Shatter”, “Tox” or “Zap”  If the “Strike” or “Bang” call does more than one point of damage, you may use a “missed me” call to receive a glancing blow, and only take one point of damage.  This replaces level 1 – it does not stack. |
| 3a | You may use a call of “missed me” to take no damage from a “Strike” or “Bang” that does more than one point of damage |
| 4a | You may use a call of “missed me” to avoid the effects of “Stun”, “Shatter” or “Toxic” |
| 2b | 3 times per day you may call “Get Down!” You and anyone else in hearing can fall to the floor and avoid a call of “Boom” |
| 2b (i) Tweak! | “Missed You”  Once per combat you may call “missed you” to take a damage call meant for another person within an arm’s reach of yourself. They do not take any damage or effects from the call. |

**Hardy – Static**

|  |  |
| --- | --- |
|  | NB: You may only have as many technological body-modifications installed as you have hit points -1. |
| 1 | You start play with 4 hit points instead of the usual 3 |
| + | You may take this skill multiple times, for an additional hit point each time at a cost of 1 skill point per hit. |

**Tough - Static**

|  |  |
| --- | --- |
|  | NB: in addition to the stated effects, each level taken in this skill increases your resistance to Spores… |
| 1 | Your bleed times are doubled |
| 2a | A surgeon does not have to use a random envelope when performing surgery on you, even if your bleed count has reached the point where that would normally be the case.  If they do not have any known envelopes left, they must still use a random envelope. |
| 3a | You may still move and act while on your bleed count. |
| 2b | The maximum safe dose of any drug is considered to be one dose higher than usual for you. |

**Medical Skills**

**First Aid - Flexible**

|  |  |
| --- | --- |
| 1 | You can staunch a wound. This pauses the patient’s bleed count. |
| 2 | You can bandage a wound to stabilise a patient.  The patient can then be moved, or you can stop providing first-aid, and their bleed count will not re-start |
| 3a | You can assist a surgeon. This reduces the treatment time of the wound by 5 minutes. |
| 4a | Once per patient, per day, you can assist a surgeon and they do not need to open an envelope. The patient is automatically fine. |
| 3b | You can splint a shattered limb. It can then be used again. |
| 4b | “Nice Cup of Tea”  Once per encounter per patient, you may provide them with a nice cup of tea, or medicinal alcohol, to restore a single hit point instantly. |

**Pharmacist - Flexible**

|  |  |
| --- | --- |
| 1 | You start play with the drugs lore-sheet  You will be issued a prescription pad, which may be used to requisition pharmaceuticals |
| 2a | You may take a blood sample from a patient to see what drugs they have taken over the past 24 hours |
| 2b | You have a licence to carry and prescribe one of the drugs that is highly regulated in one or more nations. (See contraband section of Drugs lore-sheet)  This skill may be taken multiple times |

**Surgeon - Flexible**

|  |  |
| --- | --- |
| 1 | You may perform surgery with 15 minutes of appropriate role-play.  You will know the contents of 1/3 of your surgical envelopes |
| 2a | You can perform an autopsy on a corpse, and tell how that person died |
| 2a(i) Tweak! | You may perform diagnostic surgery on a patient to find out the cause of a malady.  This takes 15 minutes of appropriate roleplay, causes 1 point of damage to the patient, and requires the surgeon to open a surgery envelope. |
| 3a | You can perform transplants of limbs, organs etc  This takes 15 minutes of appropriate roleplay, causes 1 point of damage to the patient, and requires the surgeon to open a surgery envelope. |
| 3a(i) Tweak! | You no longer cause 1 HP of damage when performing transplants/ installing technology, though you must still open a surgery envelope. |
| 3a(ii) Tweak! | You are a skilled enough surgeon that you do not need to open a surgery envelope while performing an elective procedure (transplant / installation) |
| 4a | Once per event, you may ignore the contents of an envelope that would result in the patient’s death. The patient recovers normally.  You may do this, *even if you are only assisting with the surgery*. |
|  |  |
| 2b | Your surgery times are reduced. It now only takes 10 minutes to treat a wound. |
| 3b | You do not have to use a random envelope if the patient has exceeded 2 minutes of their bleed count.  You must still use a random envelope if you have run out of known ones, or if the patient has the flaw “unlucky” |
| 4b | You begin each event with an extra 3 surgical envelopes, in addition to your usual 12 +1, and you will know their contents. |
|  |  |
| 2c | You now know the contents of 2/3 of your surgical envelopes |
| 3c | Once per day, you may discard a surgical envelope without the patient taking the effects, and draw a new one.  The patient must take the effects of the second envelope. |
| 4c | Once per day, you may discard a surgical envelope and draw a new one.  The patient may take whichever effect is more favourable. |

**Herbalist - Flexible**

|  |  |
| --- | --- |
| 1a | You can brew Teas from basic herbs.  A Tea takes 5 minutes to brew, and 5 minutes to prepare the herbs for brewing. Prepared herbs keep for 3 months before losing their efficacy (ie can be made in downtime to be used at an event, but will not keep between events) Once brewed, a tea must be drunk that day to gain the effects. |
| 2a | Your prepared herbs will keep for 6 months (ie: can be made at one event and will keep for use at the next event) |
| 1b | You can prepare Incense which will affect the emotions of those who breathe the smoke. This can be prepared either for individual consumption (eg in a small censer) or can produce enough to fill a small room.  Incense takes 10 minutes to prepare, and 30 seconds to take effect once inhaled.  The effects last for an hour if taken as an individual dose. If using the incense to fill a room, the smoke persists for an hour, but the mood altering effects on a person will fade after 5 minutes in the fresh air.  Prepared incense keeps for 3 monthsbefore losing their efficacy (ie can be made in downtime to be used at an event, but will not keep between events) |
| 2b | The mood-affecting properties of your incense last for longer (2 hours) |
| 1c | You can prepare Salves and lotions. Salves take 10 minutes to prepare, and 1 minute to apply. Once prepared, the salve will keep for a week. |
| 1d Tweak! | Essentialist  You will be given a list of individual herbs and their properties when used alone, and may – through trial and error – attempt to improve on herbal recipes you already know, or create new ones. |
| 2d Tweak! | Scientifically Minded  You may perform experiments on plants as if you had the Life Sciences skill. This will not allow you to create blueprints or prototypes, but will allow you to determine the general properties of an unknown plant and some of its potential uses. |
| 3d Tweak! | Cross-Breeder  As a downtime action, you may attempt to breed/ genetically engineer a new plant, or enhance the properties of an existing one… |

**Science! Skills**

Science works a little bit differently to the other skills. Instead of levels, there are 4 disciplines, each of which cost 3 skill points to purchase, and will allow you to make different discoveries and give your science a different flavour. Each discipline also comes with an extra “perk” as detailed below.

**Experiments**

All scientists can perform **Experiments** with the appropriate (or inappropriate) facilities. If you want to seek an answer to a question or perform inappropriate science, please speak to a Ref (usually Pete) and we can discuss what you will need.

In addition, there will be a number of envelopes in game, with a symbol representing one or more of the potential scientific specialities. Scientists can open the envelope if they can match all of the specialisation symbols on the envelope. This takes 5 minutes of appropriate roleplay. Multiple scientists can contribute in order to match all the symbols.

|  |  |
| --- | --- |
| Military |  |
| Engineering |  |
| Life Sciences |  |
| Communications |  |
| Neutral – any discipline can be used, including Mechanics |  |

There may be other symbols on envelopes other than those listed here, but the principle is the same. You will receive a note in your character pack to say which ones you can open.|

**Blueprints**

All scientists can create **Blueprints** of inventions from their particular discipline. Some inventions may work better when disciplines work together, some require it.

To create blueprints, you will be given a roll of blueprint paper for the event. Draw out your design, stating what you intend for the device to do, what components you are using, and listing your disciplines and those of any scientists assisting you.

Send the prints in for approval (by a ref) who will then return the paper, marked with a Lammy Code. This will give an indication of how well designed and stable the prototype will be. (Some of the codes may indicate that this device will not work).

**Prototypes**

Blueprints can be used to create **Prototypes** of your inventions.

This can be done in downtime, or in uptime. Uptime building of a prototype requires:

* Blueprints
* Components (minimum 3 per device – see below)
* The relevant Mechanic skill (see below)
* Up to 30 minutes of appropriate roleplay
* A phys-rep supplied by the player

Players with the relevant “Contacts” skill can also telegraph the blueprints to their contacts who will attempt to produce a prototype for you.

**Using Components**

Each device requires minimum 3 components to create.

Using certain components will allow your device to do certain things (see table below) – This list is not exclusive and should be inspirational rather than restrictive.

Some components are useable by all scientists, others are restricted to one or two disciplines. This means that only someone with the relevant discipline can design blueprints using those components. Mechanics can create prototypes using any components, regardless of discipline.

Stability

Some components are inherently unstable. This can be countered with components that stabilise them on a 1:1 ratio.

Devices with more than 5 components are automatically unstable, regardless of the number of stabilising components used in their creation.

Design

Whether a device is well or poorly designed is at the discretion of the ref.

If your blueprints are clear, logical, interesting, and contain relevant components for the intended effect, it is more likely that the ref will decide it has been well designed.

When the prototype is produced, the refs will supply a lammy with 10 stickers which must be attached to the device. Each time the device is operated, one sticker must be removed, to reveal a number. That number will correspond to an effect (detailed on an accompanying sheet). These effects will normally be:

1. Device operates as intended
2. Device operates better than intended
3. Device fails to operate / jams
4. Device malfunctions explosively

Better made prototypes will have more 1s and 2s, unstable or poorly designed devices will have more 3s and 4s.

A prototype cannot be used again after a Jam until it has been repaired, and the broken component replaced.

A prototype that has suffered an explosive malfunction is broken and must be re-built from the blueprints.

|  |  |  |
| --- | --- | --- |
| Component | Usable by… | Effects |
| Pyrogenic Exacerbator | Military, Engineering | Source of ignition. Inherently unstable |
| Di-Hydroxine Paste | Military, Engineering | Explosive material. Can be used as a fuel source. Inherently unstable |
| High tensile composite | Military | Very strong material. Provides some protection from heat and impact |
| Hydraulic ram | Military | Amplifies concussive force of an object |
| Arc matrix | Military | Emits a stationary electrical field around an object. Inherently unstable |
| Harmonic sequencer | Military | Creates high-powered vibrations |
| Concussive trigger | Military | Pressure sensor |
| Diffusion manifold | Military,  Life sciences | Allows the emission of material in a cone or spray |
| Vascular restrictor | Life sciences | Reduces the rate of flow of a fluid |
| Hydrostatic plasma valve | Life Sciences | Allows for “safe” interaction between organic and mechanical components |
| Cryogenic flux inhibitor | Life Sciences | Makes things cold |
| Voltic infusors | Life Sciences | Emits a high-powered electric pulse |
| Radioscopic analysis module | Life Sciences | X-rays, basically |
| Non-Newtonian custard | Life Sciences | Disperses shock-waves |
| Reticulated pressure gauge | Engineering | Allows the creation of high pressure systems. Inherently unstable |
| Thermal emissions outlet | Engineering | A stabilising component for systems working with intense heat. |
| Compression Coil | Engineering | Increases the kinetic energy of a system |
| Static capacitator | Engineering | Stores electrical power (a battery, basically) |
| Chain actuator | Engineering | Allows a belt or chain drive system |
| Steinheil’s Static Condensor | Engineering | A stabilising component for systems utilising electrical discharges |
| Multi-spectral receiver | Communications | Can receive a signal |
| Bryson’s exchange relay | Communications | Required to emit sound frequencies |
| Isometric wave generator | Communications | Required to transmit radio frequencies |
| Wave Scrambler | Communications | Can encrypt or scramble a frequency |
| Amplitude suppressor | Communications | Can block or disrupt a signal |
| Prismatic array | Communications | Can focus light beams |
| Gyroscopic stabiliser | All | A stabilising component for systems with moving parts |
| Dendritic Couplings | All | A complex system of wires and logic gates that allows conditional interactions between components |
| Optic stimulation bulb | All | Required to emit light |
| Flux Capacitor | All | Doubles the amount of charge an item has (Item has 2 rip-tab lammies instead of 1. You may use the next tab from either) |
| Murphy trigger | All | Emergency shut-off system, can prevent one explosive malfunction, after which the component breaks and must be replaced before the machine is functional again |
| Etheric induction coil | All | Basic electrical generator |
| Rotational tension relay | All | Basic motor |
| Chronomatic initiator | All | Adds a time delay |
| Polarity Reverser | All | Reverses the polarity |
|  |  |  |
|  |  |  |
| Duck Tape | Mechanics | Cannot be included in the initial design, but may be substituted for any other component during a repair |
| WD 40 | Mechanics | Cannot be included in the initial design, but may be substituted for any other component during a repair |

If you replace a component with Duck Tape or WD 40, you must put a black sticker (or piece of Duct tape) over that component’s name on the larger lammy. If 2 or more of the components have been covered, the smaller lammy should be replaced with the next one down in sequence (A -> B -> D -> E).

**Mechanics**

Mechanics is a flexible skill that represents the practical application of a science. It can be taken in addition to any of the science disciplines, or on its own.

It is mainly used to repair, build and maintain experimental tech.

|  |  |
| --- | --- |
| 1 | You can repair Experimental Tech of any discipline with 15 minutes appropriate role-play if you have the corresponding blueprints.  You can create Prototypes from blueprints with 30 minutes of appropriate Role-play  You may strip existing devices for parts and obtain 1 useable component |
| 2 | You no longer require the corresponding blueprints to repair Experimental Tech.  You may strip existing devices for parts and obtain 2 useable components |
| 3a | You only require 5 minutes of appropriate role-play to effect a repair  You may strip existing devices for parts and obtain 3 useable components |
| 3b | You can jury-rig devices you repair, so that you need to replace one fewer component than you would otherwise have had to. |
| 4b | You can modify a piece of Experimental Tech to improve the design  (Replace E- UPD with B – UWD or D- SPD with A- SWD)  You may upgrade each piece of Tech **once**, with 15 minutes of appropriate role-play |
| 3c | You can modify a piece of Experimental Tech to make it more stable  (Replace B- UWD with A –SWD or E- UPD with D- SPD)  You may upgrade each piece of Tech **once**, with 15 minutes of appropriate role-play |
| 4c | You can modify a piece of Experimental Tech to give it additional functions  You may upgrade each piece of Tech **once**, with 15 minutes of appropriate role-play |
| 1d Tweak! | Reverse Engineer  You may spend 10 minutes of appropriate roleplay and testing to determine something about the primary function of an unknown device (either surface tech or Xi-Shani) – You may learn either the discipline of science it falls under (see below) or get a vague impression of what it might have been used for, eg “gardening”, “weaponry”, “communication”.  You may spend a further 5 minutes of appropriate roleplay to determine the function of one unknown component |
|  |  |

**The Disciplines:**

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| --- | --- | --- | --- |
|  | Perk | Includes | Possible Applications |
| Military | You may requisition explosives and other restricted components without the usual restrictions  OR  3x per event you may call “Get Down!” | *Offensive and Defensive military science* | *Ray guns*  *Doomsday Devices*  *Force-fields* |
| Life Sciences | You may have a licence for one restricted drug of your choice at no additional cost  OR  You gain level 1 “First Aid” skill at no additional cost | *Biology*  *Bio-engineering*  *Bio-chemistry*  *Geology*  *Psychology* | *Prosthetic limbs*  *Medicines*  *Respirators* |
| Engineering | You gain level 1 “Mechanics” skill at no additional cost  OR  You may purchase 5 components per Downtime in addition to your usual shopping | *Power sources*  *Flight/aeronautics*  *Gears, pistons and grease*  *Travel and transport* | *The internal combustion engine*  *Airships*  *Batteries* |
| Communications | You gain level 1 “Contacts” for the faction of your choice at no additional cost  OR  You gain the “linguistics” skill at no additional cost | *Light, sound and radio waves*  *Electronics* | *Telegraph*  *Radio*  *Cameras*  *Microwaves* |

**Social Skills**

**Additional Guild Membership – Semi Static**

|  |  |
| --- | --- |
| You belong to more than one guild  Membership of one guild does not cost a skill point, but subsequent guild memberships may be bought at a cost of 1 point each. | 1 pt |

**Contacts – Semi Static**

|  |  |
| --- | --- |
|  | You gain a contact, who you can get in touch with either during downtime or through a radio at events, in one of the following fields:  Guild, National Government, National High Society, National Military, National plebs, Underworld, Academia, Industry  (This skill may be purchased multiple times at each level, in different fields) |
| 1 | Your contacts can provide you with information on request |
| 2 | Your contacts can provide you with supplies |
| 3 | Your contacts owe you a favour… |

**Ship – Semi Static**

|  |  |
| --- | --- |
| You own an Alpha Class Airship  This is a 1- 2 person size ship, that grants you one free action concerning visiting people and places (use contacts, research at a public facility etc) | 1 pt |
| You own a Beta Class Airship  Small passenger vessel, luxury yacht, merchant trader  Allows a free action in downtime to generate revenue by means of passenger transportation, goods shipping, exploration, piracy, smuggling, etc | 1pt |
| You own a Gamma Class Airship  A larger vessel with room for an on-board med-lab, science facility, workshop etc. Grants a free downtime action using this extra facility. | 2pt |
| Extra Gamma Ship Action  Grants another free downtime action using the Gamma ship’s extra facility, for use by a PC crewmember of the ship.  Maximum of 3 actions total per ship  Each player may only use one Ship Action per downtime | 1pt |

**Assets and Means – Semi Static**

NOTE: This skill is not available to Radovich Proletariat

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| --- | --- |
| 1 | Your income is double what it would normally be for your faction, you begin play with one additional Uncommon Item, and your purchasing and investment options are increased during downtime |
| 2 | Your income is four times what it would normally be for your faction,you begin play with one additional Rare item, and your purchasing and investment options are significantly increased during downtime |



|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | Is worth… |  |  |  |  |
|  |  | Daric | Stater | Lidra | Tannet | Pounds |
| One of | Daric | 1 |  |  |  | £1 |
| These | Stater | 10 | 1 |  |  | £10 |
|  | Lidra | 200 | 20 | 1 |  | £200 |
|  | Tannet | 20,000 | 2,000 | 100 | 1 | £20,000 |

Average Disposable income per 6 months. This would be the amount of cash you can spend in downtime, however, it is to give you an idea of your spending power only.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Faction | Very Rich | Rich | Average | Poor | Stony Broke |
| Astreus | 24 lidra | 12 lidra | 6 lidra | 3 lidra | 1 lidra |
| Massara | 36 lidra | 18 lidra | 9 lidra | 4L 10s | 2 lidra |
| Radovich Noble | 80 lidra | 40 lidra | 20 lidra | 10 lidra | 5 lidra |
| Radovich Prole | n/a | n/a | 30 stater | 15 stater | 5 stater |
|  |  |  |  |  |  |
| GSP | 24 lidra | 12 lidra | 6 lidra | 3 lidra | 1 lidra |
| Shipwrights | 60 lidra | 30 lidra | 15 lidra | 7L 10s | 4 lidra |
| Rose and Ivory | 12 lidra | 6 lidra | 3 lidra | 1L 10s | 15 stater |
| Aegis | 36 lidra | 18 lidra | 9 lidra | 4L 10s | 2 lidra |
| Institute | 30 lidra | 15 lidra | 7L 10s | 3L 15s | 2 lidra |
| Van Maanen | 1T 20L | 60 Lidra | 30 lidra | 12 lidra | 6 lidra |

In terms of actual spending power at events and in downtime, we are now making this more abstract. Assuming the resources are on offer/ available, you will be assumed to be able to afford things as per the table below.

|  |  |  |
| --- | --- | --- |
|  | **Limited Per event/ Dowtime** | **Uncapped** |
| Very Rich | 3 Rare\* | Uncommon\* and below |
| Rich | 3 Uncommon\* or 1 rare | Standard\* and below |
| Average | 3 Standard\* or 1 uncommon | Common\* and below |
| Poor | 3 Common\* or 1 standard | - |
| Stony Broke | - | - |

\* As per the table of starting items for your faction (in downtime) or the relevant requisitions table which will be provided at an event.

**Professional Skills**

**Cryptography – Flexible**

|  |  |
| --- | --- |
|  | You are familiar with the codes and cyphers used by factions around the world. For each point you spend in this skill, you may pick two of the following factions whose codes you are familiar with:  Astreus  Radovich  Massara  Guild of Shipwrights and Navigators  Grubb Street Press  Van Maanen  Radovich Imperial Institute  Aegis  Rose and Ivory  Radovichan Revolutionaries  Messages written in these codes will be in envelopes marked ENCRPYTED, and will have a symbol next to them representing which code it is encrypted with. If you know that code, you may open the envelope and read the message.  The formatting may be designed to slightly obscure the message so it cannot be read at a casual glance, but if this proves problematic, please let a ref know. |
| Tweak! | You know the code keys for Xi-Shan Codes |
| Tweak! | You know the code keys for an Independent Faction |

**Linguistics - Flexible**

|  |  |
| --- | --- |
| 1 | You are a student of languages, and can read, write and speak Old Astran (a dead language, much like Latin)  You will have a number of envelopes in your pack. Old Astran documents encountered in game will have a symbol/number on them which corresponds to one of your envelopes, which will contain a rough translation of the document.  There may be some words that you don’t know/ that don’t translate and thus there will be gaps, and some words will come with multiple options for translation, depending on context. Other linguists may have different options listed on their translations. You can directly translate those words using the substitution cypher. |
| *2a* | You can read, write and speak Shani, the language of Xi Shan |
| *2b* | Your translation envelopes will be more accurate and contain fewer gaps. |

**Experienced – Semi Static**

|  |  |
| --- | --- |
| You have been around the block a bit in your chosen area/profession  In any situation where you think your character’s experience would be particularly relevant you may ask a ref for some further insight.  The ref must answer you honestly, though the answer may be that your experience is of no use in this situation. | 1pt |

**Officer of the Law – Semi Static**

|  |  |
| --- | --- |
| You are an officer in a national or international police force.  You have powers of arrest and detention  You may investigate crime scenes in order to gain information  You can tell if documents have been forged (this includes Money cards) | 2pt |

**Anti-Social Skills**

**Forgery – Flexible**

|  |  |
| --- | --- |
| 1a | Signatures, letters |
| 2a | Prescription pad, drugs licence |
| 3a | Money |
| 1b | Title deeds, Passports, Guild cards |
| 2b | Warrant cards |

**“Breaking and Entering” – Flexible**

|  |  |
| --- | --- |
| 1 | “oops I broke it”  You may remove all the rip-tabs from a lammy attached to a device. It will need to be repaired before it can be used again  You may open any level 1 lock with 5 minutes of appropriate role-play  If you have a set of thieves’ tools this time is reduced to 2 minutes of roleplay |
| 2 | “Tick, tick”  You will be issued with a set of stickers. Apply one of these stickers to a lammy attached to a device, and tell a ref.  The device will explode after a set amount of time has passed  You may open any level 2 lock with 5 minutes of appropriate role-play  If you have a set of thieves’ tools this time is reduced to 2 minutes of roleplay |
| 3 | “Rigged to blow”  You will be issued with a number of rip-tab lammies that only contain “explosive malfunction” results. You may swap these with a lammy attached to a device.  You may avoid triggering traps when you open locks |

**Luck - Static**

|  |  |
| --- | --- |
| 1 | Fate smiles on you.  Things… just go right sometimes. There are various benefits to being just a bit lucky, that will be found out in play.  You also, once per day, may ask a ref for a hint about a situation, and they must answer you as honestly as they are able |
| 2a | 3 times per event, you may ask a surgeon to give you a new surgery envelope. You must take the second result. |
| 3a | When you use your luck to gain a second surgery envelope, you may pick the more favourable of the two. |
| 4a | Once per event you do not need to take an envelope when surgery is being performed on you.  You must state that you are using this skill before the surgical envelope is opened. |
|  |  |
| 2c | Once per day, you may emulate the effects of one flexible skill (up to level 1) that you don’t have with the exceptions:  **Chemist, Forgery, Linguistics, Cryptography, Cartography** |
| 3c | 3 times per day you may emulate the effects of a flexible skill (up to level 2) you don’t have, with the same exceptions listed above. This ***replaces*** level 2c, it does not add to it. |
| 4c | Once per day you may do one of the following:   * “Percussive maintenance” – you may hit a broken machine. It repairs instantly. * “What do you mean it’s locked?” – you may instantly open a lock * “Oh just squiggle anything” – you may forge a signature * “Swordfish, it’s always swordfish” – you can ask a ref who will tell you the code key for one encoded document   This is ***in addition to*** level 3c. |
|  |  |
| 2d | 3 times per day, you may treat a sticker result on a device as being one better than it is. |
|  |  |
| 2e | 3 times per event you may re-draw a drugs side-effect, but must take the second result. |
| 3e | When you re-draw a drugs side–effect you may take the more favourable result. |
| 4e | Once per event, when you would normally need to draw a drugs side-effect, you may choose not to.  You must state that you are using this skill before you find out which side-effect it would have been. |

**Flaws**

You may take a maximum of 2 flaws from the following list:

|  |  |  |
| --- | --- | --- |
| Allergies | You are allergic to a particular legal drug or herb. Whenever you take that drug, you will experience a potentially fatal side-effect | 1 pt  (May be taken multiple times) |
| Fragile | You have a maximum of 2 hit points instead of the normal 3  You may not begin play with the skill “Hardy” | 1 pt |
| Bleeder | Your bleed times are halved  You may not begin play with the skill “Tough” | 1 pt |
| Reckless | You will gleefully charge into danger, light the blue touch paper, and cause chaos and shenanigans that will doubtless get you killed some day. If you can see combat happening, you must join in, if you hear something strange you must investigate.  You must roleplay this flaw to the best of your ability. | 2 pt |
| Pacifist | Your moral code forbids you from wielding a weapon or taking any action that would cause the death of another. You may not purchase offensive combat skills. | 1 pt |
| Weak | You are not strong enough to wield a weapon. You may not wield a weapon to do any damage.  You may not also take the flaw “Pacifist” | 1 pt |
| Wanted | You are on the run from a law enforcement agency or other powerful organisation, who will make life difficult for you | 1 pt |
| Interfering NPC | You have an interfering relative, boss or other NPC who is in a position of power and influence over you. They may have your best interests at heart, but they’re always trying to marry you off or push you into a career you don’t want or otherwise interfere in your private life, and you know that offending them would cause you serious social or financial difficulties. | 1 pt |
| Rival | You have a friendly rivalry with someone – this must be another PC. Anything they do, you have to go one better, and they in turn must try to top your accomplishments. | 2pt |
| Nemesis | You have a nemesis - someone of roughly equal power and status to you, who either through ignorance or outright malice makes your life a misery.  Where possible we would like your nemesis to be another player, and will do what we can to facilitate this. | 2pt |
| Poor | Your income is half what it would usually be for your faction, and you have fewer purchasing options during your downtimes (see P20)  You may not begin play with the skill “Means” | 1 pt |
| Stony broke | Your income is significantly reduced from what it would usually be for a member of your faction and you have fewer purchasing options during your downtimes (see P20)  You may not begin play with the skill “Means” | 2 pt |
| Tech Un-Savvy | For some reason you just can’t get your head around this new-fangled gadgetry. You cannot use any item or weapon with a stickered tech lammy. | 2 pt |
| Unlucky | This Flaw will have various consequences in play, *some* of which are:   * You may not begin play with the skill “Agile” * You may never take any “luck” skills * When undergoing surgery, the surgeon must use a random envelope, even if they have remaining known envelopes * When drawing a drugs side-effect you must draw twice and take the worse result * Sometimes things will just go wrong for you   *The refs do not advise taking this flaw if you are an inexperienced role-player, or do not enjoy traumatic RP. We will be mean to your character. Be warned.* | 3 pt |

**Pick Up and Play Rules**

All Characters

* All characters start with 3 global hits. If you lose hits, but are not brought to 0HP, you will recover hits at a rate of 1 hit for every 15 continuous minutes without strenuous activity.
* All characters start with a bleed count of 3 minutes (180 seconds)
* All characters may call Strike or Bang to deal a single point of damage with:
  + A weapon no longer than their forearm
  + A gun, wielded at Point Blank Range (defined as within 1 pace from the end of the gun)
* All characters may use Experimental tech or weapons. To operate, remove one of the circular stickers on the smaller of the two lammies to reveal a number between 1 and 4, and resolve the corresponding effect on the larger lammy. You may pre-remove one sticker before combat, for ease of use.
* **EXECUTE -** All characters may call “execute” on a helpless or unresisting character. This requires 5 seconds of appropriate roleplay.
* **BACKSTAB** – all characters may call “Backstab” to do double their normal damage, if certain conditions are met. They must:
  + Be using a weapon no longer than their forearm

AND

* + Be touching that weapon to their target’s shoulder and have their other hand on (or very near, if the player is not comfortable with physical contact) the target’s other shoulder or upper arm.

Skilled Characters

* Some skills have “per combat” uses. These re-set after 5 minutes of rest, even if the encounter continues for other characters in the interim. For example, if you are dragged out of the fight to have first aid administered, when you return to the fray this counts as a new combat.
* It requires a skill to load a gun, or fire one with any accuracy (ie to do damage) at a distance of more than 1 pace.
* All characters can engage in unarmed combat, but it requires a skill to do any damage or make any special calls with unarmed.
* **MISSED ME** – Characters with the skill to do so can call “missed me!” to avoid a Strike or Bang call.
* **GET DOWN!** – Characters with the appropriate skill can call “Get down!” Anyone hearing them, who then falls to the floor, can avoid a call of Boom.

Damage Calls

The calls you will hear in system are:

|  |  |
| --- | --- |
| Bang! | Single point of damage from a firearm or projectile weapon |
| Bang x (where x is a number) | x points of damage |
|  |  |
| Strike! | Single point of damage from a melee weapon or unarmed blow |
| Strike x (where x is a number) | x points of damage |
|  |  |
| Boom! | 2 points of damage in a 5 pace radius from the centre of the explosion, or in an arc as defined by the person making the call.  All characters within this radius/arc must fall over. |

Further Special calls, which may be heard on their own, or in conjunction with one of the above calls:

|  |  |
| --- | --- |
| Stun | Target is disorientated for 10 seconds. They may not attack, defend, or do more than slowly stagger a few paces. |
|  |  |
| Shatter | A weapon or item targeted with a Shatter call is broken and cannot be used again until repaired.  A character hit with a shatter call takes one point of damage, and the limb that was struck is broken and requires first aid.  Characters cannot wield weapons in or walk on broken limbs. |
|  |  |
| Tox | Anyone hit with a call of Toxic/ Tox should see a ref as soon as possible. |
|  |  |
| Spore | Target must open an exposure envelope at the nearest convenient moment.  If you are hit with multiple spore calls during the same combat, you must open **as many envelopes as spore calls** you took. |
|  |  |
| Zap | Target is hit with a burst of electrical energy. In addition to the damage caused, any technology held may be affected – please see tech lammy for details |
|  |  |
| Flame | Mostly for use on NPCs/Monsters. Unless you are told otherwise, flame causes no additional effects for normal PCs. |
|  |  |
| No Effect | Some monsters are not affected by certain kinds of damage. This is different to a “missed me” call. |

Exposure

You will have on your character sheet an Exposure Level – this is the number of times you may be exposed to The Spores without incident. For some characters this is 0, and that is entirely their own fault.

You are considered to have been exposed if:

* You are hit with a call of “Spore”
* Certain surgery complications may cause you to be exposed
* You are exposed to a spore-infested area such as the Surface, outside of a biodome and without a functioning respirator on.
* You are exposed once per initial exposure, and then again for **every 10 minutes** that exposure continues. Eg, if you have exposure level 3, you may be exposed in a Spore infested area for a maximum of 30 minutes before you exceed your level.

**Respirators -** Respirator filters last for one hour of continuous use. This is **not** paused if the respirator is removed, or if you step inside a biodome.

**If you exceed your Exposure Level, you have contracted Spore Sickness and must see a ref ASAP.**

Roleplaying Exposure

There are a number of “symptoms” of exposure that will be detailed on signs around the event.

If you have been exposed, but have **NOT** exceeded your exposure level, you may choose to manifest any of those symptoms. This is a Roleplaying effect only.

These include:

* Lethargy
* Visual Disturbances
* Sneezing
* Dizziness
* Unexplainable mirth
* Scratchy throat

Death and Dying

* If you take damage equal to your hit points, you are bleeding out. Start your bleed count (for most characters this is 3 minutes or 180 seconds)
* Bleeding out characters cannot move without assistance, but they can speak.
* A character with First Aid skills can staunch the bleeding. This pauses the bleed count whilst first aid is being applied, but the count will continue from where it was paused if the fist aid is stopped. Bleed counts cannot be paused while a character is being moved.
* A character with the Surgery skill can fix you.
  + If the first aider got to you in 2 minutes or less (less than 120 seconds), the surgeon may choose what envelope they open.
  + If the first aider got to you between 2 and 3 minutes (120-180 seconds) they must use a random envelope.
  + If you reach a count of 180 and no first aider has got to you? Sorry. You’re dead.
* A character can also die if they are on 0 hits and someone calls “execute” with appropriate roleplay.
* After surgery, hits are regained naturally at a rate of 1 per 15 minutes without strenuous activity, unless the surgery envelope says otherwise.
* If you take damage, but are still on positive HP, you will not start to regain hits until you have seen a surgeon **or** first aider, but you will regain them at the same rate as above, and the surgeon does **not** need to open an envelope.

Surgery

* Surgeons will be issued with 12 + 1 envelopes in their character packs. One envelope must be opened for each surgery they perform.

Most will state that the surgery goes well and the patient makes a full recovery.

Some will state that there were complications with the surgery – details of which will be in the envelope.

A few will state that the surgery went catastrophically wrong, and the patient died on the table.

* Of the 12 that the surgeon gets at the beginning of the event, they will know the contents of 1/3 of the envelopes.

They may not request more envelopes until they have used all 12.

* The +1 envelope is a “the patient dies” envelope. The surgeon will always know which envelope this is. It does not count towards the surgeon’s total, they do not need to use it before they request more envelopes, and they can request another of these envelopes at any time.

Interactions with Herbalism + First Aid

Some First Aid skills (4b) and Herbal preparations (eg Dawn Tea, Dusk Tea) can be used to restore HP quickly.

These cannot be used on someone who is bleeding out, so if they have reached zero HP they must still see a surgeon.

There are a number of First Aid skills and Herbal preparations that are designed to be used in conjunction with surgery – please consult the relevant lists for full details.

Pharmaceuticals

In event of a side-effect, please see a ref, who will use a random number generator to determine which of the listed side effects a patient must take.

Side effects happen when:

* The patient has exceeded the Max Safe Dose
* The patient has one of the Contraindications listed

Many of the side effects are role-play only, however some have mechanical effects. These are:

* ***Reduced Clotting factors*** – your bleed count is halved for the remainder of the day
* ***Dizziness*** – you may not call damage with a firearm for the next hour
* ***Drowsiness*** – you may not use a skill which requires appropriate roleplay for the next hour
* ***Anaphylaxis*** – You must be treated within 3 minutes or this will be fatal.
* ***… leading to Death*** – Treat the “…” or this will be fatal.
* ***Nerve Damage*** – See a ref

**Astropentin**

|  |  |
| --- | --- |
| Properties | Analgesic  Anti – inflammatory  Antipyretic. |
| Uses | Small red or pink pills to be administered orally for the treatment of minor aches and pains. Reduces fever, relieves muscle pain |
| Contraindications | allergy |
| Potential Side Effects | None noted\* (\*except in cases where the patient is allergic, in which case can cause anaphylaxis) |
| Max Safe Dose | 24 / 24h |

**Tivaletol**

|  |  |
| --- | --- |
| Properties | Analgesic  Antipyretic  Anticoagulant |
| Uses | Small white pills derived from willow bark, administered orally for the treatment of minor aches and pains, fever and high blood pressure. |
| Contraindications | Allergy  Recent surgery  Low BP  Can interact with Orithronox |
| Potential Side Effects | Headaches  Hyperventilation  Reduced clotting factors |
| Max Safe Dose | 12 / 24h |

**Evedram**

|  |  |
| --- | --- |
| Properties | Antihistamine |
| Uses | Varying forms  Used for the treatment of severe allergic reaction / anaphylaxis  Can reduce the symptoms of hayfever, eczema and seasonal allergies |
| Contraindications | None noted |
| Potential Side Effects | Shortness of breath  Dizziness  Nausea and Vomiting  Nerve Damage |
| Max Safe Dose | 6 / 24h |

**Irafloxin**

|  |  |
| --- | --- |
| Properties | Anti-emetic |
| Uses | To treat nausea, travel-sickness, dizziness and indigestion |
| Contraindications | Allergy  Not to be taken with Retromiacin |
| Potential Side Effects | Drowsiness  Fainting  Coma |
| Max Safe Dose | 8 / 24h |

**Retromiacin**

|  |  |
| --- | --- |
| Properties | Antibiotic |
| Uses | To treat infection |
| Contraindications | Allergy  Not to be taken with Irafloxin |
| Potential Side Effects | Rash  Heart palpitations  Nausea and Vomiting  Seizures |
| Max Safe Dose | 4 / 24h |

**Chloradrate**

|  |  |
| --- | --- |
| Properties | Anaesthetic  Sedative |
| Uses | Renders a patient unconscious  Relaxes the muscles |
| Contraindications | Allergy  Heart conditions |
| Potential Side Effects | Dizziness  Reduced clotting factors  Coma, leading to Death |
| Max Safe Dose | 12 / 24h |

**Volpressin**

|  |  |
| --- | --- |
| Properties | Stimulant |
| Uses | To aid circulation and blood-flow |
| Contraindications | Not to be taken with Orithronox |
| Potential Side Effects | Heart palpitations  Dizziness  Reduced clotting factors  Seizures leading to death |
| Max Safe Dose | 6 / 24h |

**Orithronox**

|  |  |
| --- | --- |
| Properties | Sedative / Paralytic  Anti-convulsant |
| Uses | To calm the nerves, avoid anxiety and relax muscles |
| Contraindications | Allergy  Can interact with Tivaletol  Not to be taken with Volpressin |
| Potential Side Effects | Drowsiness  Dizziness and fainting  Coma leading to Death |
| Max Safe Dose | 4 / 24h |

Contraband

**Dragon’s Blood**

|  |  |
| --- | --- |
| Source | Crushed poppy seeds |
| Description | Red brown powder that can be compacted into pills, or dissolved in water |
| Symptoms | Lethargy  Slowed reactions  Feelings of contentment  Extreme pain relief |
| Side Effects | Nausea  Dizziness  Blurred vision  Coma, leading to Death |
| Max Safe Dose | 4 / 24h |
| Legality | Radovich and Astreus: Illegal except by licence from RII or an Astrean University  Massara: Legal to possess. Illegal to supply, except by licence from the guild of Rose and Ivory. |

**“Blossom”**

|  |  |
| --- | --- |
| Source | Stamens of cactus flowers, steeped in alcohol |
| Description | Green-yellow liquid |
| Symptoms | Hallucinations |
| Side Effects | Feelings of dissociation and paranoia  Pale skin  Flushed lips and cheeks  Anaphylaxis |
| Max Safe Dose | 12 / 24h |
| Legality | Illegal in Radovich and Astreus  Regulated in Massara |

**Gaffey Twigs**

|  |  |
| --- | --- |
| Source | Derived from the sap of the Gaufrei (gow-fry) tree, native to Radovich and popular amongst the working classes |
| Description | Twigs can be chewed to ingest the sap  Distilled sap (“Sludge”) is a black, treacle-like substance that is smeared on the skin or gums |
| Symptoms | Feelings of lethargy and contentment |
| Side Effects | Emotional “dullness”  Drowsiness  Green or yellowish tinge to the skin and corneas  Short term memory loss |
| Max Safe Dose | Not known to be fatal |
| Legality | Illegal everywhere |

**Coronia / “The Pinks” / “Pink Lady”**

|  |  |
| --- | --- |
| Source | Chemically produced under laboratory conditions, similar to Volpressin |
| Description | Clear liquid, ranging from colourless to pale pink, usually injected. |
| Symptoms | Feelings of euphoria and energy |
| Side Effects | Muscle twitches  Increased aggression  Elevated pulse  Reduced clotting factors  Convulsions  Seizure leading to Death |
| Max Safe Dose | 1 / 24 h |
| Legality | Very illegal everywhere |

**Creeping Black**

|  |  |
| --- | --- |
| Source | Derived from the Black Cap mushroom |
| Description | Fine black powder. Sometimes used in incredibly small and careful doses to season food, by highly trained chefs. |
| Symptoms | Tingling sensation in the mouth and tongue |
| Side Effects | Anaphalaxis  Heart palpitations  Sweating  Shivers  Seizure leading to Death |
| Max Safe Dose | No safe dosage. A single dose can be fatal. |
| Legality | Illegal in Massara and Astreus  Legal by special licence in Radovich |

**Glimmer / Flash**

|  |  |
| --- | --- |
| Source | Derived from the juice of the Sunshade berry |
| Description | Clear, colourless liquid, previously used widely in cosmetics as eyedrops or injected into the skin to reduce the appearance of wrinkles and fine lines |
| Symptoms | Bright eyes  Paralysis of affected muscles |
| Side Effects | Cramps and Nausea  Vomiting  Sweating  Muscle Twitches  Permanent nerve damage  Seizure leading to Death |
| Max Safe Dose | 5 / 24h |
| Legality | Illegal in Massara and Astreus  Legal by special licence in Radovich |

Herbal Remedies

Ingredients listed in bold are known allergens.

Teas

|  |  |  |
| --- | --- | --- |
| Name | Ingredients | Effect |
| Moon Tea | Moon Laurel | Contraceptive. Completely effective for both sexes. |
| Harvest Tea | **Foxfew**, Red Clover, Tilly Grass | Said to increase a couple’s fertility. Can cause mood swings, heart palpitations and increased blood flow (halves your bleed times for the next 2 hours) |
| Willow Bark Tea | Willow Bark, Helicle, Crown Holly | For relief of minor aches and pains, reduces fever and inflammation  If administered to someone during surgery, they may ignore the “Infection” or “Concussion” complication |
| Dusk Tea | Featherfoil, **Cophill Celandine**, Caralina | Induces a restorative state of relaxation. After 10 minutes all hits are restored. During this time you must be sitting or lying down, and may not use any skills. |
| Dawn Tea | Autumn Root, Charweed, **Lemon Sorrel** | A useful pick-me-up.  Reduces nausea.  Restores 2 HP instantly, however has been known to increase blood flow (halves your bleed times for the next 2 hours) |
| Midnight Tea | Aconanthus, Fleur de Vale, Caralina | Induces sleep, coma and a peaceful, painless death |
| Dewdrop Tea | Tilly Grass, Helicle, Caralina | Antidote to some poisons. |

Incense

|  |  |
| --- | --- |
| Ingredients | Effect |
| Charweed, Autumn Root, Foxfew | Anger, irritability, irrationality, spite |
| Red Clover, Star Atropa, Meadow Thistle | Fear, panic, anxiety, nervousness |
| Fleur de Vale, Cophill Celandine, Featherfoil | Calm, sleepiness, peace and contentment |
| Goosefoot, Crown Holly, Lemon Sorrel | Clarity, insight, logic, emotional numbness |
| Charweed, Red Clover, Goosefoot | Bravery, risk taking, selflessness, honesty |
| Autumn Root, Crown Holly, Featherfoil | Joy, passion, enthusiasm, desire, optimism |

Salves

|  |  |  |
| --- | --- | --- |
| Name | Ingredients | Effect |
| Fire’s Bane | Tilly Grass, Meadow Thistle, Fleur de Vale | Reduces inflammation, soothes burns and rashes |
| Healer’s Grace | Goosefoot, **Cophill Celandine**, Autumn Root | If applied to a bandage, can be used by the untrained to staunch a wound. It will pause a person’s bleed count for 5 minutes before they bleed through the bandage. |
| Snake Oil | Aconanthus, **Foxfew**, Star Atropa | Deadly poison. If applied to a blade, allows the wielder to make one call of “toxic” instead of their normal damage call. |
| Student’s Boon | Goosefoot, **Foxfew**, Crown Holly | When applied to the temples, increases concentration. For one hour, any skill which requires a certain length of roleplay to use (**Other than herbalism**), that time is halved.  For 2 hours afterwards, you suffer from spells of drowsiness and cannot use any skill that requires appropriate roleplay. |
| Pride’s Folly | Star Atropa, Fleur de Vale, Helicle | Causes the person to spike a fever, then break out in an itchy, painful rash.  This lasts for one hour, after which the fever subsides, to be replaced with bouts of dizziness (you are unable to use any skills) for an hour |
| Soldier’s Saviour | Helicle, **Lemon Sorrel, Cophill Celandine** | When applied to the skin provides some protection from damage. You gain 3 temporary hits for the next 30 minutes. These are the first hits to be lost in combat.  This cannot be used to restore lost hits if the character is on 0 HP. |