

# OUT OF THE ASHES

## PLAYER RULEBOOK



2nd Edition






# Introduction

It is said that the leading nations on earth could not maintain peace amongst themselves, leading to war after war, until the entire planet was engulfed in conflict and not a single society was unaffected. Millions of lives were lost over a span of a couple years and then the Ending War caused the death of the world. It doesn't matter which long gone nation dropped the first bomb, the world war led to the near extinction of the human race. Those that survived the conflict lived only to face new horrors. People everywhere were trying to find safety, security, food, and water. They struggled and quickly began fighting each other over dwindling resources.

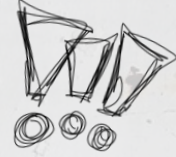
Over 100 years later, the descendants of those who survived the massacre live in a world of magic and chaos. People are scavengers, rebuilding a new world from the remnants of the old and still coveting vital resources for survival. They no longer recognize nations nor do any still live that remember what the world was like before it died and before magic was born. In the early years after the apocalypse people began to form small groups to help each other and over decades these groups grew as people settled into areas and started making homes. These areas became territories and the groups became known as Factions. Just as if history plans to repeat itself, these Factions bicker and fight over resources and territory. Some make alliances, some keep to themselves, and some seem to want to watch the remaining fragments of life burn.

As a player in Out of the Ashes you'll be a member of one of three Factions that used to fight each other for the control of a territory known as Burgundar. Now they are allies that work together to build up Burgundar as a neutral trading and barter settlement. These Factions have sent dozens of their own to live in, work at, and defend Burgundar; you are among them. Players will work together to make Burgundar a functional and safe town and territory in a crazy world filled with enemy Factions, monsters, and mysteries.





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# Common Terms and SLANG

- “Ancient Dead”:  
those who lived before the apocalypse happened
- “Blaster”:  
(in-game) guns, (out-of-game) nerf guns
- “On the Edge”:  
alone without a community and surviving on one’s own•
- “Ending/Death of the World”:  
the apocalypse
- “The Ending War”:  
the war that lead to the apocalypse
- “Monster”:  
an animal that is mutated
- “Mutant”:  
a human that is mutated
- “Spirit/Spirited”:  
die/died. Sometimes used like “I will spirit you”, meaning “I will kill you.”

## Magic, Mutants, and Monsters

No one knows for sure how magic was born during the Ending War. Some say that the ancient dead started it with their science, some say it is a result of fallout, and there are a hundred other theories and tales. However it happened, a new energy could be felt by a small percentage of the population, and eventually manipulated. rough dedicated study and practice, those that could feel the energy, could learn to use it with combinations of focus, intent, rituals, words, and physical gestures. It was also discovered that special physical objects, like some rare crystals, could be used as containers for energy and filled by those proficient with manipulating it. These objects could then be used, even by those who could not feel the energy, as a magic tool with a specific function determined by the creator of the tool.



Like magic, no one knows for certain the cause of mutants and monsters. In the first generation born after the ending of the world, a quarter of all living things, man or beast, were born different. Affected humans were born with horns, scales, tails, and various other inhuman physical qualities; they became known as mutants. Originally, effected animals were born as strange hybrids of various size and became known as monsters.

Some believe there is a connection between magic, mutants, and monsters, not only because they came into existence around the same time but also because of their innate ability to use magical energy, if they can feel it. While not all can feel it, many that do are able to manipulate it and use it with pure will and no practice, though they still need to have intent, words, rituals, and physical gestures.

The mutants, with their physical abnormalities, were initially viewed with horror and confusion. Thought to be demons, many were abandoned at birth and left to die. Those that were raised for a short while were too eventually abandoned to live hard lives on the edge. While opinions of them have altered over the decades, they are still viewed with caution and suspicion. Now, instead of being abandoned at birth, most are given over to the Boogeyman Faction during infancy so that they may live with their own kind. While many are still wary of mutants, there is no greater enemy to them than the Saints Faction who kill them on sight.

The Monsters, like the mutants, have an innate connection to magic, but unlike them their magic seems to manifest in a more directly physical way. They do not have rituals or words, but pure intent, resulting in a chaotic combination. The most legendary of which are the enormous fire breathers in the Ashlands. While there are varieties of monsters that have been found to be harmless to humans, many are brutal and carnivorous killing beasts. Over the decades the monsters in touch with the magical energy have evolved beyond being strange hybrids. While hybrids, like mountain lions with goat horns and horse tails, are still common, some monsters have become even less recognizable from their ancestors. No one knows for sure the cause of their evolution but some claim they are more alien than animal.



# Burgundar and Beyond

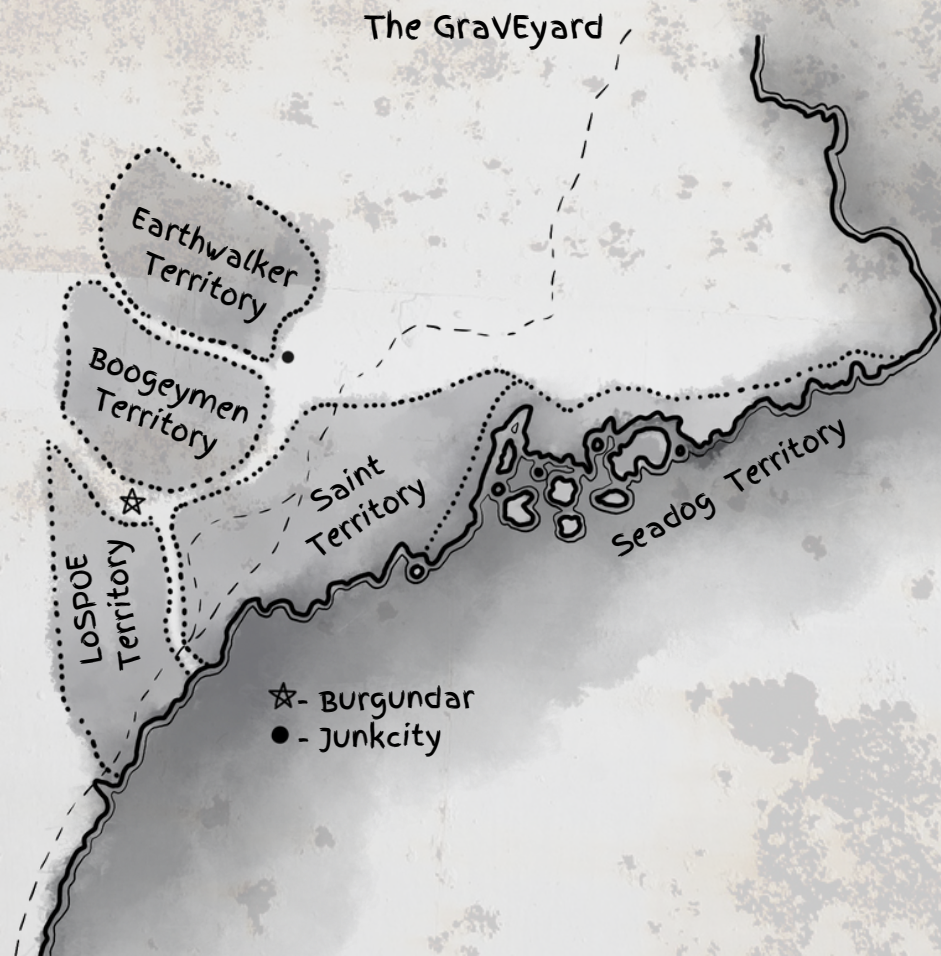
The territory known as Burgundar was long disputed by three factions, the LoSPOEs, the Boogeymen, and the Saints, who all claimed the land as part of their territories. Many battles were fought and when the LoSPOEs and the Boogeymen created an alliance they were able to seize control of Burgundar with vital information from the Renegades Faction, a splinter group of the Saints Faction.

In the past year the sole town in the territory, Burgundar, has become known as a safe place where people come to trade and barter goods and services. This trading post settlement is considered part of no individual territory and is defended by Boogeymen, LoSPOEs, and Renegade Factions, it is upon their honor to keep it safe as the first neutral trading post.

Within the center of Burgundar there is a market tent, a bar, a watchtower, a medical office, an operations control (OC) once, and an outlying hut used for worship and honoring the dead. Each building is cared for and maintained by those residing in and defending Burgundar. Just outside of town there are several large caves, many trails, a field, and a strange old shrine left behind by the Saints.

## The Rules of Burgundar

As a neutral area Burgundar does not fall under any Faction Law. Instead, it has a list of rules that must be followed by all there, including both residents and visitors. If a rule is broken, the residents of Burgundar or those stationed there are responsible for investigating the infraction and deciding the punishment. Punishments can be as simple as temporarily banning the individual or group that broke a rule(s) or it can be as severe as death by ring squad.





If a determination and/or punishment cannot be reached, representatives from the Boogeymen, LoSPOEs, and Renegades, will arrive to pass judgement. (Members of a Faction residing or assigned to Burgundar must also continue to follow their faction's laws.)

### Burgundar Rules

- No one may intentionally physically harm or attack another without consent, except for self-defense. (example of consent: sparring)
- No one may steal personal or public property.
- No visitor may enter the OC building or Tower without permission and escort from a resident.
- All bets and deals between parties must have a witness and no squelching after a bet or deal has been made.
- Barters are negotiated by individuals and returns are handled by individuals, Burgundar does not assume responsibility. Barter at your own risk.

Beyond Burgundar and the surrounding territories the world is an even scarier place, with harsher environments, larger monsters, and crueler people.

## THE GRAVEYARD

Hundreds of miles to the north most of the roads and trails leading to the Long Winter Northlands are littered with thousands of stripped vehicles, abandoned camps, and random debris left behind by those who survived the ending of the world and travelled toward the Northlands for refuge. This area has become known as the Graveyard. Few south of the area know what the Northlands, with their long and severe winters, are like and those that have travelled there have never returned. Many have witnessed the Graveyard and call it so because they say the only souls to be found there are those of enormous monsters and the ghosts of those killed by them. There was once many settlements in this era, but more and more monsters migrated down from the Long Winter Northlands until all residents there were wiped out or escaped, leaving the area completely abandoned.



# THE ASHLANDS

To the south is a wasteland. Before the death of the world, there were large and powerful cities in what is now called the Ashlands. When the dusty ash of the burned civilization first settled on the land, scavengers picked clean almost everything of use in the area and went through fuel quickly and foolishly. Now it is rumored that only the cities' bones, giant fire breathing monsters, and the reclusive White Rat Faction remain in the vast dead zone of arid dirt where there is no water and nothing grows. With little fuel left to be found in decades, it is said that only those with a death wish attempt the 22+ day journey on foot across.

After picking the Ashlands clean and burning through all their fuel, the factions that ruled over the area turned to cannibalism for survival before moving further south. It is said that they set up along the southern edge of the Ashlands. The people living near the northern border often worry about what will happen if the cannibals ever find a safe way to cross and have the desire to do so.

## TO THE EAST AND WEST

To the east is the vast ocean, braved only by the Seadog Faction. The aquatic creatures of the world were not immune to mutation and there are many tales of monsters that swallow ships whole. Then to the west there is a small pocket of territories called the Collective that can be found north of the Ashlands, near a large body of water. It is known that this Collective of factions do not welcome outsiders, often shooting them on sight.





# The Factions

In the early years after the apocalypse people began to form small groups for survival. Over time these groups became Factions, most of which control a territory, an area of land on which they live. Anyone who lives in a Faction's Territory is a member of that Faction and must follow the Faction's Laws, which differ from Faction to Faction. For a short time it was possible to exist as a "factionless", but as the Factions have grown and their territories expanded and become more defined, the less possible it has become to survive without choosing an allegiance.

## Playable Factions

The three playable factions are Boogeymen, LoSPOEs, and Renegades.

### Boogeymen Faction (The Warriors)



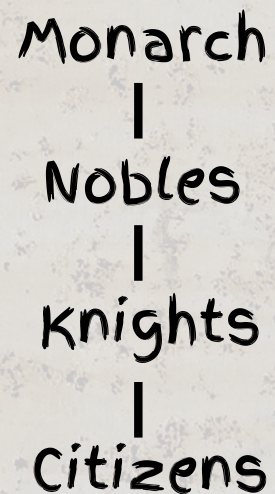
A Faction solely made up of mutants, The Boogeymen Faction began when mutated people living in squalor on the edge joined forces and started looking for a safe place to live. All Boogeymen have some sort of physical mutation, some easier to hide than others. Their genetic mutations like horns, strange colored eyes, scales, tails, and a huge variety of other inhuman-like qualities caused them to be abandoned. The name Boogeymen began as an allusion to old world monster stories of strange creatures hiding in the dark. Tired of being called demons, being the outcasts of communities, and hunted down by the Saints Faction, they decided to fight for a home. During their war for a territory they earned the reputation of being fierce warriors with deadly skills and intimidating magical abilities. They soon fought hate with hate which led them down a dark path and caused a group of their most veteran fighters to lose themselves in war and magic. It is said they delved into "dark magic" and could not be saved. The Boogeymen leaders tried every avenue to help these fighters, but they were too far gone. They were cast out and began calling themselves the Hellion Faction before travelling West. Ever since the Hellions, the Boogeymen Faction leaders fear becoming the "demons" other people believe them to be.



After their victory in gaining a territory the Boogeymen spent several decades rescuing every mutant they could and defending their borders without interest in more land, until the war for Burgundar. When negotiations failed, the Boogeymen fought the LoSPOE and Saints Factions for control of the area. Eventually they made an alliance with the LoSPOEs and with vital information from the Renegade Faction they were able to defeat the Saints as a unified force. This alliance was a vital step toward peaceful relations and developing a positive reputation with other factions.

**The Boogeymen Faction Capital:** Before the Unification of the Boogeymen Faction the Adleack Mountain range was a place of refuge for the mutants. A series of caves and peaks allowed the mutants to hide from those who would hunt them. In modern times the Adleack Mountain range has grown into a semi subterranean city, which continues to be a beacon of safety for abandoned Mutants. Boogeymen who leave the mountain to travel often gaze in it's direction, as seeing the peaks through the misty sky brings great comfort.

**The Boogeymen Faction Structure:** While the Boogeymen faction focuses heavily on equality and caring for each other, some members of Boogeymen society have more responsibilities than others. The Monarch, Queen North, was elected the official leader of the Faction by the Boogeymen Elders after the war for Burgundar; a position earned by her great skills and leadership during the battles. Since crowned, all Boogeymen wear something red in honor of her. Nobles within the faction are those recognized to have mastery of magic, they are permitted to provide council to the Queen and are expected to train other Boogeymen. Knights are those recognized to have a mastery of combat, they are permitted to provide council to the Queen and are expected to train other Boogeymen as well as lead them in battle. The remaining citizens of the faction serve as merchants, farmers, scavengers, and craftsmen, etc.



**The Boogeymen Faction Laws:**

- Treat others the way you wish to be treated.
- If you have extra; share, if you need more; ask.
- Fight with all of your heart, never let your Flame die.
- Be proud of who you are.

**Common Boogeymen Names:** Common Boogeymen names usually relate in some way to their physical mutation.

*For the Boogeymen Faction Timeline, visit <https://outoftheasheslarp.wixsite.com/oota/boogeymen>*

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# LoSPOE Faction (The Survivalists)



Known for their survival skills and knowledge, the LoSPOEs are a large militaristic and bureaucratic styled faction whose original members were lone survivalists with various backgrounds. Their ability to adapt and be self sufficient not only helped them survive the end of the world, but also thrive afterward. When they joined forces and started carving out a territory for themselves they were able to scavenge and salvage materials to create well fortified settlements where their

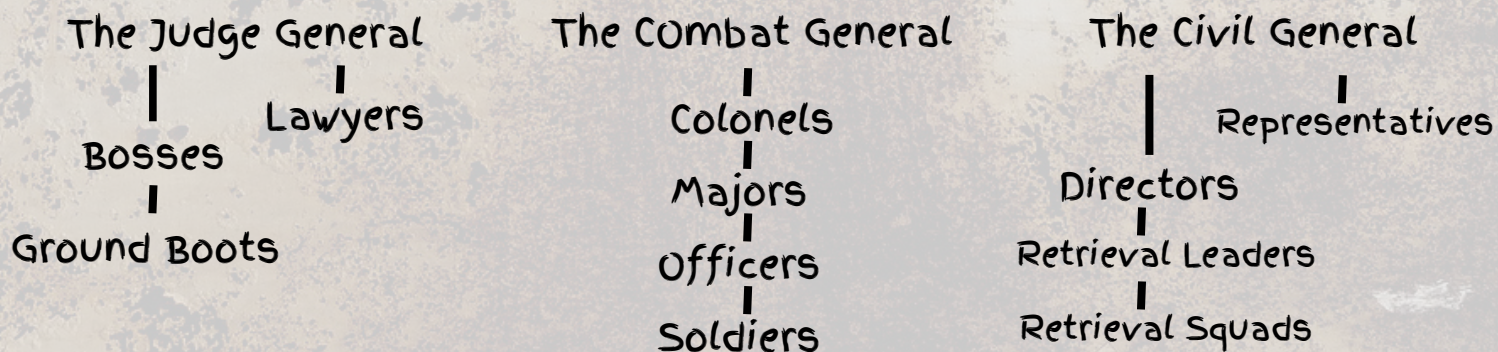
community could feel safe. They see themselves as tasked with reestablishing law, order, and civilization. Their penchant for survival and their structured lifestyle resulted in others calling them the "last sane people on earth", which was both a compliment and mockery. They eventually took the nickname and turned it into their official faction name as a badge of honor.

LoSPOEs of recent years are a diverse group of combat proficient scavengers, intellectual survivalists and strategists, and hard workers that are unified in their desire to build a safe civilization. However, there is not perfect harmony within the faction. Some settlements often disagree on minute details of the faction law, but never one so large as to result in civil aggression. The LoSPOE settlements are diverse communities, with some being more isolated than others and having traditions specific to their settlement. Some settlements adopt items as their "uniform", be it a hat, scarf, tattoos, or a specific design of warpaint.

This resourceful group has grown significantly over the years and while they, like the Saints Faction, believed that mutants were a danger to be feared they believe it no longer. After decades of battles with other factions over resources and territory, and years of battles with the Boogeymen and Saints Factions over the Burgundar Territory, the LoSPOE faction formed an alliance with the Boogeymen Faction, a group made up entirely of mutants. While not all LoSPOEs are without prejudice against the Boogeymen, the two Factions have grown to trust each other. It is now illegal to abandoned a mutant child in the LoSPOE Faction, if the child is unwanted it must be given over to the Boogeymen Faction

The LoSPE Faction Capital: Frye Isle, an inland island, has been used as the LoSPOE headquarters for a couple decades. While the surrounding lake and land are well patrolled and guarded, Frye Island has been named Fort Frye because of the large steel wall and towers that have been constructed along the island's edge.

The LoSPOE Faction Structure: Explanation of LoSPOE roles can be found in the faction laws.





**Common LoSPOE Names: Alpha, Cage, Dread, and Cobra**

*For the LoSPOE Faction Timeline, visit <https://outoftheasheslarp.wixsite.com/oota/lospoes>*

*For the LoSPOE Faction Laws, visit <https://outoftheasheslarp.wixsite.com/oota/lospoes>*

## **Renegade Faction (The HEALERS)**



This small faction of battle medics are former members of the Saints Faction who betrayed and abandoned the group of religious zealots. They were pious and highly trained in the healing arts, aiding their comrades both on and off the battlefield. Through the power of their prayers the sick and wounded were healed. Many of the Saints soldiers called them the “miracle medics” because of the immediacy and efficiency in which their prayers were answered by the deities. Reverence for them grew within the Saints Faction and they were honored by the Holy Leader himself. The reverence did not last however. The Eminences of Faith grew jealous of the fame and love the “miracle medics” were receiving and started accusing them of being seduced by magic, some even called them “mutants without horns”. During the battle for Burgundar the Renegades say they found their true faith and purpose. They believe that they directly connect to magic energy and are able to manipulate it with their prayers, rather than the deities simply answering their prayers. Their words were viewed as heresy even while they protested that their abilities were divine blessings. The Renegades were caught between the beliefs they were taught and the realities they faced at Burgundar.

Around this time it was rumored that a Saint had fallen in love with a member of the Boogeymen Faction, their greatest enemy, and it is unknown whether or not this betrayer was one of the “miracle medics” or not. However, the medics began disappearing, captured by their comrades and taken to the Zion compound to unknown ends. It is said that the betrayer Saint with a Boogeymen lover led the remaining medics in their abandonment of the Saints Faction. They stayed in hiding until they were able to make contact with the LoSPOE Faction and give them vital information to aid in the victory over the Saints for the Burgundar Territory.

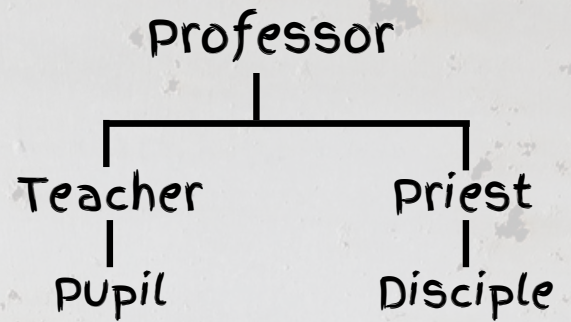
In their new alliance with the LoSPOE and Boogeymen Factions, they share the distaste for the Saints Faction that now calls them traitors. They bear this chip on their shoulders proudly as they work with the LoSPOES and Boogeymen to rebuild Burgundar as a trifecta.

**The Renegade Faction Structure:** The Renegades still honor the Deities of the Saint’s religion but not the doctrines. They still believe that stimulants help them communicate with the divine through hallucination, but they do not believe that they need to kill and conquer to prove their worthiness to enter Heaven. Instead of a religious leader and Eminences, they focus on individual worship and so they appointed an especially gifted and intelligent individual as the faction leader who was given the title Professor. A rough structure was then formed around the exchange of knowledge.



A Teacher is one who is deemed skilled enough with herbs, chemistry, biology, and prayer to pass on their knowledge to an Pupil. A Pupil is someone who has been chosen and is being taught by a Teacher. Teachers and Pupils are the more scholarly of the two branches of the faction. They are philosophical, great thinkers, researchers, and stimulant makers. The second branch is made up of Priests and Disciples. A priest is one who is deemed skilled enough in combat, biology, and prayer to

pass on their knowledge to a Disciple. A Disciple is someone who has been chosen and is being taught by a Priest. Priests and Disciples are more representative of what people think of when they think of the "miracle medic" of the Saints' Faction. They are knowledgeable in the healing and medical needs in battle and are skilled enough combatants to survive in a battle so they can continue healing fallen soldiers.



### The Renegade Faction Law:

- Honor the Deities
- Give aid to any good soul that asks for it.
- Obey your Teacher or your Priest
- Only your Teacher, your Priest, or the Professor may deem that you have surpassed the role of Pupil or Disciple.
- Teachers and Priests may only have three Pupils or Disciples at a time and may select whom they choose from their applicants.
- The Professor has the wisdom to select their successor.
- Those that murder outside of self-defense, or the defense of the Faction and the Faction's interests shall face punishment determined by the Professor.

Common Renegade Names: Nettle, Marrow, Rosemary, and Hymn

For the Renegade Faction Timeline, visit <https://outoftheasheslarp.wixsite.com/oota/renegades>

For the Renegade Faction Religion, visit <https://outoftheasheslarp.wixsite.com/oota/renegades>



# Non-Playable Factions

## The Collective



The Collective is a group made up of several Factions, including the Hellions, Boneheads, and Scarecrows. They are extremely hostile to outsiders and keep mostly to themselves. On rare occasions a small group of Collective members or representatives are sometimes seen outside of their territory for barter negotiations. Those that have seen the border of their territory report that they have built an enormous wall from metal scraps that surrounds their capital. It is constantly patrolled and no outsider has ever been allowed inside. It is rumored that the Collective worship a strange mortal deity who acts as their leader.

## Hellion Faction



Hellions were originally Boogeymen but they went too far into magic and the Boogeymen feared they were becoming the aggressive and violent beings everyone feared Boogeymen to be. When it was determined that they could not be brought back from their magically overdosed states, they were cast out. They then fled West where they met the Collective and joined them.

## Bonehead Faction



Boneheads were originally from the Ashlands, but when resources there went dry and factions turned to cannibalism, the Boneheads went North while the other factions went South. After having to resort to cannibalism the faction was overjoyed to join the Collective and live a life without eating each other. Rumor has it that now they only eat the enemies of the Collective, which are the only rations they are given. They are the lowest in the Collective hierarchy.

## Scarecrow Faction



The Scarecrows were the first residents of the Collective Territory and are the Faction that started it. They welcomed small and barely surviving groups into their territory, but not into their Faction. Over time these alliances became the Collective. It is said that the mortal deity the Collective worships is a member of the Scarecrow Faction and will always be in every reincarnation.

## Earthwalker Faction



The Earthwalker Faction seeks redemption through a spiritual and physical connection with the earth. They eschew violence for the most part, and refuse to use rearms of any sort, but are deadly if goaded into combat. Known to roam the lands mostly at night, they are seen as a mysterious group with supernatural abilities that allow them to escape detection and resist pain and injury.



## Hunter Faction



A known enemy of the established Factions within the region, the Hunters are a rare threat on par with sightings of local cryptids because so little is known about them. Hunters are believed to be composed of humans who were ‘adopted’ into the Faction but it is unknown whether Hunters have familial units and raise their own children, or if they align themselves under any methodology besides ‘survival of the fittest’. While little is openly known about their culture the results of their tactics corroborate the stories told of those who have encountered them. A Hunter attack is most often preceded by an ambush or leveraged assault where wild animals and beasts are used in lieu of men and weapons,

but survivors tell tales of well armed humanoids controlling the mayhem from just out of sight. They also describe their technology and weapons as strange things not seen since there was common travel in the Ashlands.

## Seadog Faction



The Seadog Faction is the only group that sails the ocean and they ferociously control a coastal territory that includes many islands, making them extremely difficult to attack on their own turf. They brave the dark waters filled with aquatic monsters, which is a calculated risk worth taking for the bountiful amount of seafood they are able to procure. Their ability to feed themselves is a point of pride and they often call themselves “the least hungry”. They also use their food source as a bartering tool and made an alliance decades ago with the Saints based on an exchange of food for weapons. The alliance has held strong

between the two factions and the Saints have permitted the Seadogs to occupy some islands close to the coast of their territory. The Saints often protect the Seadogs most inland territory and many times Seadogs have sent fighter’s to aid the Saint’s battles.

## White Rats Faction



It is rumored that there exists a faction that still lives in the Ashlands, surviving in underground tunnels and cave networks used for travel by the ancient dead. Fireside stories describe them as extremely pale people with white hair and black eyes that they must cover and protect when above ground. Some tales describe them as incredibly wise beings with great secrets of the past and future. Most believe these stories are just stories and that this reclusive faction does not exist, but some swear they have seen them and they are real. The most recent ‘sighting’ describes someone wrapped from head to toe in clean light fabric collecting samples from a dead monster.



# Radio Flyer Faction



A neutral vendor faction that focuses on trade, the Radio Flyers are heavily nomadic scavengers. They move their red wagons and caravans from place to place, keeping themselves out of territory wars by always having the best materials and goods to barter with. Their travel patterns are highly unpredictable, but they always return to one place several times a year; an old dumping ground called Junk City which is the extent of their recognized territory. They are known for having the most accurate news and rumors because of their traveling and neutral standing with most other Factions. For the right price, a Radio Flyer can likely tell you what you want to know, or can find out for you. If you ever cross a member of this Faction however, the news will spread and it is unlikely any of them will barter with you again.

Junkcity started as a consistent place for the Radio Flyers to find each other and share news and goods and slowly was built up to the vibrant and cramped nest of structures it is now. While they are mostly nomadic, Junk City is never left empty or abandoned. There are a few members of the faction, the old, the young, and the injured, that don't travel and live there. Then there are those who choose to stay in the city for long periods of time for various reasons and those who choose to stay to protect the city and those dwelling there. A point of pride at Junk City is Radio One, the only known working radio station channel, which is run from a tower in the city. They'll play music from old devices they scavenge, give updates on monster migrations, and for a small fee they will include an announcement for you during one of their brief news segments.

The Radio Flyers deeply respect their elders and believe that whoever is the oldest is the wisest because they have survived the longest. Therefore, the leader position of the faction, called Grandparent, is given to the oldest living member. Since the first Grandparent the faction has had only four laws to obey and they are the same today.

## Radio Flyer Faction Laws

1. Cause no harm to come to your faction and/or members of your faction.
2. Always be loyal to your faction and heed the words of our Grandparent.
3. Finders, keepers.
4. No refunds!



# Saints Faction



The Saints are a group of people that believe the human race is being tested by ancient gods and they can only prove themselves worthy of the honorable afterlife by conquering. They partake of stimulants to become closer to the divine and think of the Boogeymen as a challenge sent to them as part of the trail. A Saints' greatest achievement is to kill a Boogeyman. While all Saints recognize a newly interpreted pantheon of Gods, there are sects of Saints that will have a patron Deity. All work together as a larger faction however, taking orders from their Holy Leader, who lives in and runs a place called the Zion Compound.

The Zion Compound is the headquarters of the Saints, a formally abandoned building that was once called Fort Andross. It sits on a rocky outcropping overlooking a river and is said to harness electrical power from the Dam. The Saints speak of it with great reverence, as if it is a holy place, almost mythological. None outside of the Saints' Faction have seen inside of the Compound and come back out alive.

The Saints believe that there are four realms, each separated but affecting and affected by each other. These territories must always be in balance or it is believed they will merge and all existence will fall to chaos. The four realms are the Divine, Life, Heaven, and Hell.

Their Pantheon is a collection of mish mash information put together to create a simplified pantheon representing the "Old Gods" (figures from religions believed by various human cultures prior to the apocalypse) that can be easily understood by the masses. They are Angel, Queen B, T. Joe, Azura, Awan, Delto, Obi, and Wyrd.

*For more information on the the Saints Faction Deities, visit <https://outoftheasheslarp.wixsite.com/oota/reneades>*

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**Key Doctrines: The integral set of beliefs held by the Saints and followed as part of the faction's laws.**

**Honoring the Gods:** The Deities are to be recognized and honored as a whole in prayer daily and an altar to all or a favored Deity must be visited once a month. Favoring a single Deity is permitted as long as the other Deities are still respected and not forgotten. Altars may be built with what is available but must have some of the associated items for the Deity or Deities being honored by the altar. Days of celebration for the Deities must be recognized, the first day of spring is the Day of Awan, the first day of summer is the Day of Queen B, the longest day of the year is the Day of T. Joe, the first day of autumn is the Day of Angel, the first day of winter is the Day of Awan, the shortest day of the year is the Day of Delto, and the last day of the year is the Day of Wyrd.

**Saving Souls:** All those who are faithful in the Deities will be brought to Heaven when they ghost and all those who have no faith for the Deities and do not follow their teachings will be brought to Hell when they ghost. It is up to the faithful to save the souls of the unfaithful by teaching them of the Deities. If the unfaithful know of the Deities and choose not to believe in them or honor them, then they choose Hell and it is not for the faithful to continue to try and save their souls. Only faithful may breed with faithful and all children raised need be taught of the Deities and their teachings. Any child that chooses Hell should be cast out.

**Sacrifices:** Sacrifice is a powerful act and those who die in service to the Deities are given special honor in Heaven and those that become legend in the Realm of the Living are given a constellation in the sky to forever praise them. The faithful must care for each other and a sacrifice between mortals is bonding. When a life is saved a debt is made and must be repaid.



# Faction Alliances

	Boogeymen	LoSPOES	Renegades	Earthwalkers	Seadogs	Radio Flyers	Saints	Hunters
Boogeymen		Allies	Allies	Unknown	Enemies	Neutral	Enemies	Unknown
LoSPOES	Allies		Allies	Unknown	Enemies	Neutral	Enemies	Unknown
Renegades	Allies	Allies		Unknown	Enemies	Neutral	Enemies	Unknown
Earthwalkers	Unknown	Unknown	Unknown		Enemies	Neutral	Enemies	Enemies
Seadogs	Enemies	Enemies	Enemies	Enemies		Neutral	Allies	Enemies
Radio Flyers	Neutral	Neutral	Neutral	Neutral	Neutral		Enemies	Neutral
Saints	Enemies	Enemies	Enemies	Enemies	Allies	Enemies		Unknown
Hunters	Unknown	Unknown	Unknown	Enemies	Enemies	Neutral	Enemies	



# History After the Ending War





**2050: The World War ends and most of the population has spirited. This time is called the “Death of the World”.**

**2052: The first mutants are born and most of them are abandoned at birth. Later this same year, the first monsters are discovered.**

**2052-2067: People start forming small groups for safety and survival. Some of these groups are nomadic and some of them establish camps.**

**2067: Groups of people start becoming Factions and building larger camps and more permanent homes.**

**2070: Junkcity is established by the Radio Flyer Faction.**

**2071: Factions start defining and defending the areas they live in and formal territories begin to be established.**

**2072: The Saints Faction start hunting down mutants that weren't abandoned at birth.**

**2072-2079: Mutants are hunted almost to extinction but they continue to be born and those that evade the Saints Faction (the oldest mutants) are discovered to be powerful magic users and difficult to kill.**

**2079: The eldest mutants gather together and formally start the Boogeymen Faction.**

**2079-2081: The Boogeymen Faction search out mutants to save them and bring them into the faction.**

**2080: The area known as the Graveyard becomes overrun with monsters and several factions there are wiped out. Any survivors abandon the area.**

**2081: The Boogeymen Faction decides they are willing to fight to have a territory of their own and so the Boogey War begins.**

**2081-2084: The Boogeymen fight ruthlessly to carve out a territory of their own and many of them dive deep into magic energies.**

**2084: A group of Boogeymen fighters were said to go too deep into magic. When these fighters started doing heinous acts without remorse they were cast out of the Boogeymen faction. They became the Hellion faction and traveled west.**

**2084-2088: The Boogeymen continued to fight for a territory.**

**2088: The Boogey War ends in victory for the Boogeymen who were able to win a territory.**

**2089: The LoSPOE faction turns Frye Island into Fort Frye.**

**2090: The Saints and Seadogs Factions form an alliance.**

**2100: The Hunter Faction is first seen and quickly gain notoriety.**

**2090-2104: The LoSPOEs and Saints Factions expand their territories.**

**2104: The Saints faction pull the most gifted medics from the Medic Guild to train as a special group of combat medics.**

**2133: Both Boogeymen and LoSPOE factions want to make the Burgundar area part of their territories and some small skirmishes break out.**

**2133-2136: The Boogeymen and LoSPOE factions try to peacefully negotiate an agreement regarding the Burgundar area.**

**2136: Negotiations between the Boogeymen and LoSPOE Factions failed and a war between the factions began.**

**2137: The Saints paid close attention to the situation between the Boogeymen and LoSPOE Factions over the Burgundar area. When both were well entangled in fighting each other, the Saints Faction joined the fighting to claim the area as part of their territory.**

**2138: Within the Saints Faction, the “miracle medics” are labeled as heretics and many start disappearing.**

**2139: The “miracle medics” form the Renegades Faction and form an alliance with the LoSPOEs.**

**2140: The Renegades, LoSPOEs, and Boogeymen Factions form an alliance and defeat the Saints for control of Burgundar.**

**2145: Season One of Out of the Ashes**



# **Safety Policy and Rules**

**Out of the Ashes is intended for Adults (18+) only due to dark themes, graphic content, and mature language. With this in mind, please carefully review the following policies and rules for your safety and the safety of your fellow players**

## **Respectful Behavior**

**It is expected that every staff member, NPC, and player will behave respectfully toward each other and the site. We trust that people will use their common sense and not use personal property without permission from the owner, not enter a tent or sleeping area that is not their own, and other basic manners of the like. It is also expected that everyone will read the following safety rules and if they do not understand them or need clarification they will speak to a GR. Every staff member, NPC, and player will be required to sign an acknowledgement of the following safety rules stating that they agree to abide by them.**

## **Trigger Warnings**

**Trigger warnings will be announced at the start of any mod that may potentially contain them to any players wishing to attend the mod. These warnings may come in a variety of methods including the following:**

- The path to the mod will be marked with yellow markers ( flags during the day/led lights at night) to indicate a graphic, gore, or otherwise distressingly triggering scene in the event that you missed the initial warning.**
- A hand on the head or other sign language (“T” for Trigger) may be indicated by the hooking NPC or sta member and can be clari ed by any player who returns the hand signal. A hand on the head is standard for out-of-game/out-of-character or “OOG/OOC” verbals**
- If you come across a mod that you find to be triggering (and you were not present at the initial hook, please use one of the above gestures to indicate that you are uncomfortable and the NPC(s) can either turn their attention to someone else or adapt to allow you to excuse yourself**



# **Emotional Safety Rules**

## **The OK Hand Gesture:**

If you are involved in dramatic role playing such as an argument and feel unsure if the person or people you are role playing with are comfortable make the “OK” hand gesture at your chest. This indicates to the other player/s that you are checking in and making sure the level of role playing is ok. If they give you the “OK” hand gesture back they are comfortable with the level of intensity and you may continue role playing the scene. If they do not give you the “OK” hand gesture back, or if they give you a thumbs down gesture, then stop the conversation with that person and walk away from them.

## **The Thumbs Down:**

The thumbs down hand gesture is to be used in cases when you need to exit gameplay and/or need to inform other players that you need to stop. As soon as you give the thumbs down, exit the role playing scenario or the gameplay by going somewhere where you feel safe or to the NPC cabin. If you do not exit the area or gameplay there is no guarantee that everyone witnessed the thumbs down signal and the roleplaying may continue.

## **Relaxation Area:**

At the NPC cabin there is an area where anyone can go and sit down and have a snack if they need to step away, for any reason. We cannot guarantee that someone will always be available to speak with you, but we will do our best to make sure someone is available to talk if you would like to talk to someone.

# **Harassment Policy**

There is no tolerating of any kind of hate speech, sexual harassment, or physical assault. Anyone who violates this policy will be asked to leave without a refund. Out of the Ashes does not discriminate on the grounds of race, color, religion, sex, sexual orientation, including transgender status and gender expression, relationship lifestyle, national origin, citizenship status, age, disability, genetic information or veteran status.

**Sexual Harassment and Assault** Sexual harassment and assault of any kind is not allowed in any character backstory or to be implied or discussed in game. ese topics will never be part of game plot.



**Breaking safety rules or the harassment policy can result in your dismissal from the game without refund. It can also lead to a temporary or permanent ban from Out of the Ashes events.**

## **Safety Calls**

### **“Excessive Force”**

To be used when someone is hitting unnecessarily hard to make them aware of their force. When excessive force is called, the damage is negated. If someone continues to hit unnecessarily hard after you have called “excessive force” please inform a GR.

### **“Caution”**

To be used when you need to warn another player that they need to be cautious. Example: You’re in a ght and notice that your opponent is about to back over a rock. You should say “Caution, rock behind.” Then allow that person time to get in a safe position before continuing.

### **“Hold”**

Used when someone has been injured or could potentially be injured. When you hear this call you should stop what you are doing immediately. **EVERYONE MUST HOLD** and only the person that called the hold, of the GRs, can call “game-on” when the situation is taken care of. (this call can also be used if someone’s glasses fall off.)

## **Combat Safety Rules**

**Light Touch:** All players and NPCs must combat each other respectfully when combating an opponent. When engaging in melee combat use only the amount of strength and force needed to make a hit that can be felt through the clothing and/or armor that is worn. There is no need to strike someone as hard as you can to successfully reduce their HP.

**OFF Limit Areas to Target: NO HITS TO THE HEAD OR HANDS ALLOWED.** Any accidental hits to these areas will not result in reducing HP.



**Weapon Safety:** Melee weapons allowed are LARP safe latex and/or bo er weapons such as crowbars, clubs, frying pans, daggers, swords, etc. Blaster weapons allowed are Nerf brand guns with NO internal modifications. It is encouraged, but not required for them to be painted to t the feel of the game. All weapons will be checked for safety at every event, even if they have passed a safety check at a previous event. is is to ensure that no damage has occurred to the weapons between events that have made them unsafe.

**Combat in Buildings:** There is no fighting allowed inside buildings, including blasters. To engage in melee combat with someone inside a building say “Clarify, I grapple you.” Then you both exit the building and then begin combat. However, people may run away from this combat if they wish.

**Physical Combat:** Occasionally, you may see an NPC engage in choreographed and planned physical combat with another NPC or player. These instances have been planned and practiced for the theatrical value and are done as safely as possible. is does not mean that physical combat is allowed, DO NOT engage in physical combat like grappling or hand to hand.

## **Blaster Specifications**

Any weapon being entered into the game for use by your character must first pass a safety examination during check-in. When it comes to blasters, the following criteria must be met.

**Speed:** Your weapon will be test red using a chronograph to determine the average ballistic speed of projectiles being slung and must fall within 130 feet per second (FPS) or within the acceptable range (+/- 5 FPS) of this limit

**Internal Modifications:** For the first season of Out of the Ashes we will not be accepting any internal modifications for blasters. This includes non-stock springs, barrels, motors, gears, triggers or other mechanisms that interact with the internal workings of your weapon. The ONE exception to this rule is a cap or spring limiter that is manufactured with the intent of lowering the FPS of projectiles fired from the blaster but must not replace the stock spring included with the blaster.



**Motorized Blasters:** For the first year of Out of the Ashes we will not be accepting any blasters for in-game use that utilize a motor or y wheel to launch projectiles with the full intent on including them later as skills, technology and mechanics evolve to allow the settlement to not only handle but maintain weapons capable of steady automatic re.

**External Modifications:** All external modifications should be declared at check-in or prior to ensure that your weapon will meet our standards. Aesthetic modifications are OK as long as they do not interfere with or modify the internal mechanisms of the blaster. Any external modification that changes the overall performance of a blaster is subject to approval before use can be allowed - for example, replacing the chamber of a revolving blaster to allow additional rounds would not meet this standard but an ammo pouch to carry shells on the butt of a ri e or shotgun style blaster would meet this standard.

**Projectiles:** Ammunition is subject to approval during safety check-in just the same as the blaster firing them. To meet our safety standards, all projectiles red from a blaster must utilize foam tips and not hardened plastic and should weigh within .2 grams of a 'standard' NERF equivalent round of the same caliber and size. Projectiles can drastically affect a weapon's performance and players may be advised to swap their rounds for an approved list of ammunition at check-in and violators of this rule may be subject to spot checks of their equipment in the field.

**Realism:** While this game aims to be as 'realistic' as possible, we are not looking for blasters so real that they may pass as an actual rearm to an untrained eye, nor are we looking to confuse gun culture with foam blaster toys. Wherever possible, please keep orange barrel tips or portions of the blaster clearly marked with bright colors to avoid being agged for not meeting this standard. Wherever possible staff will provide cloth wraps or temporary paint to help meet this rule while on site if a blaster is deemed to look too much like a replica or functioning rearm.



# **Weapon Etiquette**

Weapon use during Out of the Ashes events is a privilege that can be modified or rescinded on a case-by-case basis at any time that the staff feels it necessary to ensure the continued safety and well being of staff and players. the following guidelines are to be observed at all times and practiced while on the Burgundar site and repeat offenders of these etiquettes may and their privileges to wield weapons modified or removed.

All weapons, melee or ranged, are subject to re-inspection at any given point during an event if safety concerns are raised regarding the usage of it while in-game. If a staff member approaches and asks you to return to NPC camp for an inspection this supersedes any in game roleplay or player duties and should be heeded as soon as possible.

At no point should a blaster be aimed at another player or staff member's face.

At no point should a blaster be aimed at another player or staff member's body unless it is clearly an in-game roleplay action. Furthermore, any weapon ranged or otherwise that is aimed at a player or staff member will be interpreted as an in-character gesture of violence.

Certain materials operate differently when they are cold and melee and ranged

weapons are susceptible to performance changes as a result and one should heed warnings from players or staff alike if one's weapon is hitting 'too hard'. Remember that the NPC camp is always willing to provide a loaner weapon or temporary replacement to keep the game safe and progressing

## **Site Rules**

**Collecting Firewood:** Some rewood may be provided by GRs and staff, however to have a re in the town re pit (if you wish to), you will need to actually forage for wood in the game area. (DO NOT CUT DOWN TREES, only collect fallen wood.)



**Washing Dishes:** Everyone is responsible for cleaning the dishes that they use. (A cleaning station is set up behind the tavern.) e dishes are provided by the site and must be treated respectfully or the privilege of using them will be taken away.

**Candles & Lanterns:** NEVER leave lit candles or torches unattended

**Trash & Cleaning Up:** There are trash cans provided in the town, please use them. Every person is expected to clean up after themselves, this includes personal items like bullets as well as trash.

**Camping:** There are several out-of-game areas for camping on the site for use by game players and staff. If you wish to camp in the village (an in-game area) your tent must fit the post-apocalyptic feel of the game, you must work out the location of your tent with the GR team at least a week prior to the event, and you must set up your tent during game-on times only. Tents, even set up in the village, are personal property and cannot be entered or interacted with in any way without the owner's permission.

**Parking/Loading and Unloading:** There is one road into Burgundar and only the emergency vehicle is prohibited to park on this road during an event. Vehicles are permitted use of the road to unload and load game and camping equipment. Please be mindful that others will also want access to this road to unload and load during check-in and after an event. Parking for Burgundar is across the street from the site.

**Firearms:** Firearms are prohibited on site at all times.

**Alcohol and Recreational Drugs:** Alcohol and recreational drugs are not permitted on site at events.

**Traveling Outside the Town:** Player characters may travel outside of the town as they wish, to scavenge or for any other reason, however we highly recommend a buddy system, especially at night for safety reasons. Additionally, when characters leave the town they must signal that they are doing so by (signal) so that the GRs know when players are in the woods. This is for safety and helps the staff if they are setting something up in the woods. When there is an activity at night that takes place outside of the village there will always be an NPC guide.





# Mechanics

**These rules are the result of many different sources of inspiration intended to create a framework for storytelling. An important aspect is the honor system; players maintain the count of their health points and in-game calls.**

**By striving for realism with a focus on the thematic, the player's best judgment should be used when accepting hits or playing through events they are unsure of. While you're strongly encouraged to memorize the mechanics, there will be times when you are uncertain of events or a call. When you cannot determine an outcome immediately ask for clarification or err on the side of your failure. While this may seem contradictory to the mindset of most games, the goal of the game is to not to "win" but to tell a great story. the community will appreciate good form on these calls.**

**Additionally, this game will have secret skills. Anything that can be done in this game by an NPC can, with enough investment, be done by a player. All effects that are delivered by NPCs come from an item they possess, or a skill they know. Secret skills will be added to the rulebook, and become regularly accessible to all players during each winter downtime.**



# HIT POINTS AND WEAPONS

Characters by default have 2 hit points. All weapons do 1 damage.

**Carrying Capacity:** Maximum amount of weapons per player are 2 blasters, 1 knife, and 2 Melee weapons.

**Temporary HP:** Some effects, such as a well cooked meal, will grant a character temporary hit points. These hit points stack above the normal HP maximum, but once lost are gone, and do not come back with healing or resting. (Meaning that gaining Temporary hit points in an amount greater than you currently have sets your temporary hit points to the greater number.)

## ARMOR

Full set of light armor = +1 HP. Full set of medium Armor = +2 HP, and a full set of heavy armor = +3 HP

Every player can wear light or medium armor if they wish. To wear heavy armor you must have the Turtle skill. This is to represent that it takes skill to engage in combat while wearing cumbersome armor.

Armor benefits the wearer depending on the type and amount worn. Realism is important, thus any armor representations should make sense for your character. (Armor made from foam, warbla, or other similar materials are acceptable.) Armor is categorized into three types: light, medium, and heavy. Light armor is made of flexible leather or thin plastic. Medium armor is any type of rigid leather or thick plastic. Heavy armor is represented by athletic or military protective gear.

There are six major areas that can be armored and in order for a player to gain the benefits of a "full set," which is 4 of the 6 areas covered (whichever 4 you want).

**Armor Areas:**

1. Head
2. roat/Shoulders
3. Chest/Back
4. Arms/Hands
5. Thighs/Groin
6. Legs/Feet



# **Shields** *(2 per player maximum)*

Shield sizes are listed as the maximum dimension of any height, width, diameter etc.

**Small Shield = up to 18"**

**Medium Shield = 18" - 32"**

**Large Shield = 32" and larger**

Shields can be used by any player character. Small shields can block all melee weapon attacks but can only block a bullet once before needing repairs and no longer blocking the damage from bullets. (*Shield repair chart available in-game*). Medium shields can block a bullet one time before needing repairs and no longer blocking damage. Large shields can block a bullet two times before needing repairs and no longer blocks bullet damage. Shields can meele damage indefinitely .

Shields can not block bullets or melee attacks unless it is being actively used in hand.

## **Food, Water, and Resting**

Consumption of Food and Water are required in order for skill and HP recovery during a rest. To regain your HP, you may eat one serving of food or one serving of water during a rest. To regain HP and renew your skills you must have both one serving of food and one serving of water. (Example: Can consume 1 water OR 1 food to regain HP. Example: Must consume 1 water AND 1 food to regain HP and refresh skills. You CAN NOT do 2 water or 2 food to refresh skills.)

### **Short Rest:**

To regain your HP, you may eat one serving of food or one serving of water during a rest. To regain HP and renew your skills you must have both one serving of food and one serving of water. You CAN NOT do 2 water or 2 food to refresh skills.) In addition to the food/water requirements above, you must spend 15 minutes roleplaying one of the activities listed below to complete a short rest. Each of these activities can be performed once per day.

### **Long Rest:**

In order to gain the benefits of a long rest your character must have a full night's sleep. Skills and HP recover after full night's rest.



## **SHORT REST OPTIONS:**

**Cat Nap:** Spend 15 minutes relaxing your mind and body.

**Community:** Spend 15 minutes cleaning around Burgundar. This could be gathering spent ammo on the ground, picking up trash, cleaning dishes, sweeping the tavern, etc.

**Art:** Spend 15 minutes engaging in an artistic activity. This could be singing, playing an instrument, dancing, telling a story, drawing a picture, etc.

**Healing:** Spend 15 minutes roleplaying healing injuries. This could be done through traditional, mundane, bandages and surgery or through magical and spiritual means.

**Repair:** Lots of things need fixing after a big battle. Spend 15 minutes roleplaying repairing your armor, shields, weapons, and rearms. In order to repair 'broken' items the appropriate materials must be spent.

**Religion / Spiritual:** Spend 15 minutes engaged in roleplaying religious or spiritual activities. Holding a sermon, prayer, meditation, etc.

**Scholar:** Burgundar is a strange place full of strange creatures, these should be documented. Spend 15 minutes recording details about a specific monster, faction, or phenomenon or discussing these with fellow scholars.

**Training:** Sometimes what you need after combat is...more combat. Spend 15 minutes sparring, practicing with a training dummy, or working on your aim. [NOTE: If you choose to practice rearm skills, call "Blank" and do not expend a bullet.]

**Games:** Spend 15 minutes playing a game; cards, cribbage, poker, etc.

## **Looting**

Every character has the ability to loot a fallen enemy or ally (NPC or Player). To do this you say "I loot your body" while you are within reaching distance of the person or creature (you don't physically touch the person). It is up to the "corpse's" discretion as to how much they give you based on the amount of time you spend "looting" them.

**Example:** If battle is still occurring and you only have a moment, you will get less.

Lootable items are only in-game items that the person hands you. **NEVER** loot an NPC weapon.

## **Death and Dying**

**Downed But Not Out:** All player characters have a certain resilience defined as 'downed but not out'. When dropping to 0 hp they are 'downed'. While a downed character is still conscious, they may crawl (or move hunched or lowered very slowly) and weakly block attacks. While downed their bleed out timer is still ticking. A downed character



has the option to use any skills or abilities, however if they do, they are 'out' and are now unconscious, waiting for aid, or for their bleed out timer to expire. Any damage taken in this state will also put the character into a "Death's Door" status. While "out" you cannot benefit from "inspiring voice".

The Bleed out timer is 5 Minutes, after which you are at death's door.

**Death's Door:** Once a player's bleed out timer runs out the player is on 'Death's Door'. This player is not dead yet, only mostly dead. This player is to be brought to the Medical Office and will be accompanied by a second player called the 'Presiding Player'. The presiding player will roleplay trying to bring back the dead player. The presiding player, and the player in the dead state will resolve this 'brush with death' through roleplay and collaborative storytelling. Inside the Medical Office is a stack of 11 cards. These 11 cards represent 11 different death consequences. These consequences range from a Lucky break in which you recover with no side effects to more serious injuries with permanent damage. the presiding player should make a suggestion of which one of the available consequences they think is the most thematic and fitting for the death. Ultimately, it is up to the dead character to pick or draw at random, but having a back and forth makes this interaction more collaborative. Once a choice is made it should be noted in the log, and on their character sheet, after which the two players should collaboratively describe how they saved their ally. Faith, magic, medicine, dumb luck, they really weren't that bad o , I just pulled the radioactive metal out of their skull and they were ne... etc. Then return to play.

**Death Log:** In the Medical Office there exists a log/book of the near deaths and actual deaths, as well as the deeds and memorial of the fallen. During a brush with death the presiding player is responsible for adding to the log how the fallen died. This could be in the form of doctors notes, or heroic recounting of their deeds, or even a picture.

**Dying Solo:** There might be times where player characters are reduced to oHP when they are alone. Perhaps you set off a trap while wandering through a cave, or monsters attacked while you were mining. Maybe a seemingly innocent NPC lured you out of town. Regardless you are dead, and your allies might not be aware of this. A character in the dead state may remain so for as long as they wish hoping someone will and them. If they would like to give up they may 'spirit' and report to OPS to have been



found by an NPC faction. This will usually be a hostile faction and they will be recovered by their allies in the next mod, but has a chance to be a friend based on affinity with factions.

**Final Death:** The people of the Wasteland are hardy and can survive several brushes with death. But this lucky streak cannot last forever. Each player character can only choose each Death Consequence once. When they have chosen all 11 their character experiences Final Death. Of course, a player can choose to let their character die instead of taking one of the 11 options if they choose. If the character wishes to remain dead, or has run out of Death Consequences, the presiding player will be the one to announce the character didn't make it. Characters may discuss out of game what lead to the characters death for a more appropriate log.

## **List of Consequences:**

**"Lucky Break":** free respawn without consequences

**"Sore":** Minus 1 HP - Lasts until end of event and forever when using the healing and training category to short rest it takes twice as long

**Phobia:** Cannot willingly approach the thing that killed you (faction/creature type/ etc.)

**Ravenous Hunger:** Needs to consume an extra portion of whatever you are eating to gain any benefit, you count as two people for the purposes of feeding the settlement

**Bad Karma:** An NPC faction you were trusted with no longer trusts you, resetting your affinity with them to -1

**Muddled:** Damage to your head - Once per event forget something important you learned that event

**Disfigured:** Lose an eye or get a big scar

**Maimed:** Pick a Limb and lose use in it



**Live Recklessly:** You try and experience all life has to offer and no longer have reservations about danger. Retreat is never an option and your character compulsively chooses to stand their ground wherever applicable even if it is to their detriment.

**Restless:** Select 2 short rest categories (not training or healing), your character can no longer choose to use these as a form of gaining the benefits of a short rest action.

**Death Becomes You:** You were very dead, and probably shouldn't have come back - Sunlight burns your eyes, and healing from magic/faith sources no longer works on you, but Undead won't attack you unless attacked first

# Character Creation

## STEP ONE : PICK A FACTION

Each character that is a member of the settlement is a member of one of three factions: Boogeymen, Lospos, or Renegades. This choice is not permanent, loyalties may change, ranks or membership in organizations may also change during the course of play, factions represented in the settlement may change over time as well. ese changes will be coordinated by Game Staff.

## STEP TWO: PICK A LOADOUT

Choose 2 from the following, you may pick one option more than once:

- A few chemicals and recipes
- A small supply of metals
- A small supply of food
- A small supply of water
- A random special tool
- A First Aid Kit
- 1 problem unknown to you that when solved will benefit you

## STEP THREE: PICK 3 STARTING SKILLS

Players will gain 1 additional skill each event. If you are creating a character, after the campaign has started, pick an additional skill for each event you were not present for. This should ensure all players have the same number of skills.



# Skills

Skills are the most common abilities within the world. Additionally, this game will have secret skills. Anything that can be done in this game by an NPC can, with enough investment, be done by a player. (Example of a Secret Skill:, Leather Worker: Can turn animal or monster hide into leather.)

All effects that are delivered by NPCs come from an item they possess, or a skill they know. Secret skills unlocked during the season by a player will be added to the rulebook, and become regularly accessible to all players during each winter downtime.

## FACTION SPECIFIC SKILLS

In addition to your starting skills, based on your faction, choose one of the following abilities:

### Boogeymen

- Once per short rest you may regain an additional 2 aether. This cannot exceed the 8 aether maximum
- Once per long rest you may resist one effect.
- Once Ever you may perform a Big Magic (following the normal rules for Big Magic)

### Lospoe

- Once per short rest while you have less than 10 bullets, gain a free ammo that must immediately be loaded into your gun, these bullets do not consume tags and may not be used by any one besides you.
- Once per long rest you may draw an extra time from a harvest station keeping both results
- Once Ever you may discover a cache containing at least one of an item of your choosing. (must communicate with staff in advance as you scout for it.)

### Renegade

- Once per short rest you may call 'Heal 1' by Touch Packet
- Once per long rest you may ignore the negative side effects of a stimulant or 'the bog' (the chemical harvesting node)
- Once Ever you may restore someone to life. You must check in with game staff before performing this miracle.



# COMBAT SKILLS

- **(FREE SKILL) One Shot:** All player characters may use a one shot rearm. *Ex: Nerf Nightstrike*
- **(FREE SKILL) Dagger:** All player characters may use a melee weapon under 18".
- **Firearm Use Certification:** Purchasing this skill allows a character to wield and fire rearms.
  - **Automatic Firearm Use Certification** (*must have Firearm Use Certification*): Purchasing this skill allows a character to wield an automatic rearm.
- **Melee Use Certification:** Purchasing this skill allows a character to wield and use melee weapons.
  - **Archery Use Certification** (*must have Melee Use Certification*): Purchasing this skill allows a character to wield and use bows and crossbow weapons.
- **Turtle:** Purchasing this skill allows your character to wear heavy armor.
- **Accurate:** Twice per short rest you may fire a ranged weapon and call "two damage". This causes 2 HP damage instead of 1 if the shot hits your target.
  - **Pinning Shot** (*must have Accurate*): Twice per short rest you may fire a ranged weapon and call "Root"
- **Becky Lemme:** Once per short rest you may swing a melee weapon and call "Smash" on a shield.
- **Focus the Tank:** Incite a fight to the death once per short rest. Force an enemy to attack you instead of anyone else for 30 seconds if they are attacking. A taunted foe is more likely to attack until their opponent is "out."
- **Footwork** (*must be unarmored*): Once per short rest you may call "dodge" against any weapon.
  - **Fancy Footwork** (*must have Footwork*): Twice per short rest you may call "dodge" against any weapon.
- **Knock Out:** Twice per short rest you may swing a melee weapon and call "Knock Out" while both you and your target are not in combat.
  - **Assassinate** (*must have Knock Out*): Once per short rest you may swing a melee weapon and call "death" while you and your target are not in combat.
- **Pocket Sand:** Twice per short rest, you may call "blind" against a single target within 10 feet of you.
- **Set Traps:** Once per short rest you may deploy a trap, when this trap is set off it does 5 damage. (*Players must provide their own phys rep for the traps that should be an item that makes a noise when it goes off and does not cause any real physical harm. All traps need to be inspected at check-in.*)



# Magic Skills

Aether is the measure of someone's magical ability. You gain 2 Aether per magic skill purchased up to a maximum of 8 Aether. Your Aether pool can be used on any known magic abilities. If the entire pool is used, suffer the Slow effect and must roleplay being disoriented until you are able to take a rest. Half your Aether pool comes back on a short rest. A Long rest fully replenishes you.

- **Vicious Jab:** 1 Aether, you may call "1 damage" a target you can see.
- **Rude Remark:** 2 Aether, you may call "2 damage" to a target you can see.
- **Protect My friends:** 2 Aether, call "Bestow two temporary hit points" to an ally standing beside you in combat. (*This grants 2 temp HP to your ally for 1 hour*)
- **Look at Me:** 6 Aether, Your hit points become 6 before armor and you heal to that amount. This effect lasts until the end of the fight, or until you have been dropped to zero hit points. After the combat you must immediately take a short rest.
- **Inspiring Voice:** 5 Aether, you may call "Heal 1" to all allies that can hear you
- **Healer's Touch:** 1 Aether, you may call "Heal 1" to another person you can touch. This gives 1 HP back to an injured target.
- **Healers Hands:** 3 healing 3 Aether, you may call "Heal 3" to another person you can touch. This gives 3 HP back to an injured target.
- **Power of Prayer:** (requires membership in Renegade Faction) Once per event you may pray for up to four allies, the allies must be in your presence during your prayer to gain 2 temporary HP (for 1 hour) from your prayer.
- **Magic Preparation** 2 Aether, grant yourself 2 temporary hit points, these hit points cannot be healed back once lost.
- **Mutated Constitution:** (requires membership in Boogeymen Faction) +1 Maximum HP
- **Bubble:** 6 Aether, you may become stationary and hold both your hands out away from you to protect yourself. While in this pose you may call "Repel".
- **Rigor:** 4 Aether, you may call "disarm" to a target you can see.
- **Confusion:** 6 Aether, Force target to forget what they were doing and act confused for 10 seconds. Any attack or damage to the target immediately ends this effect and the target is aware that it happened.
- **Big Magic:** (*requires 6 skills from the Magic Skills section*) Once per event, you may spend a minimum of 15 minutes performing a large production of magic or faith.

The associated roleplay is up to the caster and usage of props is recommended. The cost of Big magic or prayer is determined by the caster. It can be any price you have the ability to pay and must be in balance with the resulting effect. Before you begin, alert a game runner of your intention, and provide a brief synopsis of what you will be paying, and what you want as an outcome. Anything is possible with big magic, but the larger the goal, the larger the price. Rule 1 of Big Magic, you do not know if you will succeed or fail until after the price has been paid. If you are close to the required price, more may be taken. Rule 2 of Big Magic, the same effect may never be obtained for the same price twice.



# Support & Crafting Skills

- **Boiler:** Once every 4 hours, approximately, you may collect “dirty water” from the swamp. You may spend one “wood” and one “dirty water” per 8 servings of “purified water”.
  - **Brewer (*must have Boiler*):** You have the ability to make food and water into alcohol. With 1 food and 1 water you can make 1 serving of alcohol that grants 1 temp HP.
- **Chef (*requires membership in the LoSPOE Faction*):** You have the ability to cook food and anyone that eats your food receives 1 temp HP that lasts for one hour. (*Recipes are received at check-in and in-game.*)
- **Chemistry:** Allows a character to work with chemicals and combine them together to create materials or consumables with effects. (*Recipes are received at check-in and in-game.*)
  - **Chemical Collection (*must have Chemistry*):** Allows a character to collect chemicals from the Swamp Collector once per day.
  - **Chemical Safety (*must have Chemistry*):** You resistant to the negative effects of chemicals but not immune. Effects are reduced by half or slowed.
- **Eye for Metals:** Allows you scavenge metals from the caves once per long rest.
  - **Metal Run (*must have Eye for Metals*):** Any one ally with you in the caves may collect metal with you and receive the benefits of a short rest while scavenging metal.
- **Inspiration (*restricted to 1 purchase*):** Once per long rest you may inspire one other person with 10 seconds of RP to receive the benefits of a short rest. If interrupted by combat, you must start over.
  - **Tall Tale (*must have Inspiration*):** Once per long rest you may tell a story to an audience of up to 5 allies. After at least ten minutes of the story, the allies receive the benefits of a short rest and 1 temp HP that lasts up to an hour.
- **Metallurgy:** Purchasing this skill allows you to use metal to craft bullets and repair shields.
- **Rags:** Once per long rest you can turn 3 pieces of scrap fabric into bandages that heal 1 HP each. Bandages are one use only, require physical representation (thin strip of fabric, etc.), and require 10 seconds of roleplaying to apply the bandage.



- **Wet Rags (*must have Rags*):** Once per long rest you can clean 3 bandages so they can be used once more.
- **Research:** You may do research between games to request information on a specific thing/topic that your character is looking into.
- **Silver Tongue Devil (*restricted to 1 purchase*):** Once per long rest you may call “Charm” on someone you’ve been talking to for at least a min.

## Calls and Effects

- **Knock Out:** If you are the target of a knock out, you drop to the ground unconscious. If you are not being “carried/ dragged” away, you’ll lay on the ground for one minute before “waking up.” If someone discovers you before your minute is up, they are able to wake you early. If you are being “carried/dragged”, you will not wake up until you are “set down”. To “carry/ drag” a knocked out character say “I drag you”, do not actually attempt to do so. If you are being “dragged”, walk alongside the person taking your character with your head hung down.
- **Death:** You are reduced to 0 HP and must follow the Death’s Door rules.
- **Blind:** You are unable to see for 3 seconds and must act that out. You may fail but cannot do any targeted attacks.
- **Dodge:** The damage from one attack is not taken.
- **Smash:** A successful attack with shatter makes a shield unusable and in need of repairs before it can be used again.
- **Taunt:** You must attack the person who taunted you for 10 seconds.
- **Root:** You are unable to move from the spot you are rooted to for 10 seconds.
- **Repel:** You cannot go within ten feet of the person who called repel and can not attack them with any weapon, including ranged, for 10 seconds. If you are within ten feet of the person when the repel is called, you must back away from them until you are ten feet away.
- **Charm:** You like the person who has charmed you for the rest of the encounter. You must be engaged in at least 1 minute of conversation to be charmed. Your core morals and personality does not change, but you may hesitate in your convictions or be convinced to do something depending on the conversation.



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